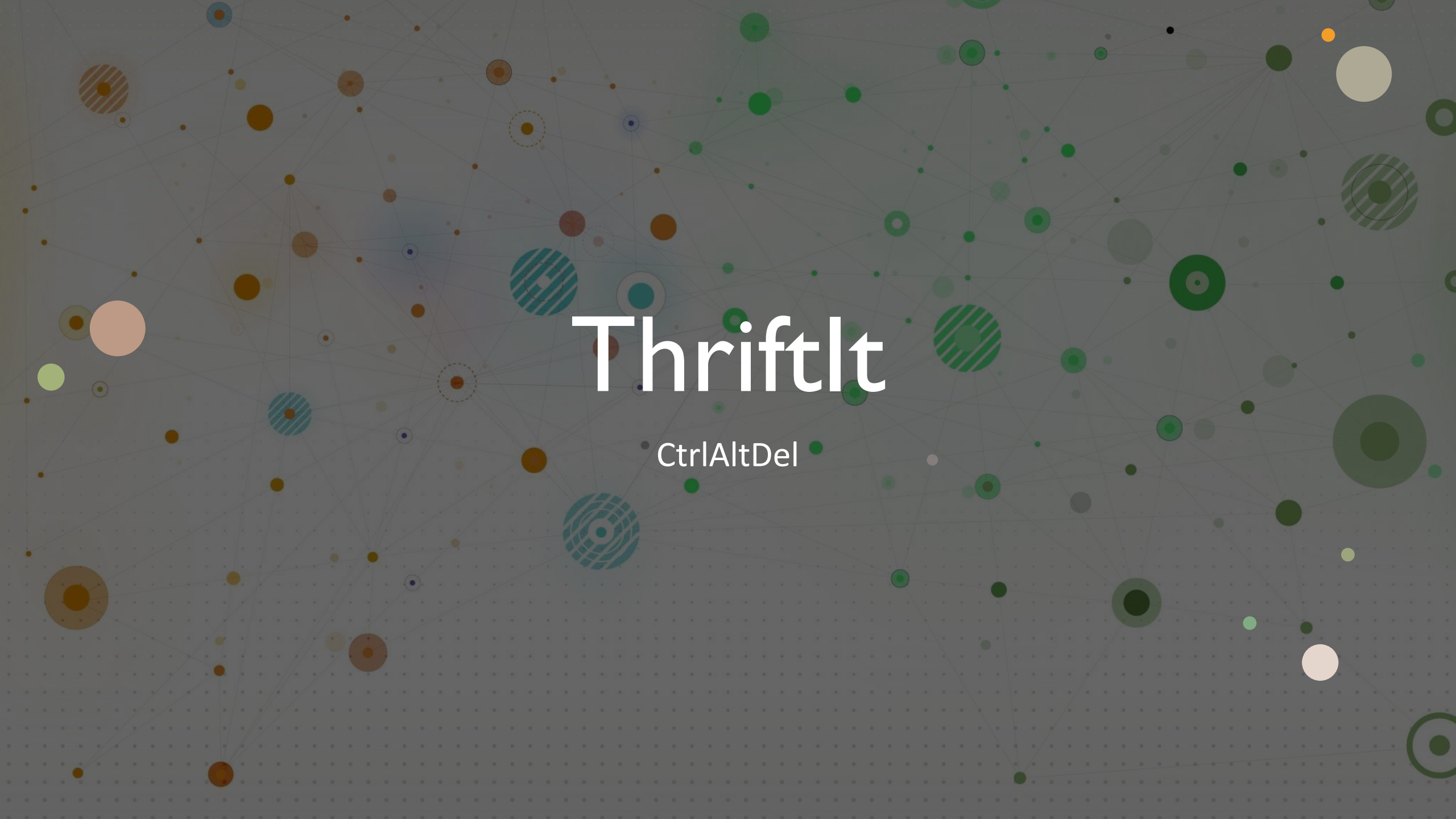

ThriftIt
CtrlAltDel

Group Members:

Database:

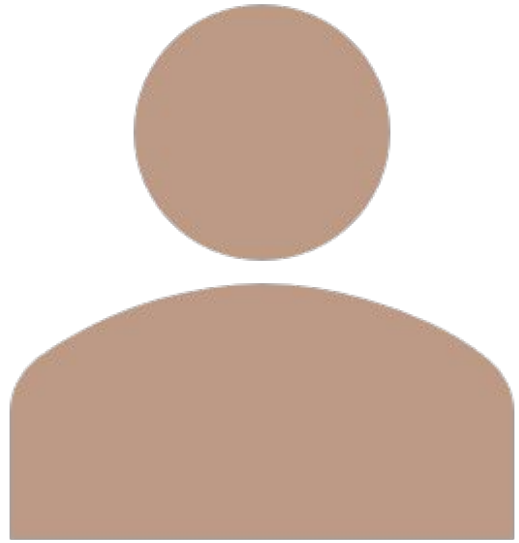
- Mickyle
- Clint

Machine Learning:

- Amir
- Vanick
- Reid

Web dev:

- Amaar



Tasks (Database Team)

Mickyle:

- Handled the creation of the MySQL database.

