pitch

- 1. PROBLEM TO BE SOLVED Bring peer-to-peer commerce to the average person
 - a. online exchanges (eBay, ...) have a lots of friction
 - i. shipping
 - ii. can't see the product
 - iii. sellers face extra burden
 - b. craigslist is local face-to-face
 - i. synchronization and sketchiness
 - ii. safety and security suggestions unrealistic
- 2. DESCRIPTION OF CONCEPT We want to build an exchange for local goods...
 - a. using web-connected lockers in a public place, transparent doors (browse)
 - i. seller stocks the item in a locker
 - ii. later on, buyer unlocks it with their phone
 - 1. goes through the web app
 - b. totally peer-to-peer
 - c. web app has location-specific market listings
 - i. collaborative consumption
 - ii. Internet of Things
 - iii. utility, a platform
- 3. REQUIREMENTS FOR PROJECT
 - a. For demo day we want a working system
 - i. listing, stocking, "buying"
 - b. based on 4x2 module that can be scaled up
 - i. cubic foot, size of cubby
 - ii. 4 rows, 2 columns
 - c. Django server web app + front end + micro-controller
- 4. VIABILITY
 - a. physical component introduces unique risks (for completing)
 - i. mitigation
 - ii. rapid prototyping, agile
 - iii. we can finish this project
 - b. pre-work
 - i. single box, wooden, latch, networked
 - ii. materials procurement
 - c. tons of stretch features, determined by team interests
 - d. vast majority of the work is still the server
 - e. (transition) need a solid team to actually build it
- 5. SKILLS AND CHALLENGES FOR TEAM We need people who are interested in...
 - a. doing something big
 - b. new ways of applying tech
 - c. internet of things
 - d. hardware / electronics
 - i. understanding full picture
 - 1. no working in silos
 - e. mobile development
 - f. very public customer facing front-end
 - i. backbone
 - g. inventory systems
 - h. critical thinking about unproven markets

anything that can't be done in one day - we will only do part of (at first)

transitons:

- 1->2 our concept would address this market in a way others cannot
- 2->3 this implies some specific project requirements
- 3->4 this has unique challenges and risks that other projects don't
- 4->5 to tackle the challenges still ahead we need a solid team
- 5-> If this excites you, we should build something completely new and awesome together.