

Communication:

1. Objective.

Given the task to build an online clothing store, we held an initial meeting with all the group members where we discussed the projects scope, goals, and objectives. It was decided that our objective would be to build an online thrift store. An online thrift store where users can not only purchase clothes from other user, but also submit a request to have their own clothing item be uploaded and sold on the store. We decided to use HTML, CSS and JavaScript for this project as everyone in the group was familiar with these languages.

2. Requirements and Functional aspects

- Process User request. Allow users to submit a request to have their clothing item sold through the online thrift store.
- Product listing. Provide a detailed description of the product on sale, including the brand, size, images, and a condition rating.
- Manage the product catalog. Being able to add and remove products on the catalog. As well as store and retrieve product information such as name, description and images associated with the product.
- Shopping cart and check out functionality. Online shopping cart that would store the products users added to their cart. As well as a seamless checkout process.
- Help option. A section that explains how the online thrift store works and how to sell their items.

3. Assumptions

- All the technology required to create, manage, and host the online store will be available to use for free.
- Every member of the team had the skill set required to produce an application like this.
- Assumed it would be a lot more interesting to build than a regular online clothing store.
- Assumed that there would be a lot of people interested in selling their clothes online instead of throwing them away.

4. Constraints

- Budget constraints. With a budget of R0, we soon discovered that many of the API and technology needed required were not available to use for free.
- Lacked the necessary skills. We had very little experience with building web apps so a lot of up-skilling had to be done before getting started and some functionalities of the website had to be revised.

- Time constraints. With many other commitments, it was difficult to focus on the project alone and soon realized that time was not on our side. In order to manage the time, we spilt the team members into different groups, with each group tackling one aspect of the project.

5. Non-functional aspects

- Since the store is an online store and would be accessible to any device, it should be responsive to whichever device it is accessed on. Without compromising the useability.