Phoenix Flight

Outcomes Document

Student(s) Name:

Maverick Hope, Atef Alhassan, Braden Cariaga

Project Name:

Pawncore: The Core of Your Pawn Business

Project Description:

Pawncore is an all-in-one pawn management and point of sales system. The management software is targeted to the small family-owned pawn shops who are struggling with inefficiency and outdated systems. Our goal as a company was to design and develop a complete pawn management system which would enable a small business owner to greatly increase profitability through an increase in efficiency.

Project Outcomes

Stage Achieved: [Highlight One]

- Prototype
- Website
- Minimal Viable Product
- Ad Test
- Multiple Ad Test

Description of What You Achieved:

Throughout this project, our biggest struggle as a team was time. During each sprint we tended to assign ourselves more than we could handle. Therefore, we only achieved up to the website creation. Due to the vast size of our software, most of our time was spent on panning and developing the product itself. In the beginning of the internship, we spent much of our time on the planning of the software in the forms of a Software Requirement Specification, Database ER Diagrams, User Flow Diagrams, and Wireframes. Following our planning, we were able to start the development which took way more time than we had predicted. Even for the MVP, the vast amount of functionality required, and the little time frame given, we were unable to get a working product. Since our product was not coming along as fast, for our last 2 sprints, more time was focused on the marketing and business development. Our MVP is still in development stage with only the base client UI developed. Our backend database was also created with 2 of the API routes completed. Unfortunately, we were unable to integrate between the backend and frontend, aside from the Customer view, which does pull the customers from the database.

Do you plan to continue this project after this semester?

After this semester, the project will be continued, but put more on the backburner. It would take a long time to develop a product that competes with its competitors just due to the shear number of features that the competitors already have. In addition, the competitors have a strong hold on the market and due to the type of system, its unlikely to pull customers away from it with our value propositions of being more efficient and easier to use.

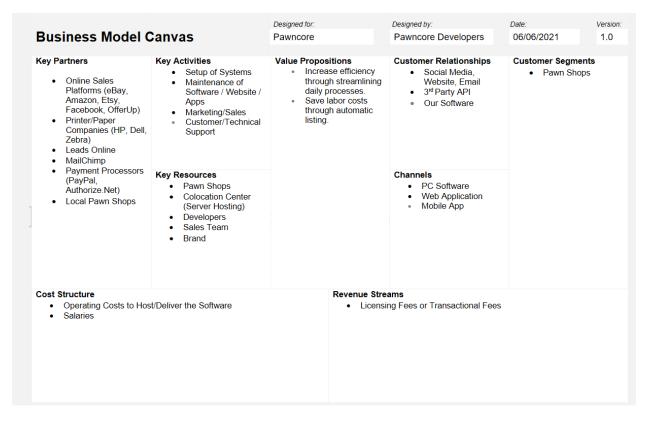
Documentation of Minimal Viable Product: (logo, CAD models, UI interface, etc.)

The web application is in development, but accessible at https://pawncore.syzcosoftware.com/

The code can be viewed at https://github.com/Syzco/pawncore/

Our marketing website can be viewed at https://maverick33948.wixsite.com/pawncore/

Business Planning:



Sergio Hernandez



organize my Pawn Shop business."

AGE 44 OCCUPATION Owner/Manager LOCATION Lakeland, FL

Bio

Sergio is the manager at a local Pawn Shop. He enjoys guns, gold and making sales. He currently uses an outdated method of organizing his profit data. He wants a system that will help him manage and organise his business.

Personality

Brands

amazon

GUN BROKER.COM

Extrovert	Introvert
Impulsive	Cautious
Thinking	Feeling
Judgemental	Charitable

Goals

- · To spend less time organizing and more on sales
- · To maximise profits
- · To simplify the manging and organising of his business

Fustrations

- Outdated organization methods
- · Not tech-saavy at all
- · Managing the business isn't very efficent

