Design Goals

   1. **Usability**

We think that usability is the most critical design goal for our system because we believe that for buying second-hand items, finding lost items, and making donations; finding what the user needs easily and quickly is the most important. We chose usability over functionality because we don't want our website to be confusing to any users, and the website is planned to be used by a variety of people with different technological knowledge. Another reasson we chose usability over functionality is that we have a limited amount of time for our semester project and it is important for us to have a working system as soon as possible at this time of development.

   2. **Security**

The website should be secure as email addresses and passwords, along with actors' personal information, are stored. We want to protect our user's private information from malevolent actors who may harass them. To address security issues, we plan on creating a request button for contact information. That way, the actors will be able to choose with whom they share their number or email. The passwords of the users should be kept securely in the database using encryption. Users will also have a chance to contact developers for any security concerns. For found items, users who do not own the item may claim the item as their own. To prevent this, users who have found a lost item will be instructed to obscure data about the item and verify that the person who is claiming the item is really theirs.

Subsystem Decomposition

Presentation Layer

UserInterface

EmailNotification

Application Layer

NotificationHandler

PageHandler

DeveloperContactHandler

RatingHandler

AuthHandler

PostHandler

Entites

This package includes all the entities used by application layer's other packages, so associated with any other package in the application layer.

Database Interface Layer

DatabaseController

Data Layer

Database