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**2hand dealers**

**Project background and description**

2hand is an application that enables people to advertise and sell their used electronics be it kitchen-ware or home appliances, while others can use it to window shop and buy the products posted by the sellers. It’s a method to dispose off commodities which may be of less importance while giving buyers a chance to buy them online without having to go around looking for them physically.

Functionalities of the application include:

A platform for registration for both the buyer and seller to enable them to have accounts to use the application. (Optional-necessary to become a member).

A platform for the sellers to post their used commodities and their prices.

A platform for the buyers and sellers to negotiate for the price of the said item.

A platform for the buyers to purchase the said commodities.

An M-Pesa platform for payments to be made from the buyer to the seller.

**Project scope**

In order to achieve the following, a mobile application will be necessary. It will only be accessed via the internet though.

Smartphones – buyers and sellers only.

Small devices – such as iphones – buyers and sellers only.

Laptops – buyers, sellers and management.

**Modules**

All the three modules are only confined to use the mobile application and no other platform for all activities including registering, marketing, buying and even the payment of the said commodity.

The following are modules that will make up the application together with their functionalities:

Buyers – Registration for the buyer and seller is the same.

Picking the goods each one of them is interested in.

Paying for the said goods if satisfied with the price that the seller has placed.

Negotiating with the seller if unsatisfied with the price given

Sellers – Registration.

Posting the used products together with the prices.

Negotiating and approving the price a buyer wants to pay for the item.

Customer care – Pulling down items which may be posted by fraud-stars.

Ensuring the payments, buying and selling is authentic to prevent con-people.

Answering questions which aired by both sides to help them in using the app.

**High level requirements**

The platform is offered in a mobile application. It will only the accessed by online users.

It will include:

Ability for the users to use the application once its downloaded.

Ability to allow communication between the three modules.

Ability to detect any unauthentic item posted via the customer care service.

**Deliverables**

Back-end software that is hosted in the cloud.

UI Prototype for both members and management.

Management web-based application, accessible through specific authorized computers.

Members responsive web-based application accessible.

User documentation manual.

Technical documentation

**Affected parties**

Buyers

Seller

Management (customer-care)

**Affected business systems**

M-Pesa payments

Members registration

Payment and sale approval

**Implementation plan**

The project will be done once the necessary literature review of existing systems such as jiji is done to get a clear picture what it entails. This research will be important in order for a different application can be programmed which is not similar with the previous systems to avoid copyright and repetition. This will give buyers and sellers the opportunity to chose the application of their choice.

The UI will then be implemented with close participation of business people to bring about a prototype which relates to the actual business environment. After their approval, the creation of the system itself will then commence.