QuickSell – A Smart Buy & Sell Marketplace for Students

A Minor Project

Report Submitted in Partial fulfillment for the award of Bachelor of Technology in Information Technology



Submitted By--

Harish Parley (0101IT221022)

Manish Kumar Umarvaishya (0101IT221034)

Prasoon Rahangdale (0101IT211052)

Reshu Gupta (0101IT211059)

Guided By--

Dr. Ratish Agarwal

Dr. Anjana Pandey

Department of Information Technology
(NBA Accredited)
University Institute of Technology
Rajiv Gandhi Proudyogiki Vishwavidyalaya, Bhopal (M.P)

2025

Department of Information Technology (NBA Accredited)

University Institute of Technology Rajiv Gandhi Proudyogiki Vishwavidyalaya, Bhopal (M.P)



DECLARATION

We declare that project entitled "QuickSell – A Smart Buy & Sell Marketplace for Students" is our own work conducted under the supervision of Dr.Ratish Agarwal and Dr.Anjana Pandey, Department of Information Technology, University Institute of Technology, RGPV Bhopal (M.P).

We further declare that, to the best of our knowledge the project does not contain the work which have been submitted for the award of the degree either in the University or in any other University/Deemed University without proper citations.

Harish Parley
Manish Kumar Umarvaishya

Prasoon Rahangdale Reshu Gupta

B.Tech. VI Stamester (I.T.) UIT-RGPV, BHOPAL (M.P.)

Department of Information Technology (NBA Accredited)

University Institute of Technology Rajiv Gandhi Proudyogiki Vishwavidyalaya, Bhopal (M.P)



CERTIFICATE

This is to certify that the project entitled "QuickSell – A Smart Buy & Sell Marketplace for Students" being submitted by of Sixth Semester, Department of Information Technology have done their work as MINOR PROJECT REPORT for Partial fulfillment of Bachelor of Technology in Information Technology from UIT, RGPV, Bhopal is a record of bonafide work carried out by his/her under my/our supervision.

Guided by: Dr. Ratish Agarwal

Dr. Anjana Pandey Faculty of I.T

Forwarded by:

Dr. Asmita A Moghe

HOD, Dept. of I.T

Dept. of Information Technology UIT, RGPV, Bhopal

UII, KUF

Dept. Of Information Technology UIT, RGPV, Bhopal

ACKNOWLEDGEMENT

It gives me immense pleasure to express my heartly gratitude to our report guide Dr.Ratish Agarwal and Dr.Anjana Pandey for providing invaluable guidance and constant encouragement throughout the period of this work.

I express my sincere thanks to Dr. Asmita A. Moghe, the Head Of Information Technology Department, University Institute of Technology RGPV, Bhopal

(M.P.) for her co-operation. The academic environment provided by them was

conductive to the development of this work. I am also very thankful to our Director UIT Dr. S.S. Bhadauria for providing us the best facilities.

Last but not the least, I wish to remember with deep sense of gratitude to the

encouragement provided to us by our parents, friends and batchmates.

Harish Parley (0101IT221022)

Manish Kumar Umarvaishya (0101IT221034)

Prasoon Rahangdale (0101IT211052)

Reshu Gupta (0101IT211059)

B.Tech. VIth Semester (I.T.) UIT,RGPV, BHOPAL (M.P.)

Abstract

QuickSell is a full-stack web application designed to provide a simple and secure platform for college students to buy and sell second-hand goods within their campus community. Inspired by OLX, QuickSell aims to solve the everyday problem of unused or excess items—books, gadgets, furniture, and more—by facilitating peer-to-peer trading in an efficient and student-friendly environment.

The application is built using modern technologies like React.js for the frontend and Node.js with Express for the backend. It uses MongoDB as the primary database and features JWT-based user authentication, real-time chat functionality with Socket.io, and secure image uploads using Cloudinary. The platform is fully mobile-responsive and optimized for ease of use, ensuring accessibility across all devices.

