TALLINN UNIVERSITY OF TECHNOLOGY

School of Information Technologies

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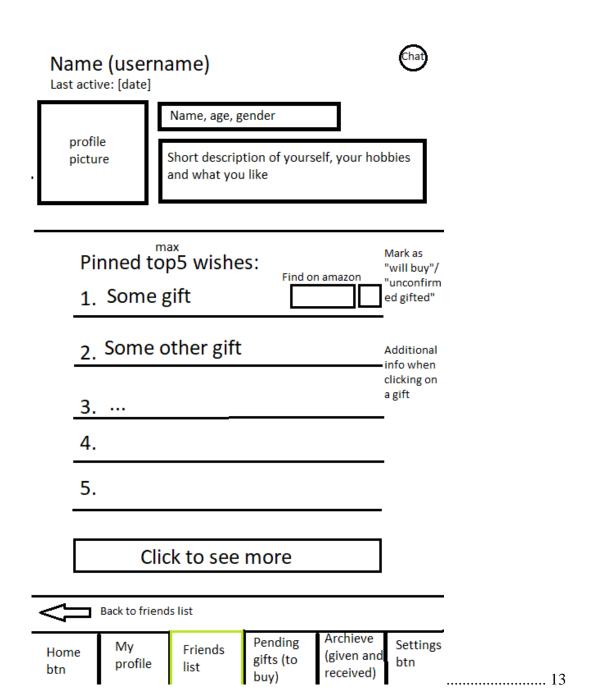
GIFTER API

Project for "Building Distributed Systems"

Supervisor: Andres Käver

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3.1.3 Friends list / search

Friends list

Find friends... Search

Invite a friend to join

profile picture Name (username)

Last active: [date]

Add friend

This button is only shown when you search for people not in the friends list

profile picture Name (username)

Last active: [date]

Home btn My profile Friends list Pending gifts (to buy) Archieve (given and received) Settings btn

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3.1.4 To buy / reserved gifts

Pending gifts

Name Gift picture	(username Gift n	ame	Date booked: dd/mm/yyyy		Gifted Don't gift		
Name (username	•					
Gift picture	Gift name Gift description		Date booked: dd/mm/yyyy				
Name (username))					
Gift picture	Gift name Gift description		Date booked: dd/mm/yyyy				
Gift picture	Gift na			Date booked: dd/mm/yyyy (days)			
Gift picture	Gift name Gift description		Date booked: dd/mm/yyyy (days)				
Gift picture	On than to		Date booked: dd/mm/yyyy (days)				
Home btn	My profile	Friends list	Pending gifts (to buy)	Archieve (given and received)	Settings btn	15	

1 Introduction

The idea of this application is to ease the process of gift giving.

It is useful for each occasion, especially birthdays and holidays like Christmas, but even just for the sake of making someone happy for no reason.

The aim is to reduce the stress of wondering what to buy and prevent ending up buying something random they might not like just to get something.

It will also make your life better in the sense that you'll be receiveing only the things you actually need or want, not something you'd have to give away or have it clutter up your home, still keeping the element of surprise on what you'll get and from who.

Another good use of the platform is having campaigns during holiday seasons which let any users donate gifts to kids in need.

In a nutshell, everyone has their own profile where they can list the things they wish to have, with or without descriptions, image and an url to the webshop. Then someone who wishes to give you a gift can just pick something from your list and get it for you, knowing you'll be happy to receive it. There will be features implemented that will prevent double gifts - so that multiple people don't get the same gift for the same person - as well as a convenient overview of gifts you've decided to buy and other useful features to make gift giving less stressful.

2 Features

2.1 Basic functionality

Basic functionality covers the minimum viable product (MVP) of the project scope.