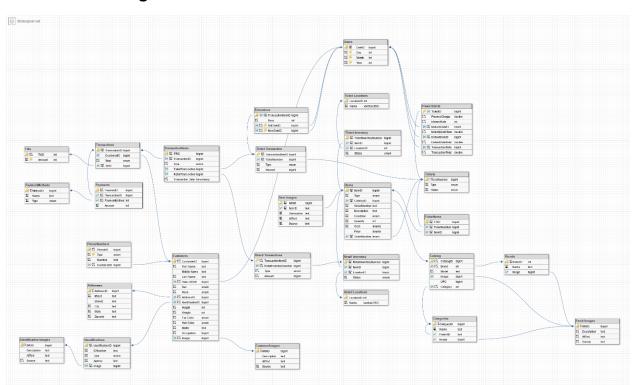
Motivations

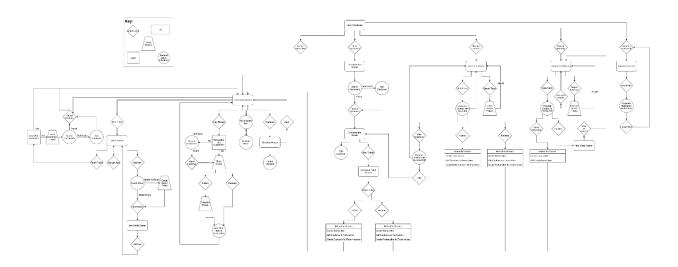
Profit
Covenience
Speed

Technological Skills

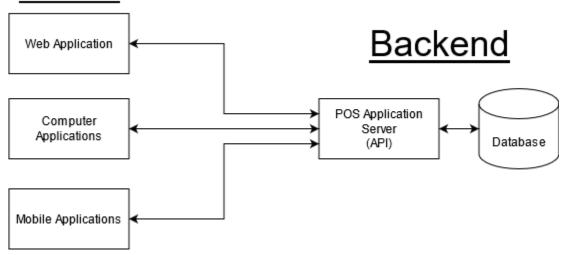


Software Planning:



