Phase 6

UI/UX Design

QuickSell

Local Marketplace for Dapitan & Dipolog

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Second Year (Block B)

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Web Systems & Technologies (CS PROF ELECT 3)

T/TH (17:30–18:30), SA (09:00–12:00)

Overview

Quicksell is a peer-to-peer online marketplace for Dapitan & Dipolog residents.

All pages:
1. 404.php
2. about.php
3. categories.php
4-21. category.php (dynamic page that has 18 different variations)
22. community.php
23. contact.php
24. create_listing.php
25. credits.php
26. faq.php
27. favorites.php
28. help.php
29. home.php
30. index.php (landing page)
31. info.php
32. listing.php
33. privacy.php
34. profile.php
35. returns.php
36. search_result.php
37. search.php
38. shipping.php
39. signin.php
40. signup_success.php
41. signup.php
42. success.php
43. terms.php

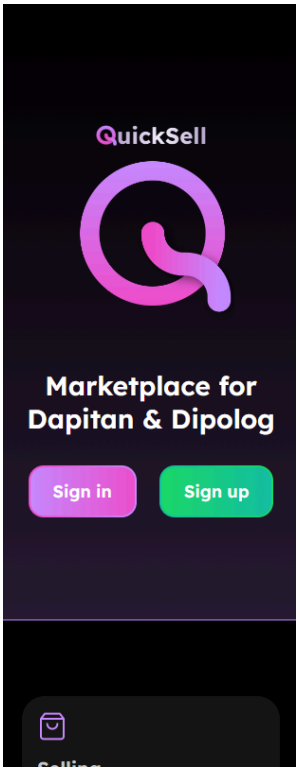
Technologies Used:

- HTML
- CSS
- JavaScript
- PHP: Hypertext Preprocessor
- MariaDB
- XAMPP Server (local testing)

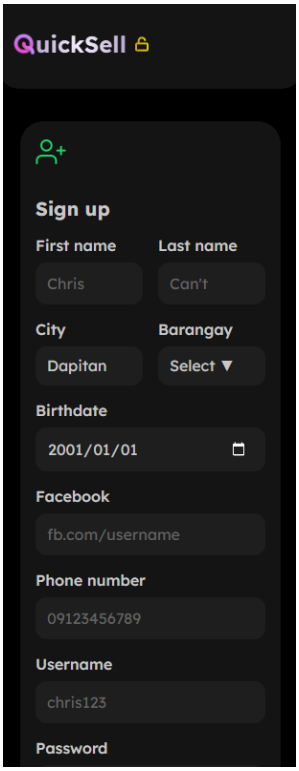
Screenshots of QuickSell

Signing Pages (Mobile)