1. Home page

- Contact info and FAQ
- Campaign ad(s)
- Personal notifications
- 2. Profile page with two sections: general info and wishlist.
 - General info
 - Info shown to others is username, full name, age, gender, profile picture, description (main interests/hobbies, liked things).
 - Private info that is not shown to anyone is mandatory e-mail address and optionally home address (and/or closest SmartPost/Omniva and phone number).
 - o Wishlist
 - A list of specific items / gifts the user would like to have / receive. Basically a bucket list of things they would like to have but can't buy/don't feel like buying.
 - There are certain things to fill in about each list item
 - **full name** of the thing (mandatory)
 - **description** (optional)
 - **url** for a shop where it is sold (optional)
 - **image** of the item (optional)
 - There are actions/options you can do with each item
 - "edit/delete/mark as received" when it's your list
 - "will gift/mark as gifted/cancel gift" when it's someone else's list you are interacting with.
 - Each item can be in one of 3 states
 - **active** (shown everyone sees it). Initial state when added to the list. Everyone can see it.
 - reserved (disabled/marked). When someone decides to gift it, they can mark it as reserved. It will also show how much time has passed since reservation. Everyone can see it except for the receiver.
 - **archieved** (hidden/gifted). When someone has given the gift, they can mark it as gifted which will hide it from the

list. The owner of the list gets a notification and can confirm they have gotten it - this will remove it from the list and move it to the "gotten gifts" archieve, "given gifts" for the other user respectively. If they claim they haven't gotten it, the item will be shown in their list as active again.

3. To gift/reserved gifts page

- User has a private feed on their app where gifts are listed that they have marked as "will gift" so they can keep track of what to buy to whom.
- There are buttons for marking it further as "gifted" or "cancel gift".
 - Gifted will send it to archieve not shown in wishlist anymore.
 - Cancelled will send it back to the feed of the receiver, shown as active so others could buy it instead.
- **4. Archieve page** 2 sections. User can delete things from their own archieve.
 - Received things
 - Items can be marked as received by yourself on your profile
 - Items in your list that are marked as "gifted" by others will appear in your archieve with a confirmation where you can choose "confirm" (i got it as a gift indeed, keep in archieve) or "deny" (i haven't gotten it, send it back to my wishlist as active)
 - Gifted things
 - Things you have marked as "gifted" in other people's wishlists will appear here.
- **5.** Friends list page 3 sections and 3 views under this tab.
 - Sections
 - Search
 - Can search for a user to add them as friends or check their profile
 - Search results will show in the place of friends list
 - Invitation link
 - Can invite people to join who don't have an account yet based on e-mail or phone number
 - List of people
 - By default shows a list of friends their profile picture, name, username and last active date
 - When searching people will show everyone who corresponds to query, with "Add friend" button present if they're not already added
 - o Views
 - Search + invitation link + friends list
 - Search + invitation link + people you searched for
 - A specific person's profile

2.2 Advanced functionality

Advanced functionality is something to be done in the future as it is out of scope for current project due to limited time.

1. "Find on amazon" button for each item on the wishlist

- Potential monetization oppurtunity (a deal with Amazon or other Partner - get some money from either from each visit, each buy or both)
- Item's name set in the wishlist will be inserted into Amazon search automatically but the person can change it as needed by themselves, of course
- In case url to webshop is not provided... or always?

2. An option to "request confirmation" on "reserved gift" items

- Will send a notification to the one who marked it as such automatically asking them whether they still plan to gift it or not. They can choose to:
 - i. Leave it reserved if they still plan on getting it
 - ii. Mark it as gifted if they have already given it away so it will be removed from the gift list
 - iii. Choose "cancel gift" so it will be active in the wishlist again and someone else (the one who requested confirmation) will know they can gift it instead.
- O Point is to "nudge" people to not leave/forget items reserved without actually ever getting the gift. If it's been reserved for a long time and someone thinks they could gift it instead, they can confirm it with the one who reserved it.

3. Creating campaigns for donations

- For example during Christmas, to see a list of children from the orphanage or just poor families, and what they'd like to get.
- You can mark gifts reserved in the app as usual
- When you buy the gift put the kid's name on it and send it to the creator of the campaign as per their instructions
- These campaigns should somehow go through the company or be made by certified members - for safety measures (avoid scams).