QuickSell not only supports basic marketplace functionalities such as posting ads, searching products with filters, and direct communication but also includes advanced features like product management, chat history, and future AI integrations (e.g., smart price suggestions and toxic message filtering). By creating a specialized platform for students, QuickSell promotes affordability, sustainability, and community-based commerce, making it easier for students to exchange resources and reduce waste. This project also gave our team hands-on experience in full-stack development, API integration, cloud deployment, and real-time web communication.

Table of Contents

| S.No. | Content | Page No. |
|-------|---|----------|
| | | |
| 1. | Introduction | 8 |
| | 1.1 Problem Statement and Necessity | 9 |
| | 1.2 Feasibility: Technical and Non- | 10 |
| | Technical | |
| 2. | Literature Survey | 11 |
| | 2.1 Introduction | 11 |
| | 2.2Traditional Crowdfunding Platforn | is 11 |
| | 2.5 Dioekenam Teemiology | n 12 |
| | Crowdfunding | |
| | 224 Security and Transparency | |
| | 22 Reducing Barriers to Entry | |
| | 2.6. Tokenization and New Funding 1. Models | |
| | 2.7. Case Studies and Real-World 13 | |
| | Applications | |
| 3. | Proposed Methodology | 14 |
| | 3.1 Introduction | 14 |
| | 3.2 Architectural Framework | 14 |
| | 3.3 Key Components | 15 |
| 4. | Implementation and Result Analysis | 17 |
| | 4.1 Operational Processes | 17 |
| | 4.2 Proposed Solution | 18 |

| | 4.3 Detailed Solution | 20 |
|----|-----------------------|----|
| | 4.4 Tech Analysis | 23 |
| 5. | Conclusion | 24 |
| 6. | Future Work | 25 |
| 7. | References | 27 |

1. Introduction

In today's fast-paced academic environment, college students often face the challenge of managing second-hand products such as textbooks, electronics, furniture, and other essentials. Many students accumulate unused items that occupy space and go to waste, while others struggle to find affordable resources for their academic and personal needs. QuickSell aims to address this gap by providing a dedicated online marketplace tailored specifically for college students to buy and sell used products within their campus community.

QuickSell is designed as a web-based platform that facilitates easy, fast, and secure transactions among students. Unlike generic marketplaces, it focuses on the unique requirements and trust dynamics within a college environment. The platform encourages sustainability by promoting the reuse of goods and helps students save money while earning from items they no longer need.

Key features of QuickSell include user authentication to ensure secure access, the ability to post detailed ads with images, a smart search and filtering system to find relevant products quickly, and a real-time chat function that allows buyers and sellers to communicate instantly and negotiate deals. The system is built with a responsive design so users can access it seamlessly from any device, be it a smartphone, tablet, or desktop. By creating a localized, student-centric marketplace, QuickSell aims to foster a trusted community of buyers and sellers, reduce waste, and support a sustainable lifestyle on campus. The project leverages modern web technologies to deliver a scalable, efficient, and user-friendly solution that aligns with the lifestyle and needs of college students.

1.1 Problem Statement and Necessity

In most colleges, students often struggle to dispose of or find affordable second-hand items such as books, electronics, bicycles, and furniture. Existing platforms like OLX or Facebook Marketplace are too broad, cluttered, and not tailored to student needs. These platforms also come with privacy concerns, lack campusspecific filters, and often involve interactions with unknown or untrusted users outside the college community.

Necessity of the Project

- Campus-Centric Needs: College students require a dedicated platform for exchanging products within their campus community safely and easily.
- Affordability: Many students can't afford brand-new items. A local second-hand marketplace helps reduce financial burden.
- Sustainability: Encourages reuse of items that would otherwise go to waste, promoting an eco-friendly habit of sharing and recycling.
- Gap in Existing Platforms: Popular marketplaces don't offer personalized,
 secure, or simplified experiences for college use cases.
- Safe Interactions: A closed college-based system adds a layer of trust and safety in buyer-seller communication.

1.2 Feasibility: Technical and Non-Technical

1. Technical Feasibility

Suitable Tech Stack Available:

All technologies used (React, Node.js, MongoDB, etc.) are open-source, widely supported, and well-documented — making implementation realistic for a student team.

