

Project Proposal

Recitation Number: 113

Team Number : 3

Team Name : Extra-Small

Team Members :

1. Justin Miller
2. Brandon O'Neill
3. Giovanni Visco
4. Jiayao Li
5. Maksim Vasilyev
6. Prakash Gurung

Application Name : Buff Bargains

Application Description :

Provides an online marketplace environment specifically for CU students and faculty. The goal is to develop an easily navigated environment, whether it be a website or an application (or both), where students can log in with their identikey credentials and search for, advertise, or purchase new or used items.

The idea is very similar to other online marketplaces, such as facebook marketplace or ebay, but provides a streamlined solution for CU students. Within this environment, students should be able to either purchase items necessary for classes/travel (e.g. used books, iClickers, bicycles, etc.), or advertise and sell their items. Many of the environment solutions, such as method of transaction, have potential solutions, but most are still within the project trade space.

Vision Statement :







For CU Students and Staff who are looking to buy and sell CU specific items. Buff Bargains will be a website within its preliminary stage. However an application version may be created in late stage development. The environment that will provide CU Students and Staff a localized platform to buy and sell new and used miscellaneous items, whether it be textbooks, iClickers, furniture, or various other items. Unlike other marketplaces, like Facebook marketplace or the CU bookstore, this environment is envisioned to provide a localized CU marketplace to not only help students find exactly what they need for class, but to also help them save money.

Version Control :

Team Meeting Logs : <https://github.com/bron4592/1133-Meeting-Logs.git>

Milestone Submissions : <https://github.com/bron4592/1133-Milestone-Submissions.git>

All Project Code/Components : <https://github.com/bron4592/1133-Project-Code.git>

Collaborators		Push access to the repository
	Prakash Gurung RustyRudy	×
	Maksim Vasilyev mava98	×
	eswd0	×
	jumi1165	×
	givi0519	×
	Awaiting amadrid9's response	
		<button>Copy invite link ▾</button> <button>Cancel invite</button>

Development Method :

The software development method that the team will follow will be the agile method. Beyond defining a scope, the project will be continuously iterated upon. This is due to the fact that the functionality of the application will be variable. I.e. the driving purpose of the software will remain the same, but different functions can/will be implemented over time based on customer needs and feedback. The team will plan to meet frequently for shorter periods of time in order to maintain a relatively constant focus on what needs to be completed/iterated upon.

Communication Plan :

The team plans to communicate through multiple forms different platforms depending on purpose and required audience. For standard full group communication and coordination, the team will communicate via GroupMe, whereas individual conversations will be through text messaging or GroupMe private messaging. Sharing of files will be through either email or Github.

Proposed Architecture Plan :

The current plan is to either build a phone application using swift or build a web application using python and django. The frontend would be built using django which uses html and css. The backend would be run on a local server and use SQLite database.

Meeting Plan :

Days : Tuesday and Thursday

Time : 12:30-1:30pm

Mode : In-person

Location : Benson Library