4. "Send gift via post" option

- To be able to send gifts to people via post without knowing their address or other shipping information
- Shipping process

- i. Done by the maintainers of the app they will receive the gift you send and forward it to the correct address like a proxy to keep the addresses private
- ii. Or there could be boxes to pick them up from like SmartPost or reuse SmartPost/Omniva service somehow

3 User interface

Proof-of-concept (POC) sketches for the user interface (UI) of the application are currently done for the mobile-view only because the approach of designing the UI of the application is presumably mobile-first as it is lately the more recommended approach.

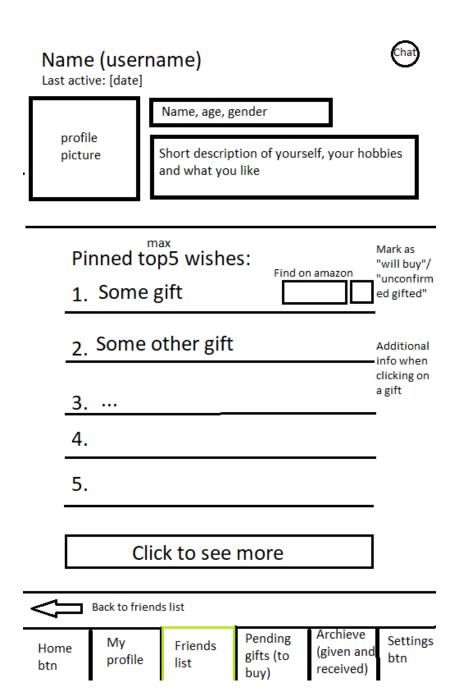
Desktop-view designs will be added to this document later as they were not in the scope of the first homework.

3.1.1 Homepage

Gifter logo Contact				# <u>()</u>	
Campa	aign ad				
FAQ					
How	to				
					_
<u> </u>					
Click to see more					
Home btn	My profile	Friends list	Pending gifts (to buy)	Archieve (given and received)	Settings btn

Personal notifications might appear under ad before FAQ or before the ad.

3.1.2 Profile



3.1.3 Friends list / search

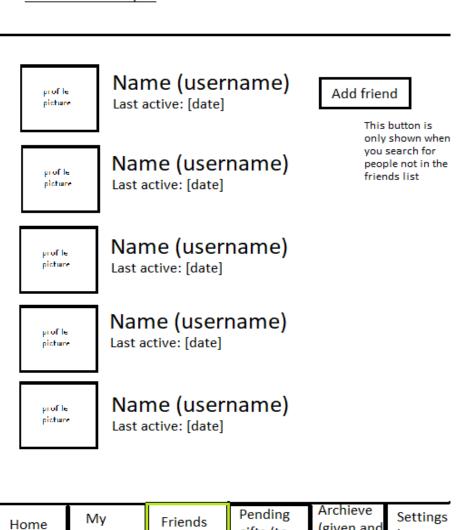
Friends list

Invite a friend to join

profile

btn

list



gifts (to

(given and

received)

btn

3.1.4 To buy / reserved gifts

Pending gifts

Name Gift picture	username) Gift name Gift description		Date booked: dd/mm/yyyy (days)		Gifted Don't gift	
Name (username)						
Gift picture	Gift n Gift desc		Date booked: dd/mm/yyyy (days)			
Name (username)				
Gift picture	Gift name Gift description		Date booked: dd/mm/yyyy (days)			
Gift picture	Gift name Gift description		Date booked: dd/mm/yyyy (days)			
Gift picture			Date booked: dd/mm/yyyy (days)			
Gift picture	Onchanic		Date booked: dd/mm/yyyy (days)			
Home btn	My profile	Friends list	Pending gifts (to buy)	Archi (giver receiv	n and	Settings btn