Recap:

* What our project is:
  + maetS
  + similar to steam, but with real items as well
  + recap additional functionality
  + brief overview of use-case
    - “Buy”: User just bought minecraft and wants to get some mods
      * browses to minecraft->mods
      * Sees the mod he wants and clicks “buy”
      * checks email for download link
    - “Auction”: User wants a plush of Rammus
      * Searches “Rammus plush” in the bar
      * Clicks on an auction price and enters a bid
      * Is notified by email that he was outbid
      * Bids higher
      * Wins Rammus and pays then receives it in the mail
    - “Wishlist”: User finds a copy of the Pokemon Master Trainer board game
      * The price is set to 200 dollars but the user gets paid in 2 days
      * User puts it on his wishlist so that he can easily go back and find it later
      * When the item is bought before he is paid, he is notified via email and it is removed from his list
    - “User Shop”: A user decides that they have a lot of tabletop games they will no longer be playing and would like to sell for some extra cash to support their habit
      * They go to their profile and open a shop and put in all of their extra games
      * They now can distribute this link to buyers and display all of their items at once
      * Users who find an item in this shop while searching can also click a link and view the rest of the items in this shop.

Technological Survey:

* Frontend:
  + Javascript
    - JQuery
    - RequireJS
    - AngularJS
    - MooTools? (classes)
    - Google Web Kit? (random stuff)
  + HTML5
  + CSS
    - Bootstrap
* Backend:
  + PHPMyAdmin
    - Database
      * MySQL
  + Java:
    - JSP
      * Nested Java in HTML
    - Interact w DB using JDBC
    - Rest services
      * Javax?
      * sun httpserver?

Overview of Schema’s:

* ER Diagram & Schema