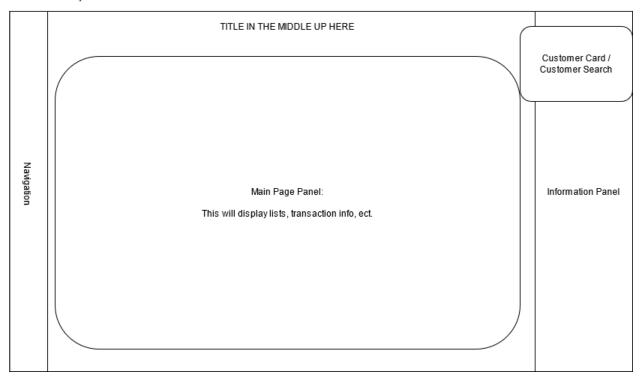


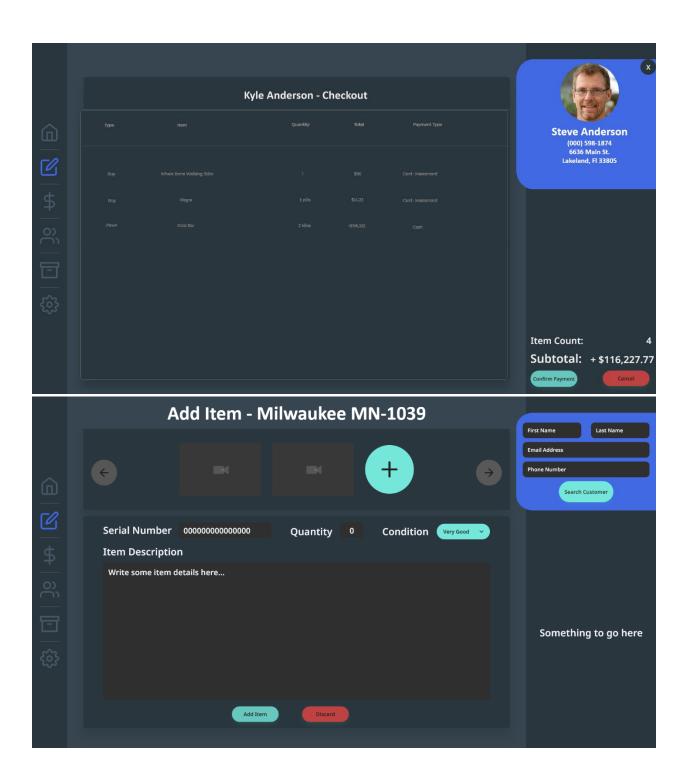
Frontend

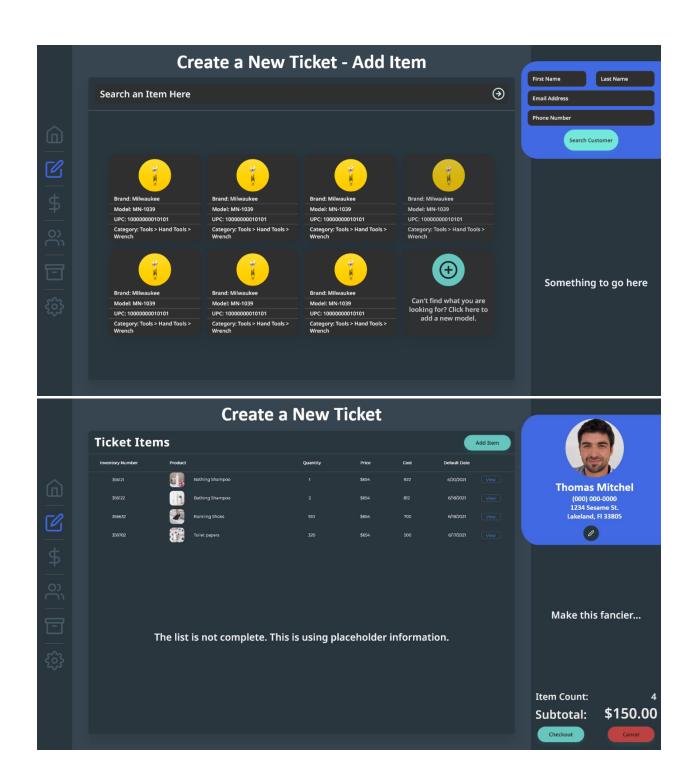


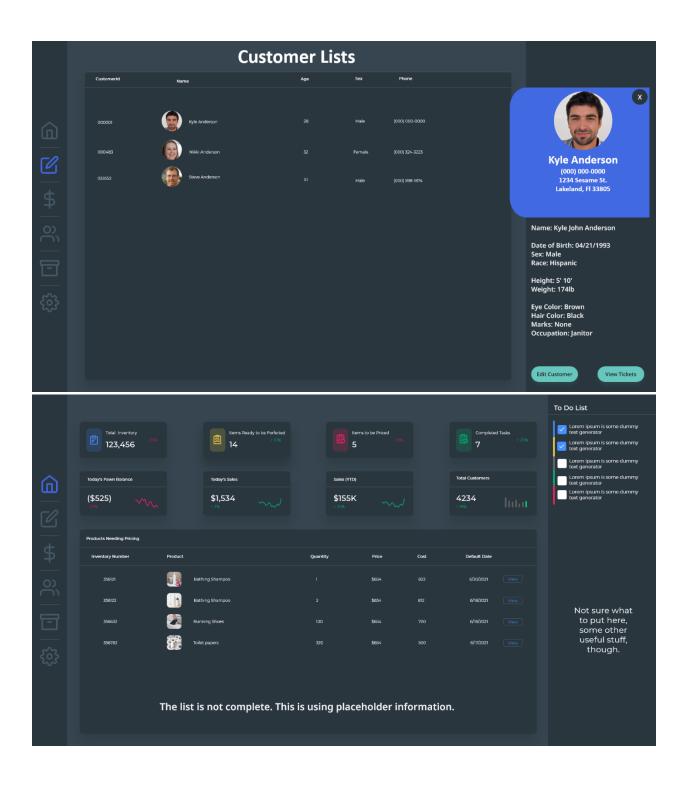
Wireframe Designs:

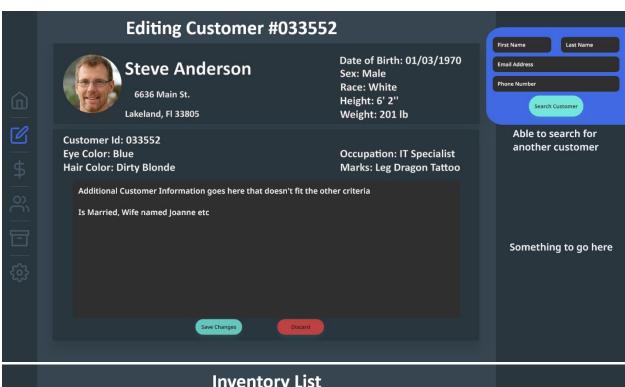
General UI Layout

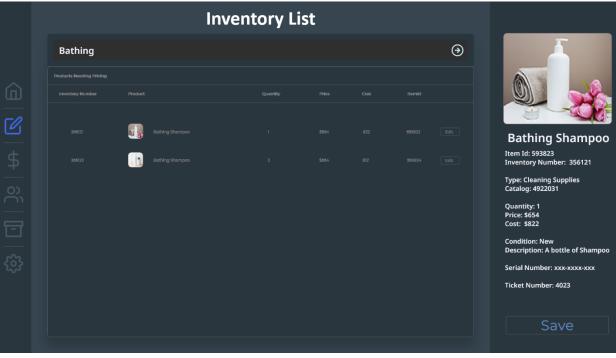


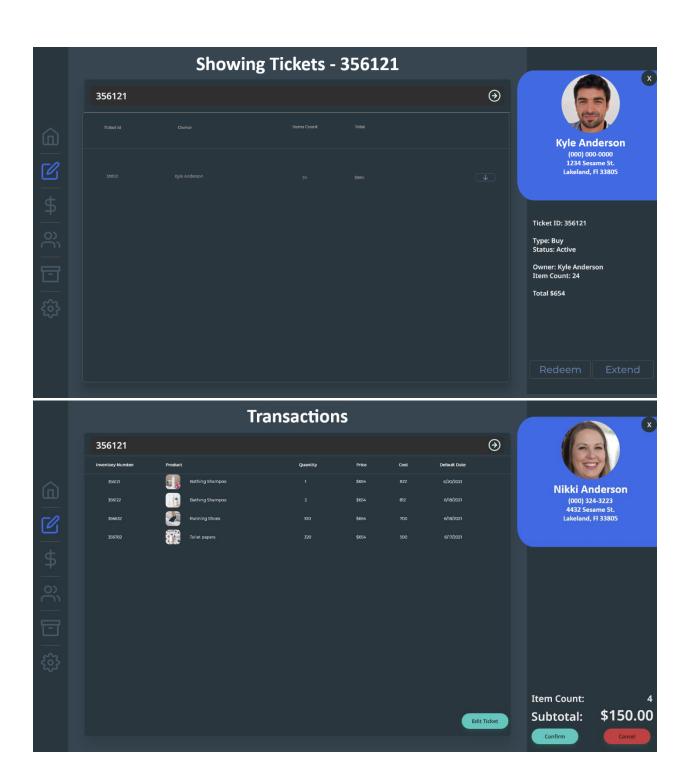








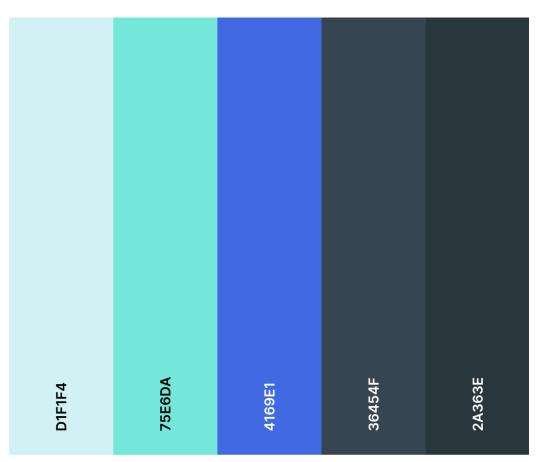




Marketing:

FFFFF





Pawncore - ColorPallete COOLOFS

