**Capstone Design (2)**

**Project Proposal**



**Course Name : Capstone Design (2)**

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# Project Idea Proposal

These days, there are many clothes that are not sold on time and are discarded. In Korea, it is said to be about 72,000 tons a year. Why are so many clothes thrown away? Factories make clothes fast and cheap to sell a lot of clothes. But the process of making clothes like that pollutes the environment and makes us who dress sick, too. How can we reduce the trash in these clothes? Give out clothes that are worn frequently and that not worn well. It may sound like such a minor change. But just as there is a saying that “Butterfly Effect”, the practice of changing one small thing will make the environment healthy.

You’ve probably heard the ironic phrase, “I have a lot of clothes, but I don’t have anything to wear.” Like this, clothes that are not worn but clothes are left in the closet. We thought, “Why don’t we share or sell these neglected clothes?” Sharing undressed clothes and getting new ones would be a pleasure for someone.

Instead of just sharing things in my closet, we thought, “Why don’t we build a shopping mall?” There are many places where secondhand clothes are sold. But it has a lot of mixed feelings from the seller’s point of view. We think it will also be necessary to arrange for the buyer to buy clothes that are right for them.

# Development Background and Objectives

## Background

## Growth of Used Market

Recently, the scale of used market is getting bigger and bigger that the items to be sold is from a pencil to a house and the form of that is becoming more and more diverse such as online community like Naver café and mobile application. In addition, the consumers of the used market could be all people who can access to the online. From this point of view, the used market seems to be a promising as time goes by.

## Growth of Online Transaction Market

With the widespread availability of online, a lot of people now can do almost everything through the online. And the online transaction is one of the significant things that could be done on online. As the online transaction market is getting bigger and bigger, people’s life style has been changed which means, they can order goods in more convenient way. Therefore, we would like to join this wide-spreading online market so that we can enforce competitiveness.

## Increasing Clothing Waste

People nowadays tends to easily buy and throw their clothes away. Depending on this trend, the amount of clothing waste is getting increased. This phenomenon leads environmental contamination. To prevent this undesirable influence, we suggest the effective way of decreasing the wastes; exchange respective clothes to others effectively.

## Objectives

Through activation of used market, we aim to

**first,** reduce the wasted clothes.

**second,** lead change of consumption pattern of people these days

**third,** raise the ethical awareness of used market users.

# Project Implementation

## Sign Up and Sign In

Sign up is required to sell and buy products. The member's personal information will be stored in the database.

## Main Page

Main Page is the first page that users see first and like other pages, it shows sign up and sign in, shopping basket, category of clothes and product registration.

## My Page

My page manages personal information and products that user sold and bought.

## Transaction through Virtual Money (Sock)

Virtual money (Sock) is similar concept as Naver WebToon’s cookies, which is a virtual currency unit. All purchase goes through virtual money (Sock) rather than a card payment. The buyer transfers the virtual money (Sock) of the purchased product to seller.

## Virtual Money (Sock) Charge

All transactions go through virtual money (Sock), so a user can purchase a virtual money (Sock) through a payment service to purchase goods.

## Product Registration

Seller can register goods by entering information about the goods. The information includes category of clothes, size, oldness, damage, pictures worn, original cost, and desired price.

## Virtual Money (Sock) Evaluation of Product

For the merchandise registered by the seller, a reasonable virtual money (Sock) is measured in consideration of the desired price and the damage condition of the merchandise in the system. If the seller thinks virtual money (Sock) is reasonable, seller accepts it and product registration is ended.

## Seller Rating

Purchaser can make and assessment and report whether the condition of the purchased items matches the condition created by the seller. For report, purchaser must write reason and attach evidence picture. The assessment and report can increase the credibility of the purchase.

## Administer Page

Administer page is a page for managing members and managing products that seller registered.

# Development Environment

* Bootstrap v4.3.1
* HTML
* CSS
* Django v.2.1.7
* Python 3.
* MySQL

# Division of Work & Project Schedule

## Division of Work

**Hoyun**

* Web Design
* Web Function Implementation

**Yuseon**

* Web Design
* Web Function Implementation

**Seungyun**

* Database Construction
* Admin Page Implementation

## Project Schedule

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | March | | | April | | | | | May | | | | June |
| 11 | 18 | 25 | 1 | 8 | 15 | 22 | 29 | 6 | 13 | 20 | 27 | 3 |
| 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| Proposal |  |  |  |  |  | Mid-Demo Presentation |  |  | Holiday |  |  |  | Final-Demo Presentation |
| Study and Research |  |  |  |  |  |  |  |  |  |  |
| Database Construction |  |  |  |  |  |  |  |  |  |  |
| Web Design |  |  |  |  |  |  |  |  |  |  |
| **Mid-Demo Preparation** |  |  |  |  |  |  |  |  |  |  |
| Web Function Implementation |  |  |  |  |  |  |  |  |  |  |
| Database Inspection |  |  |  |  |  |  |  |  |  |  |
| Web Function Inspection |  |  |  |  |  |  |  |  |  |  |
| **Final-Demo Preparation** |  |  |  |  |  |  |  |  |  |  |