Developer Skill Match:

The team is proficient in full-stack development, including frontend, backend, API integration, and deployment tools, which ensures the technical capability to build the app.

Real-Time Capabilities:

Socket.io allows for real-time chat between users, ensuring dynamic communication — an essential feature for the project.

2. Non-Technical Feasibility

Clear Use Case & Target Audience:

The platform addresses a real problem faced by college students — managing excess items affordably and conveniently.

User Familiarity:

The interface mimics popular apps (OLX, Quikr) but with student-friendly features, reducing the learning curve.

Team Collaboration:

Team HMRP has defined roles (Frontend, Backend, Chat, Deployment) ensuring smooth task division and faster development.

Time & Resource Feasibility:

The project is manageable within an academic semester with free or affordable tools, no heavy funding required.

2. Literature survey

2.1. Introduction to Online Marketplaces

The rise of peer-to-peer (P2P) e-commerce platforms has transformed how individuals exchange goods and services. Notable platforms like OLX, Quikr, Facebook Marketplace, and Craigslist have enabled users to list and discover second-hand products with minimal effort. These platforms typically follow a classified listing model, where users can post advertisements for products and services, enabling direct communication between buyers and sellers.

2.2 Review of Existing Solutions

a) OLX and Quikr

OLX and Quikr are the two most commonly used platforms in India for classified ads. They offer wide coverage, image uploads, messaging systems, and product categorization. However, these platforms have key limitations:

- Not optimized for hyper-local environments like college campuses.
- No user verification based on institutional affiliation (e.g., student email).
- High noise in search results due to mixed demographics.
- Often targeted by spam ads and scams due to lack of moderation.

b) Facebook Marketplace

Facebook Marketplace integrates into an existing social network, allowing users to view sellers' profiles, which improves trust. However:

• Chats and transactions often move to external platforms like WhatsApp, which lacks integration.

2.3. Research on Classified Platforms

Several academic papers and industry whitepapers examine the success factors of online marketplaces. Key insights include:

- Trust and Safety: Buyers are more likely to engage when sellers are verified and the platform offers reporting mechanisms and fraud protection.
- User Interface (UI) Design: Simple, clutter-free interfaces with clear navigation improve engagement.
- Search and Filters: Smart filtering (by price, location, category, etc.) is essential for effective product discovery.
- Real-time Features: Real-time chat and instant notifications improve buyer-seller engagement and transaction closure rates.

2.4. Gaps Identified

From the literature and existing platforms, we identify the following gaps for our target audience (college students):

- Lack of college-specific marketplaces.
- No integration with campus systems (e.g., student login or ID verification).
- Poor discovery tools tailored to student needs (books, furniture, electronics).
- Absence of trust-building mechanisms for intra-college trade.
- Non-user-friendly experiences, especially on mobile devices.

3. Proposed Methodology

3.1 Introduction

The methodology for developing QuickSell is structured to ensure systematic development, quality assurance, and a smooth user experience. The project follows an iterative software development lifecycle with emphasis on modularity, scalability, and usability.

3.2. Requirement Gathering and Analysis

- Conduct surveys and informal interviews with college students to understand their needs and pain points in buying/selling second-hand goods.
- Analyze features of existing platforms (OLX, Quikr, Facebook Marketplace) and identify gaps specific to campus-based trading.
- Define functional requirements:
- User authentication and profile management
- · Product listing with images, descriptions, and pricing
- Smart search with filters (category, price, location/campus)
- · Real-time chat between buyer and seller
- Responsive design for multiple devices
- Define non-functional requirements:
- Security (JWT-based authentication, data validation)
- Performance (fast loading, smooth chat)
- Scalability (cloud-hosted database, modular code)

3.3 System Design and Architecture

- Frontend-Backend Separation: Decouple frontend and backend for better scalability and maintainability.
- Frontend: Single-page application (SPA) using React.js to ensure dynamic and fast user experience.
- Backend: RESTful API server built with Node.js and Express to handle business logic and database operations.
- Database: MongoDB NoSQL database to allow flexible data schema for products, users, messages.
- Real-time Communication: Socket.io to establish WebSocket connections enabling instant messaging.
- File Storage: Cloudinary for secure and scalable image hosting.

