CS 407 Project Charter: - Boiler Buy

Team:

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Problem Statement:

Although marketplaces such as Facebook Marketplace and Craigslist are useful for selling things, it comes with flaws. Some flaws that could be fixed to improve the quality of life are the UI designs and price caps when listing items for sale. When there is a price cap, it can lead the pricing to be off, hence the user needing to write the correct pricing in the description which can affect filter systems when buyers want to filter by price. Another issue that can arise is safety. People could make fake listings in order to meet up with someone and perhaps commit a crime. The Purdue community is known to be quite safe, hence this marketplace will be dedicated to Purdue students to buy, sell, and trade things.

Project Objectives:

- Develop a web application utilizing both a frontend and backend
- Features to post and manage ads for the sale, purchase, and trade of goods/services
- Features to buy, sell, and trade goods/services
- Features to categorize and search for specific items
- Features to message a seller for meet-up locations and bartering of prices
- Database to store user account information and store items
- Improve upon the UI and features of Facebook Marketplace and Craigslist to provide a smoother user experience
- Features to ensure users are Purdue students

Stakeholders:

- Customers: Current Purdue University Students
- Project Owners: Joseph Chen, Christopher Hyman, Sanjith Pabbisetty, Trenton Reeves, Michelle Song, Richard Stump
- Project Manager: Richard Stump
- Software Developers: Joseph Chen, Christopher Hyman, Sanjith Pabbisetty, Trenton Reeves, Michelle Song, Richard Stump
- Development Manager: Our assigned GTA

Deliverables:

- A web application that enables Purdue students to buy and sell products in a safe and reliable way.
- A Typescript frontend utilizing the Angular framework.
- A Python backend utilizing a PostgreSQL database running on an AWS server.

CS 307 Projects:

- Joseph Chen, Christopher Hyman, Trenton Reeves, Michelle Song, Richard Stump:

  For CS 307, our group built a game similar to Mario Maker, in which registered users could create levels and publish them for others to play. Users could then rate the levels they played and search for levels, filtering the results with several tags. This game was built in Java utilizing the LibGDX framework for rendering graphics and handling user input and a PostgreSQL database to store User information and levels.

  Github Repo: https://github.com/Richard-Stump/Level-Up

- Sanjith Pabbisetty:

  For CS 307, our group built a website that empowered independent business owners by developing software that provides online retailers various tools and services for payments, marketing and customer engagement. We focused on platform versatility during development and we were able to simplify the process of hosting a business online as well as offer various customizations to tailor the online platform to the business owner's needs. This contributed to the uniqueness of our software

  Github Repo: Our github is private