

Instant Bookstore Marketplace

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LINK : <https://mason.gmu.edu/~rnagara2/>

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This project is about setting up an online marketplace for buying and selling books to individual users as well as wholesalers. The focus of the project is to create an e-marketplace where a user can easily browse, buy, and sell books in the desired genre.

The platform functions as a medium for listing books in detail, price setting, among others, by the sellers. The Buyers will be able to choose from a wide variety of books, be able to search for those titles matching their interests, and buy easily, which creates a user-friendly and engaging marketplace.

1. Design Overview:-

1. User Roles:-

There are two primary user categories within the marketplace:

- **Buyers:** Have the ability to search for books, view available options along with their prices, and make purchasing decisions.
- **Sellers:** Are responsible for listing books, monitoring prevailing market prices, and deciding if they wish to offer their books for sale.

2. Product Specialization:-

- "The Book Bazaar" is an innovative online marketplace designed specifically for the buying and selling of books.
- This platform caters to a wide range of book enthusiasts, from casual readers seeking popular titles to collectors looking for rare editions.

3. Real-Time Transaction Matching:-

The platform features an advanced, real-time transaction matching system that facilitates immediate connections between buyers and sellers, ensuring that transactions are completed swiftly once both parties agree on the product details and price.

4. Design concepts:-

Activity-Centered Design:-

This project includes the notion of Activity-Centered Design, which allows the users to utilize a search bar to easily find books that match their interests. It also assists sellers by offering a smooth and efficient way to sell their books.

Human-Centered Design:-

To improve user experience the platform has an AI powered chatbot that assists users with queries, recommends books and guides them through the buying or selling process. This ensures a smooth interaction with the marketplace

Universal Design:-

For universal design, different users have varying interests in books. Some prefer the horror genre, while others enjoy fiction. This webpage offers a universal design that allows users to easily find books based on their individual preferences.

2. Implementation:-

Technologies Used:-

- **Frontend:** HTML, Bootstrap, JavaScript

Application Pages:-

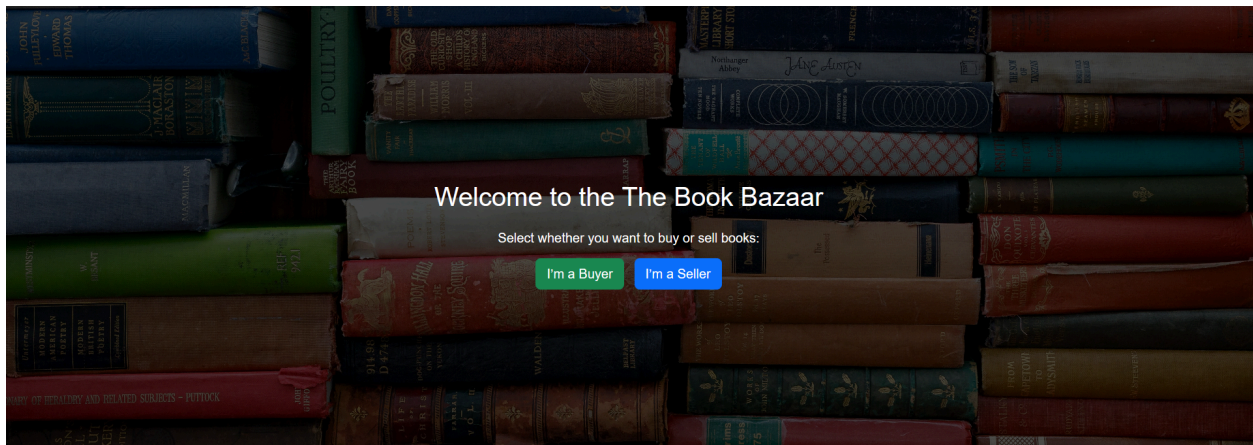
1.Main Page (main.html)

- Serves as the central hub of the application.
- Provides navigation to both the Buyer and Seller pages.
- The user selects the "Buyer" option to navigate to the buyer's page and the "Seller" option to navigate to the seller's page.

- Includes a login function for user authentication.

Login Credentials:

- **Buyer Access:** Use **username:** buyer and **password:** buyer to log in to the Buyer page.
- **Seller Access:** Use **username:** seller and **password:** seller to log in to the Seller page.