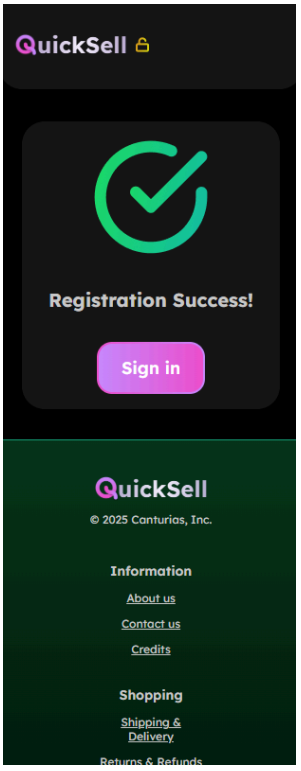
Landing Page



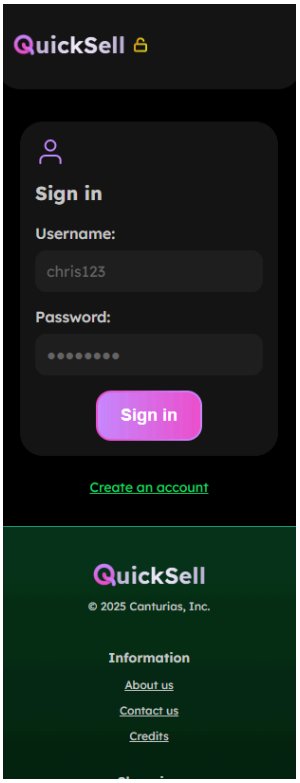
Sign up Page



Sign up Success

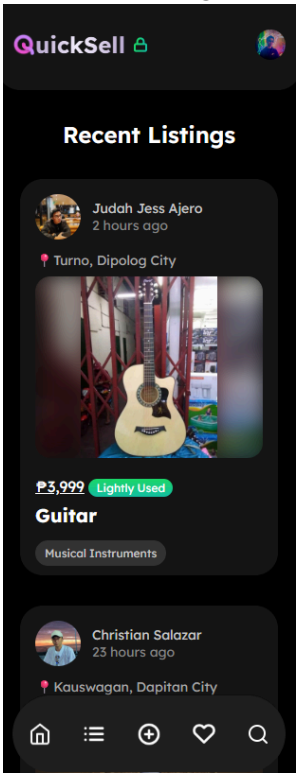


Sign in Page

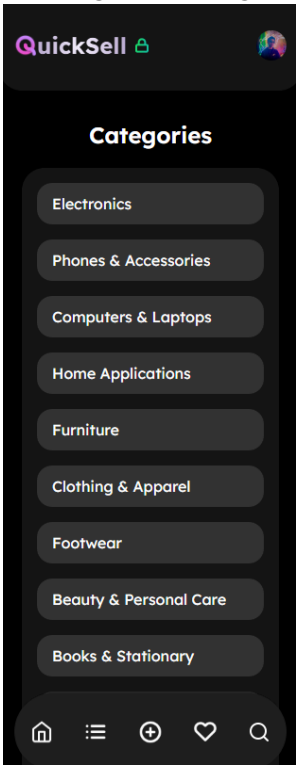


Main Pages (Mobile)

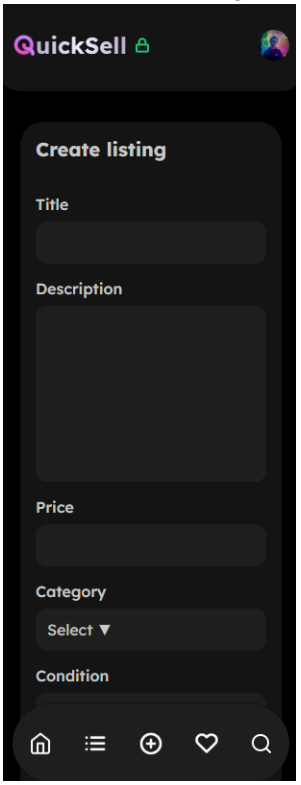
Home Page



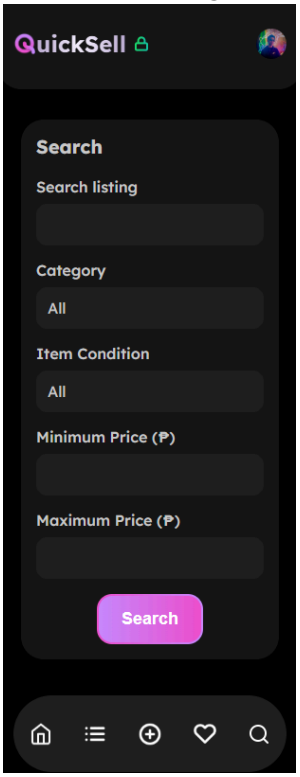
Categories Page



Create listing

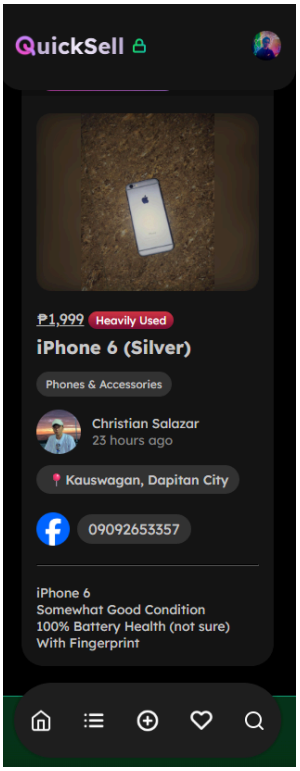


Search Page

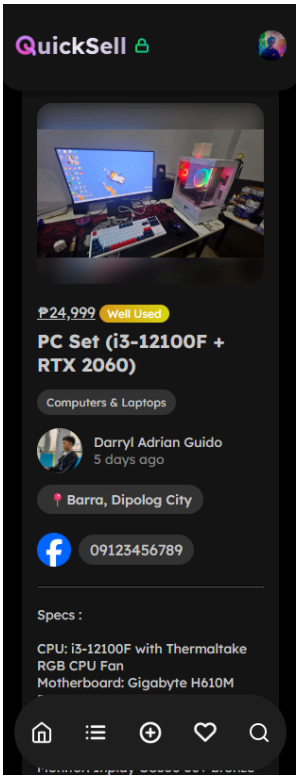


Example Pages (Mobile)