Architecture Diagram (Suggested):

User → React Frontend → REST API (Express.js) → MongoDB Atlas

& ↔ Socket.io (Real-Time Chat)

& ↔ Cloudinary (Image Upload)

3.4 Frontend Development

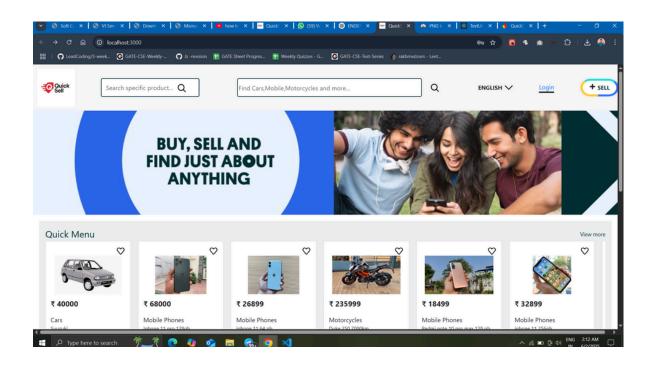
- Set up React project with React Router for page navigation (Home, Login, Register, Post Ad, Product Details, Chat).
- Design reusable UI components: Navbar, Product Card, Filter Sidebar, Chat Box, Pagination.
- Implement form validation and error handling for sign-up/login and posting ads.
- Integrate Axios for API calls to backend.
- Implement state management using Redux Toolkit or Zustand for efficient global state handling.
- Ensure responsiveness using Tailwind CSS design mobile-first with fluid layouts.
- Accessibility considerations to support diverse users.

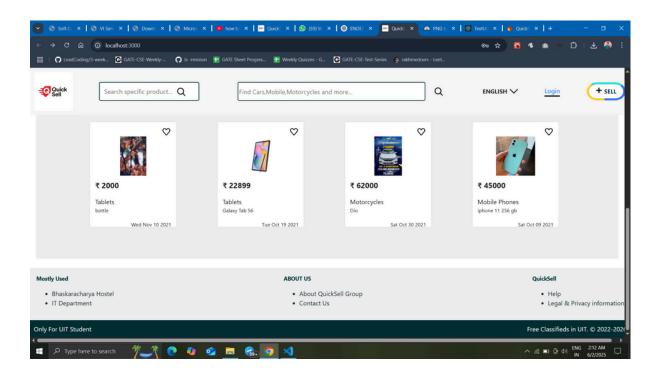
3.5. Backend Development

- Design and implement RESTful API endpoints:
- /auth: User registration, login, JWT issuance and verification
- /products: CRUD operations for product listings
- /upload: Image upload handling with Multer middleware, forwarding to Cloudinary
- /chat: Manage real-time chat messages and history
- Implement middleware for authentication checks, input validation, and error handling.
- Model database schemas using Mongoose for Users, Products, Messages.
- Ensure security best practices: password hashing with bcrypt, JWT secret management, rate limiting.
- Implement logging and debugging tools for easier maintenance.

3.6. Deployment and Maintenance

- Deploy frontend to Netlify or Vercel for continuous deployment and global CDN delivery.
- Deploy backend on Render or Railway for managed server with auto-scaling.
- MongoDB Atlas cloud database ensures high availability and backup.
- Set up environment variables securely for API keys, JWT secrets, and database URLs.
- Configure GitHub Actions or other CI/CD pipelines for automated testing and deployment.
- Monitor application using logging (e.g., Winston) and error tracking tools.
- Plan regular updates for security patches and feature enhancements.





