

Project Specification

UNInverse

By: Matthew DeGenaro, Manoj George, Sean Spencer,
Gianluca Solari, Joseph Whittier, Ryan Beebe, Joseph
Mcilvaine, Joseph Antaki

Github: <https://github.com/RyanBeebe1/SeniorProjectUNInverse>

Slack: [JoeCubed.slack.com](https://joeCubed.slack.com)

Project Summary

The purpose of this app is to provide students a platform that allows them to buy, sell, and trade items with other Rowan students. This could streamline the process of transactions that normally occur over Facebook. Students can list items, post what they are looking, and signal interest in items. When a student notifies a seller of their interest in an item, a conversation is started within the app. The two students can then discuss a deal and choose a time and place on campus to complete the transaction.

Project Goals

The main goals of this project are to:

1. Develop a marketplace application that allows Rowan students to easily buy, sell, and trade items with other Rowan students.
2. Provide a safe method of exchange of goods between students.
3. Create a well-written TOS so the creators of UNiVerse are not liable
4. Have an active feed of postings.
5. Static campus map with pins to provide extra details of meetup location

Product Features

1. **App:** Cross-platform, Android and iOS app
2. **Login:** We will use Google OAuth and restrict sign ups to Rowan users only. This choice was made because we want to make the platform a community for students and this feels like a safe way to make sure it's for students.
3. **List Items:** A student can list items that they are looking to trade or sell. The seller can post pictures of the item and indicate what they are looking for in return for this item.
4. **Feed:** By default, new items will appear in a feed as they are listed. One possible way to do this could be to present the items in a stack in a way similar to Tinder and we could put items most relevant to a user based on their history at the top of the stack.
5. **Search:** Users can use a search bar to search for items that they are interested in.
6. **Chat System:** When a user indicates interest in acquiring an item they will be paired up in a chat with the seller. They can discuss a deal and then pick a time and place on campus to complete the transaction
7. **Profiles:** Users will have profiles, and have a sales rating contributed to by other users
8. **DataBase:** User Id table + products: One to many database

Limitations

Limitations of the project include but are not limited to the following:

1. The scope of this project is currently limited to Rowan students. Only students at Rowan will be capable of signing up.
2. Will need to find a way to make sure that exchanges happen safely.
3. Will have to determine what can and cannot be exchanged on this platform, and how to prevent illicit exchanges from occurring.

Stretch Goals

Additional goals that we may be able to achieve include:

1. Make the project extendable so that it can be implemented at other universities
2. Optimize feed to show targeted items based on user's history utilizing machine learning or some other algorithm
3. An option to offer miscellaneous services such as tutoring, gym partner, etc. to other students
4. Integrated ISBN lookup for textbooks, allowing students to determine if any are up for sale and whether or not it is the same as what a class requires.
5. Google Calendar / iOS Calendar Synchronization, so users can better integrate scheduled meet-ups into their day, as well as receive notifications from their calendar apps.
6. Keyword based alerts for new submissions, so users can be updated as items they desire go up on the market.
7. Google Maps API Integration
8. Rowan API integration for integration of Rowan user picture and other information.