**HACKATHON FOR SUSTAINABLE ENVIRONMENT AND CIRCULAR ECONOMY**

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# TEAM MEMBERS

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| **#** | **Roles in the team** |
| **1** | Soner Solakov |
| **2** | Valeri Ivanov |
| **3** | Aleksander Manov |
| **4** | Simeon Boev |
| **5** | Zhanet Petkova |

# ABOUT THE OUR PROJECT

The idea of the project is to create an online platform to serve as a wholesale marketplace for recyclables. Apart from the availability of already selected raw materials, such as plastic, glass, paper and others, the thing that distinguishes our service is the Modular Architecture of the application.

The platform serves as a common source for buying and selling materials, with the "modules" themselves actually being the various commodities, which change both the look and logic of the final product. Potential buyers are also presented with detailed information about the product itself - quantity, quality and previous use of their desired raw material.

The intended audience of the project includes large companies that want to replace their used raw materials with recyclable ones. According to a survey by Nielsen, one of the companies that gathered information on the shift in the green market, 66% of their customers are willing to pay more for a product that is recyclable and part of the circular economy.

PROJECT DESCRIPTION

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| **#** | **Description** |
| **1** | The idea in general.  The idea is to create an online platform to serve as a wholesale marketplace for recyclables. |
| **2** | Teamwork.  Our main communicating platform was Microsoft Teams. During the project, we worked every possible second, so that everyone can catch up with the work. |
| **3** | What technologies are used?  The technologies we used are **Visual Studio Code** as our code editor, **GitHub** for collaborative work, **Git** as a source control tool, **Microsoft Teams** for connection and communication, **PowerPoint** for creating the presentation, **Word** for creating documentation, and **Figma** for the design. |

PERFORMED TASKS

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| **#** | **Completed tasks** |
| **1** | Come up with the idea  The first thing we did was to choose a topic that we are going to represent and how to do it. We brainstormed some ideas until we find something all of us liked. |
| **2** | Create the design  When we knew how we wanted our project to look like we made the design. |
| **3** | Include database  From the beginning, we were sure that we wanted to create a database for our project so that’s what we did. |
| **4** | Create an online platform  This was the biggest part of our project which took us a lot of time. |
| **9** | Make the documentation  The documentation provides very useful information in terms of the technical aspect. You can learn pretty much everything by reading it. |
| **9** | Make the presentation  We have created a short presentation to quickly show what we have done. |

METHOD AND MANOR OF IMPLEMENTATION

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| **#** | **METHOD AND MANNER OF IMPLEMENTATION** |
| **1** | Productive work  The tasks are defined in a way that everyone is aware of the tasks performed so far to present and answer quickly, clearly, and accurately, and teamwork is more efficient and productive. |
| **2** | Distribution of tasks  For each task, a person is selected who is more familiar with the field and will be able to perform the task in the most competent way possible. |
| **3** | Terms  Observance of dates was reminded by the Scrum Trainer. A meeting of the team is held every week to discuss the amount of time needed to complete the assigned task. Also we used a Milestone feature in GutHub to follow the work that everybody have done. |