* Look into investing in a longer term discount rate. Double check to make sure the price that you are initially investing in DOES NOT account for maintenance if it does not include labor in the initial investment. Could result in a math error
* Wanted to know more about app prices, and if a website would be cheaper.
* Initial Investment? How much to cost to make the product?
* More finance details in general, Discount Rate too low
* Pick a long term discount rate
* Questions on the Get requests and Put requests
* Look into the process after the Get requests and the Put requests
* Consider marketing option for the app
* Make sure to explain what you are talking about ahead of time
* Can the seller choose from the buyers page?
  + Not at the moment but something that we will look into further
  + Currently, a yes or no decision
* Pay excess in PayPal
* How is the seller alerted when somebody is wanting to trade with them?
  + Pop up on the app and an email confirmation
* What happens after confirmation of transaction
  + Follow up
* What is the email and phone number on item?
  + Extra information for contact with the user
* What kinds of things would make listing an item invalid?
  + When typing-anything other than letters
* Wireframes to describe all of these instances
* Questions about PayPal integration specifics
* What if someone didn’t want to deal with a dollar difference?
* Don’t be wary of cost, if there is gonna be a shortage on storage
* Chat Feature Integration
* Search Bar/ Possible Specifications
* Search feature could be looked more into
* Outline the search feature
* Look into alerting when product is near expiration
* System Admin is not a User
* More agile than waterfall
* Label our Slides
* Make better estimates in numbers
* Stress important points
* Most important points in KTDA