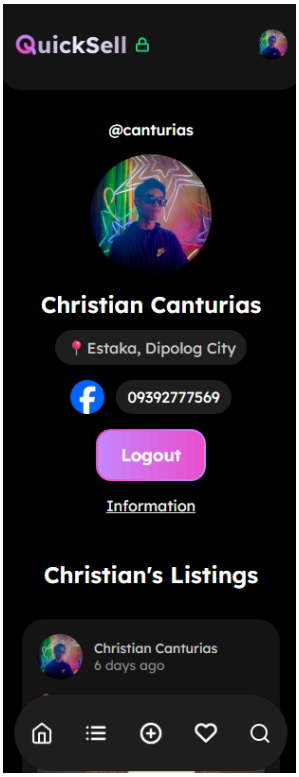
Listing Ex. 1



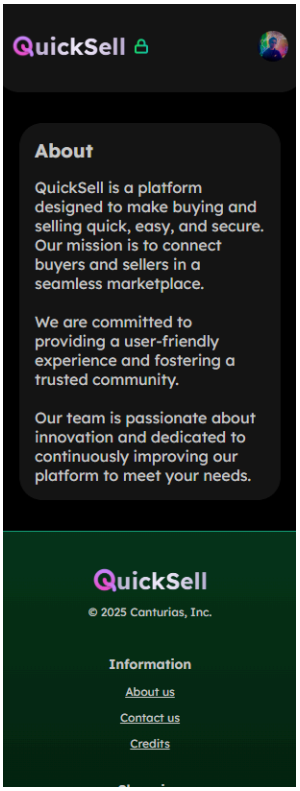
Listing Ex. 2



Profile Page



About Page



Challenges & Lessoned Learned

I have experienced a lot of challenges while making this project. First, I needed to design it. It was the first time I have ever used Figma, so I have to create another mini-project to learn the basics before creating the QuickSell user-interface. Some challenges I faced there were Frames and Auto-layout. It was confusing to learn at first, but I realized that it acted similarly to flex boxes in CSS. So, I treated Frames like HTML s with their display set to flex. It got easier after that. I learned that if you associate something you don't know with what you do know, it becomes easier to grasp.

Next, was learning SQL. I played around MariaDB/MySQL in another class we have, Information Management. There, we learned how databases worked, how to create tables, create columns, add rows, etc.

Next was learning PHP. I wanted to add a backend to my project to stand out, even if it wasn't a requirement, I still went with it. It was the first time I used PHP so it was confusing. I ended up learning the basic syntax and made a few mini-projects before making the main QuickSell project. Some include a feedback system, a social media feed system, a basic user registration form, and many more. I did this to learn the basics of procedural PHP. I used MySQLi to connect to my MariaDB database. It was easier to learn that PDO so I went with that. Eventually, I felt confident enough to start QuickSell. I learned how to use prepared statements for better security. I also learned that you need to hash passwords. Don't store plain passwords on the database! I also learned how to display content dynamically for the first time. I was able to create dynamic user profiles and feeds.

Next was the frontend. I finished the backend before styling the frontend. I ended up copying the designs I made in Figma for my frontend. I was the easy part of this whole thing, but I still faced a few issues. The biggest being organisation. It was a struggle to organise my code properly and even then the final project is still a bit messy.

User Manual

QuickSell Manual:
https://drive.google.com/file/d/1EWvslLJeaFwYHaFSwjWxKA7UEU2Nab_f/view?usp=sharing

5-minute (12 minute) Demo Video:
https://drive.google.com/file/d/1LFAO_gkYJs9NhUgBcK4yowCrw_DwhUF0/view?usp=sharing