Clint:

- Organized ER diagrams, data dictionary and database documentation.

Tasks (Machine Learning Team)

Vanick:

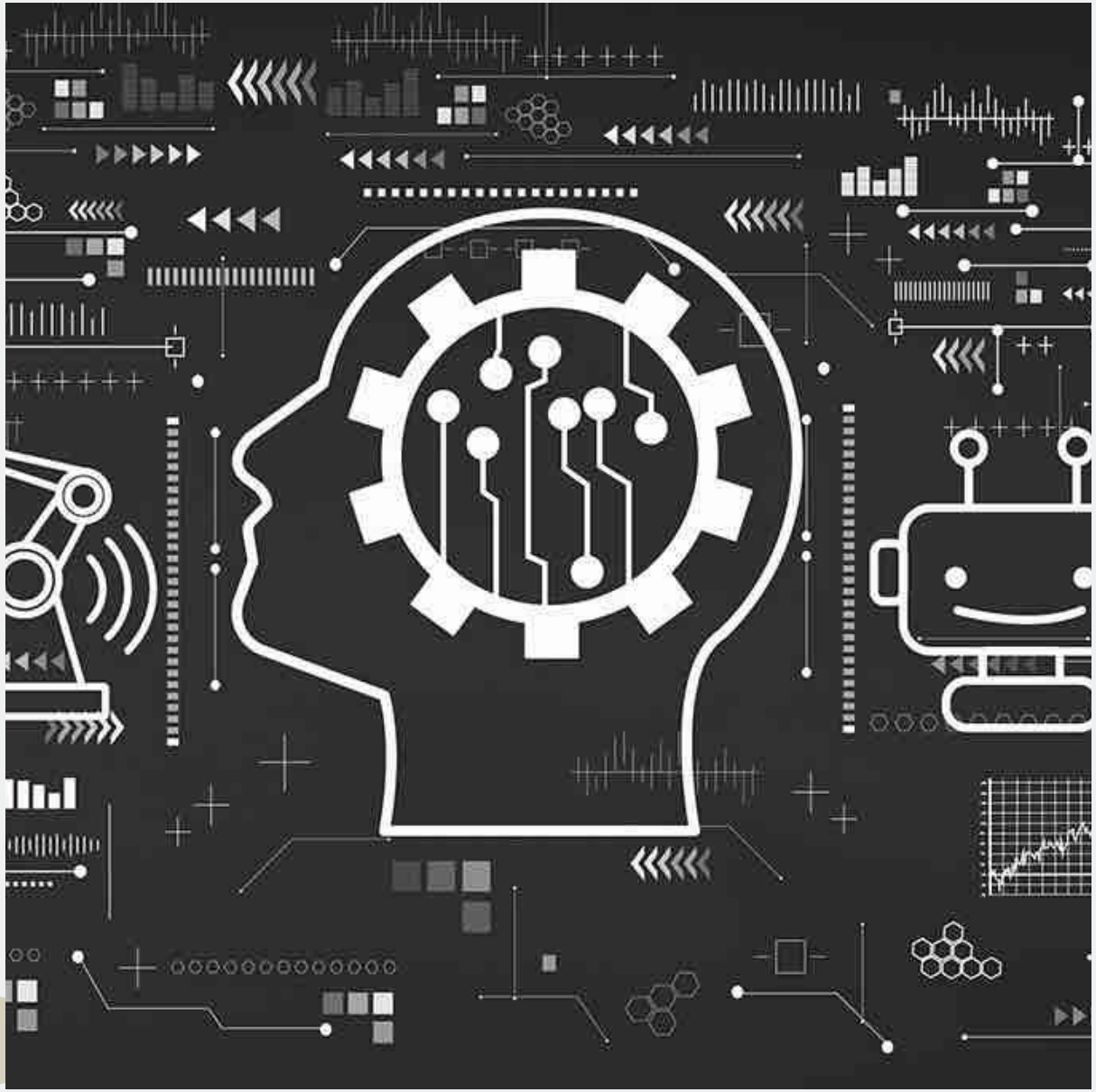
•Develop and implement machine learning model for price suggestion feature.

Amir:

•Create a web scraper to gather data to train model.