4.4 Tech Stack Analysis

- Frontend
- React.js: Fast UI development with reusable components.
- Tailwind CSS: Utility-first styling, mobile-friendly by default.
- Axios: Simplified API communication.
- Backend
- Node.js + Express.js: Lightweight, scalable backend for REST APIs.
- MongoDB + Mongoose: NoSQL database, flexible schema for product listings and chat.
- JWT: Secure, stateless authentication.
- Real-Time Chat
- Socket.io: Enables instant buyer-seller messaging.
- Media Handling
- Multer: Handles file uploads in Node.js.
- Cloudinary: Cloud-based image storage and optimization.
- Deployment
- Frontend: Netlify/Vercel fast global hosting.
- Backend: Render/Railway scalable backend servers.
- Database: MongoDB Atlas cloud-managed NoSQL database.

Conclusion

The QuickSell project successfully delivers a comprehensive, user-friendly online marketplace tailored specifically for college students. By replicating and customizing the core features of OLX, QuickSell addresses the unique challenges faced by students in buying and selling second-hand goods within their campus community. The platform fosters a secure, efficient, and convenient environment for exchanging products like books, electronics, and furniture, thereby promoting sustainability and cost savings.

Throughout the development process, we utilized a modern technology stack including React.js for the frontend, Node.js and Express.js for the backend, MongoDB for flexible data storage, and Socket.io for real-time communication. This combination allowed us to build a scalable and responsive web application that supports real-time chat, secure user authentication using JWT, and seamless image uploads with Cloudinary and Multer.

This project not only enhanced our technical expertise in full-stack development, database management, and cloud deployment but also sharpened our problem-solving and teamwork skills. We carefully designed the user interface to be intuitive and mobile-responsive, ensuring accessibility for users across devices.

The deployment on platforms like Netlify and Render demonstrates how modern cloud services can be leveraged for cost-effective, scalable hosting. Challenges faced during development, such as handling real-time messaging and managing file uploads securely, were effectively overcome through thoughtful architecture and reliable tools.

Looking ahead, QuickSell has strong potential for growth. Planned enhancements include integration of payment gateways, user verification systems, review and rating features, and advanced analytics to improve user engagement and trust.

In conclusion, QuickSell is not only a technically sound project but also a meaningful solution to a real-world need, empowering college students to participate in a sustainable, cost-effective marketplace.

Future Scope

The QuickSell platform, while functional and effective in its current form, offers many opportunities for further enhancement and expansion to better serve its users and scale as a marketplace. Below are some key areas for future development:

1. Payment Gateway Integration

- Implement secure online payment systems (e.g., Razorpay, Stripe, PayPal) to enable smooth, cashless transactions directly on the platform.
- Support escrow services to hold payments until the buyer confirms receipt of the product, increasing trust between users.
- Enable features like order tracking, refunds, and digital receipts.

2. User Verification and Trust Building

- Add identity verification via email, phone number OTP, or government ID verification to reduce fake profiles and scams.
- Introduce verified badges for trusted sellers to boost buyer confidence.
- Implement a dispute resolution system to mediate conflicts and enhance safety.

3. Ratings and Reviews System

- Allow buyers and sellers to rate each other and leave detailed reviews.
- Aggregate ratings can help users make informed decisions about whom to transact with.
- Use reviews to highlight trustworthy users and flag problematic ones.

4. Advanced Search and Recommendation Engine

- Enhance search capabilities using AI/ML algorithms to provide personalized product recommendations based on user behavior and preferences.
- Implement category-wise trending products and campus-specific hot deals.
- Use natural language processing (NLP) to improve search accuracy and user query understanding.

5. Mobile Application Development

- Develop native Android and iOS apps to provide a seamless and optimized user experience on smartphones.
- Use push notifications for instant updates on messages, offers, and product alerts.
- Leverage device features like camera integration for faster product uploads.

References

React.js Official Documentation https://reactjs.org/docs/getting-started.html

Node.js Official Website https://nodejs.org/en/

Express.js Framework Guide https://expressjs.com/en/starter/installing.html

MongoDB Official Documentation https://docs.mongodb.com/

Socket.io Real-Time Communication https://socket.io/docs/

Tailwind CSS Documentation https://tailwindcss.com/docs