Online Auction

Evaluation Manual

**Slippery Rock University of Pennsylvania**

Contributions by:

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# Problems

Below are the components of the program that are as of now present, however, are not fully operational as of the time of submission.

* Fix Messaging between users on the live Tomcat Server. As of right now users can message each other if they are friends on the local build; however, on the live build Messaging is not properly functioning
* Make bidding more authorized. Users can bid on listings, even if they do not have payment information set up. During the process of creating a new account user have the option to skip payment information.
* Resetting password. Trying to reset the password generates a HTTP 400 error, but the process of validating security questions works.
* Viewing a Ticket ID on the live build is not functioning. On the local build, users can view their tickets to see the conversation and details about their ticket.

# Cleanup

Below are potential fixes to resolve the problems in the previous section.

* Configure the Tomcat webapps functions for messaging to make sure there is a seamless connection. Using, “Inspect” on the browser and looking at the “Network” tab may help with finding a solution.
* When a user goes to bid on a listing, generate a pop up that makes them fill in payment information if they do not have any.
* Fix the /resetPassword method and check if everything is connected properly between the front-end and the backend.
* Similar to messaging on the live build, try to configure the Tomcat webapps functions for viewing Ticket ID’s to make sure there is a seamless connection. Using, “Inspect” on the browser and looking at the “Network” tab may help with finding a solution.

# Improvement/ Expansion

Below are potential future implementations that could be added to the software to improve ease of use and software functionality.

* Fixing the UI for messaging. Our team’s main concern was building up the foundation for this future. By making it more modern it could improve user experience.
* Configuring SSL on the live build. With this in place, logins and transactions can be more secure.
* Rework the functionality for how a user wins an auction. As of right now, when an auction ends, the highest bidder wins. The highest bidder can then click a button for the listing they won, after the auction ends, to purchase the item. Instead of this, maybe have it so when an auction ends, it notifies the highest bidder and just charges them. Having a button is not convenient as the user may forget
* When an auction ends, it still populates the page. To better user experience, set a timer on a listing so it deletes an auction that has ended (maybe a couple hours/days after).
* Filter Options on the Browse page. (Filter for Category, Price, Quantity, Location). This could help users find items.
* Filter options for the admin/ employee tickets page. This can help filter tickets to show one’s with higher priorities versus the time the ticket was sent.