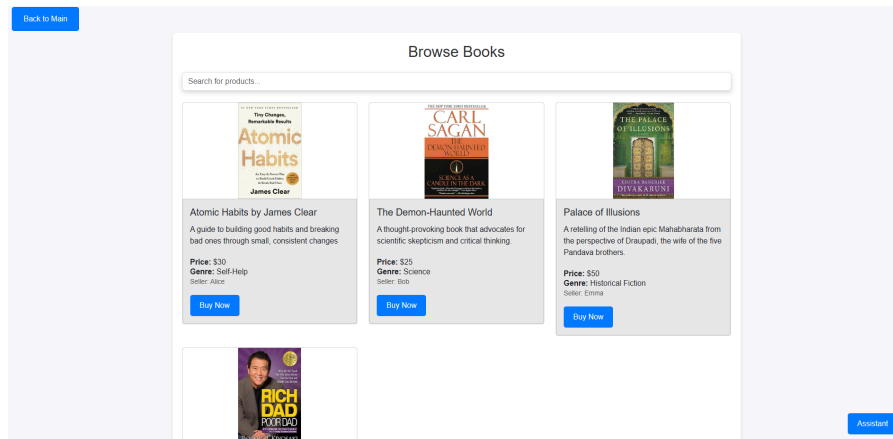
2. Seller Page (seller.html)

- This page is designed for individuals to advertise products for sale.
- Provides sellers with a name, description, price setting, and submission of the product for sale.

A screenshot of a web form titled 'Sell Your Book'. In the top left corner, there is a blue button labeled 'Back to Main'. The form itself is a light gray box with a shadow. It contains several input fields: 'Book Name*' with a placeholder 'Enter Book name'; 'Genres' with a dropdown menu showing 'Select a category'; 'Product Description' with a text area and placeholder 'Enter product description'; 'Price (\$)*' with a text field and placeholder 'Enter your asking price'; 'Your Name*' with a text field and placeholder 'Enter your name'; and 'Product Image (optional)' with a text field and placeholder 'Enter image URL'. At the bottom of the form is a green button labeled 'Submit Product'.

3. Buyer Page (buyer.html)

- This page enables users to buy products.
- It allows searching for any product needed by a user.
- The user can search for their desired book and click the "Buy Now" button to complete the purchase.



1. Interface Metrics:-

Multiple interfaces are implemented in this project, and this is one of the major implementations:

Gulf of Execution:-

To bridge the gap between the user goal and the available system actions, we incorporated a "Back to Main" button that allows users easy navigation back to the homepage.

Signifier:-

Bootstrap class components play a key role in making our interface more user-friendly and intuitive. Elements like the search bar, main navigation menu, and book category listings act as clear signifiers, guiding users effortlessly through the platform. These features help ensure that interactions feel natural and seamless.

On the main and seller pages, the red star serves as a strong visual signifier, indicating that a required field must be filled out. This small but effective detail helps users quickly understand what's needed, reducing friction and improving the overall experience.

The image shows two parts of a web application for 'The Book Bazaar'. On the left, a dark-themed background features a bookshelf. A white 'Login' modal is centered, containing fields for 'Username' and 'Password', each with a red asterisk indicating a required field. Below these fields are two buttons: 'Login' in blue and 'Hint' in cyan. Below the modal, the text 'Welcome to the The Book Bazaar' is displayed, followed by the instruction 'Select whether you want to buy or sell books:' and two buttons: 'I'm a Buyer' in green and 'I'm a Seller' in blue. On the right, a light gray form for listing a product is shown. It includes fields for 'Book Name' (with a red asterisk), 'Genres' (a dropdown menu), 'Product Description' (a text area), 'Price (\$)' (with a red asterisk), 'Your Name' (with a red asterisk), and 'Product Image (optional)' (with a text input for the image URL). A green 'Submit Product' button is at the bottom of the form.

Affordance:-

The chatbot serves as an affordance, guiding users as a virtual assistant: it assists in real-time book searches, updates order status, and answers seller's inquiries, thus augmenting the marketplace experience.

Gulf of Evaluation:-

The **Gulf of Evaluation** is bridged through clear confirmation feedback for both sellers and buyers. On the seller's page, confirmation is provided when a book product is successfully sold, ensuring the seller knows the transaction has been completed. For buyers, a message confirming that the item has been purchased helps reassure them that their action was successful.

Conclusion:-

The Instant Bookstore Marketplace provides a seamless platform for buying and selling books with user-friendly navigation and AI-powered assistance. It combines efficient design with real-time support, ensuring a smooth experience for both buyers and sellers.