Reid:

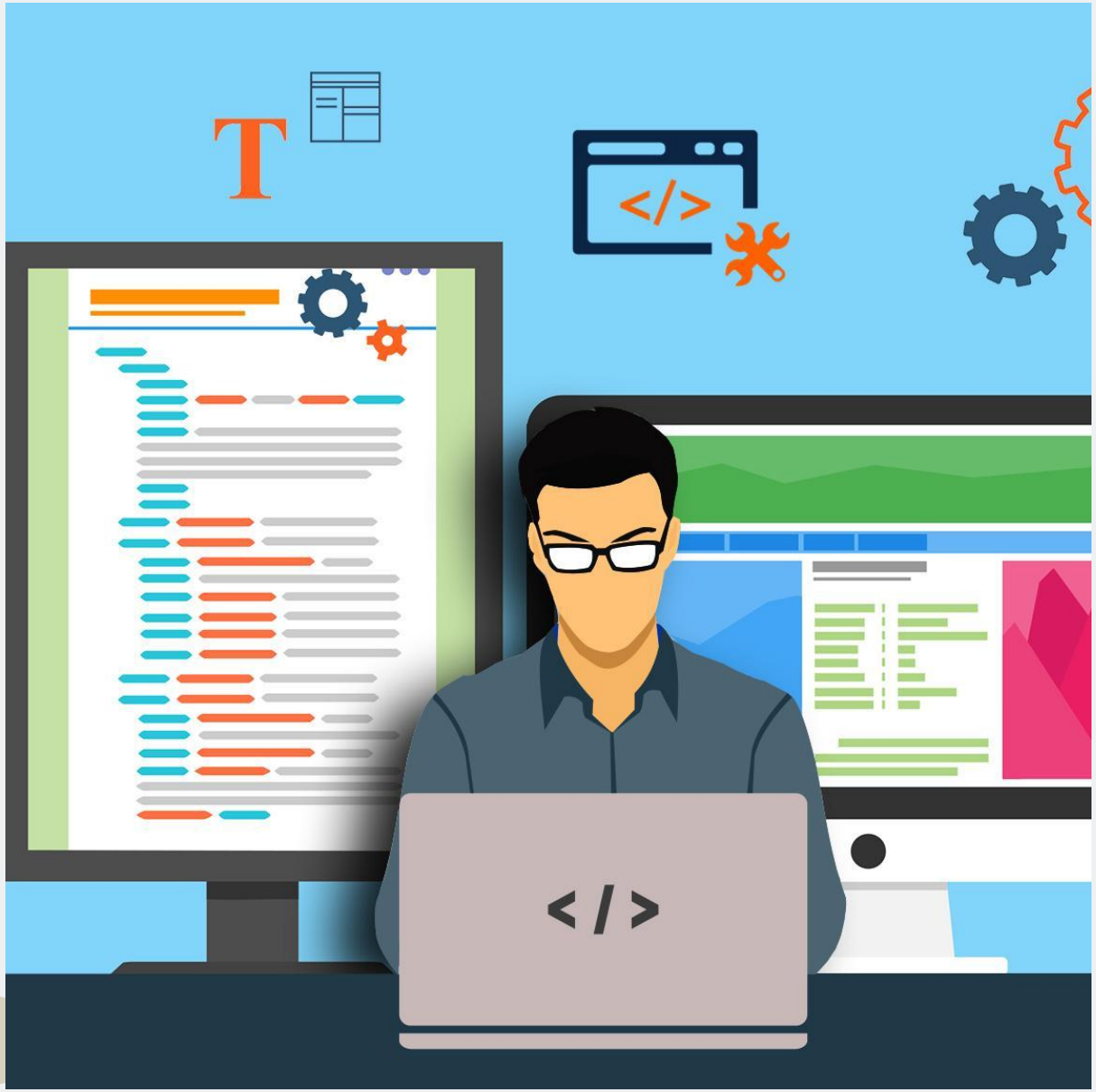
- Gather data for variation across multiple platforms.



Tasks (Web dev)

Amaar:

- Design and develop the Web Application.
- Fix bugs related the web application.
- Implement new pages for the web application.



Why an Online Thrift Store?

- To provide a platform in which anyone can sell their unwanted clothes online.
- To allow people to thrift from anywhere, on any device with ease

Mental Model

For the UI design, a mental model of a store was used. This is to give customers a familiar experience by referring them to what they already know to streamline their interactions with the web app.

SE aspects

- Communication – Held meetings to discuss tasks and deadlines.
- Modeling – Design models were created to visualize the UI of the website.
- Construction – Constructed a regression function and tested dummy datasets.
- Documentation - Documentation was created for all aspects of the web application.

DB aspects

- Used a MySQL database
- Created 6 tables
- Made use of SQL statements to create tables and insert data

Technologies Used

- Sanity: To Store items on sale on the website because sanity provides a UI for adding and removing items from the website.

- Firebase: provides authentication and security for login details.