

OpenBazaar Redevelopment - Requirements

The Fair Traders

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Abstract

This documents outlines requirements for the OpenBazaar redevelopment project.

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Revision Number	Revision Date	Description of Change	Author
1	November 2nd, 2015	Created Revision History	Daniel Mandel

Table 1: Table to capture the history of the document

Revision History

References

We have used the Volere Template as a guide for creating this requirements document. <http://docs.openbazaar.org/>

Project Drivers

1 The Purpose of the Project

1.1 The User Business or Background of the Project Effort

The modern economic era is built around e-commerce and internet trade. This is apparent from the change in the speed of stock market trades, the explosion of tech based corporations and the expansion of internet commerce services such as Alibaba and eBay.

Currently, people who wish to buy and sell online are largely constrained to utilizing the services offered by the large corporations, thereby sacrificing a portion of the profit from trades. In undertaking the OpenBazaar project, we aim to benefit both online buyers and sellers by creating a platform in which internet trade can be decentralized

The project will be developed as an open-source, peer-to-peer network.

1.2 Goals of the Project

The main goals of the project include:

- Create an online marketplace that is scalable, free of intermediaries and their fees, and cannot be censored.
- Eliminating the need for centralized e-commerce services and websites.
- Reduce the overhead cost of doing business and trading over the internet by using our software. Essentially making trade free again.
- Create a permissionless, censorship-resistant trade platform that will connect the entire world.

2 The Stakeholders

2.1 Traders

At the present time, anyone who wishes to open an online store must use a centralized service. These services often charge listing fees, subscription fees or membership fees. Traders are also forced to use centralized exchange platforms such as PayPal or be charged bank fees for direct deposits. Traders stand to benefit from the project by the elimination of both of these unnecessary expenditures. The use of BitCoin will allow for a feeless monetary exchange and a free product listing on the OpenBazaar network.

2.2 Buyers

Buyers who shop online will benefit from this project in several ways. The overhead costs of doing trade will be lower on this platform than centralized services, and buyers should expect to see a reflection of this in the prices of products on OpenBazaar. Buyers will be free to exchange goods with anyone they can connect to on the network,

2.3 Other Stakeholders

Other stakeholders include:

- Major corporations that currently benefit from trades between buyers and sellers through the internet
- Collectively, law enforcement can be considered a stakeholder as they will be affected by this new form of online trade and will likely have to alter their tactics for detecting illegal activity
- Members of the development team
- Computer/Internet users in general may be considered stakeholders because, with a simpler and more effective manner of completing sales and trades readily available, more of these people may turn to internet trading

2.4 The Hands-On Users of the Product

The hands-on users of the product:

- Online Sellers/Traders
- Online Buyers
- Computer/Internet users interested in buying and selling online

2.5 Priorities Assigned to Users

- Key Users: Online buyers and sellers
- Secondary Users: Developers and testers

2.6 User Participation

- Users acting as prospective buyers or sellers or an anonymous, third-party mediator access the OpenBazaar network
- Users acting as sellers advertise their products on the OpenBazaar network
- Users acting as buyers browse or search for products that they would like to buy on the OpenBazaar network
- A user acting as notary advertises their mediation services on the OpenBazaar network and serves as a third-party to ensure a fair trade

2.7 Maintenance Users and Service Technicians

- Developers and Testers

Project Constraints

3 Mandated Constraints

3.1 Solution Constraints

- Description: The OpenBazaar client will run on Windows, Linux and Mac OS X.
- Rationale: These are the three of the most common desktop software platforms available.
- Fit Criterion: The required framework and programming language must be installed (PyQT 4, Python 2).
- Description: In order to have full functionality a working internet connection is necessary.
- Rationale: The internet is the fastest way to connect buyers and sellers around the globe and exists in most modernized countries.
- Fit Criterion: It is required to make transactions, view markets and discover peers on the network.

- Description: To make trade completely decentralized, as well as entice buyers and sellers to connect over the OpenBazaar, Bitcoin must be used as a currency.
- Rationale: It is the easiest as well as one of the safest ways to make transactions over the internet. it is also becoming more and more accepted in other retail and online stores.
- Fit Criterion: Users must have a Bitcoin wallet installed on there computer.

3.2 Implementation Environment of the Current System

- The application will be developed on Ubuntu 14, using Python 2, and PyQt as the GUI framework. The framework was chosen because of its cross-platform abilities and versatility. Ubuntu was chosen because of the compatability it has with the existing off-the-shelf softwares (OpenBazaar Server), Git, and the other partner applications that make the OpenBazaar function.

3.3 Partner or Collaborative Applications

- BitCoin will be a vital application serving as the medium of exchange on OpenBazaar.

3.4 Off-the-Shelf Software

- There is an existing off-the-shelf software, but it is in the beta development phase, with development focus on the front end (backend complete) and testing. The front end or client side of the application will act similarly to an online classifieds system like Ebay, Amazon, Kijiji, Craigslist;however, it will be populated with only what a user would like to see.

3.5 Anticipated Workplace Environment

- This system is intended for use anywhere that there is a working internet connection. This enables users to connect from all around the world to buy and sell products and services. Virtually, the anticipated workplace environment is the entire civilized world.

3.6 Schedule Constraints

- This project should be completed and tested by November 30, 2015
- Learning should be focused on the PyQt4 framework, and creating wireframes for the GUI.
- Final documentation must be complete by December 8, 2015

3.7 Budget Constraints

- Not applicable.

4 Naming Conventions and Terminology

4.1 Definitions of All Terms

- Python: a widely used and versatile high level programming language
- IDE: integrated development environment
- PyCharm: the chosen IDE for the project.
- GUI: graphical User Interface
- Git: source control for the projec, includes features such as revision history
- Bitcoin: digital store of value and online payment system
- Ricardian contract:

5 Relevant Facts and Assumptions

5.1 Assumptions

- Our biggest assumption in this project is that all users have and understand what Bitcoin is as well as have a basic understanding of what a peer-to-peer application is.

5.2 Facts

- There are existing frameworks for GUIs. PyQt in particular will be used for the implementation of the client side.
- We will only be developing the client side of the application due to the time constraint of this project.

6 The Scope of the Work

6.1 The Current Situation

Content A software application to connect users from all around the world to conduct trade freely is required. Users can add any peers to the network, as well as view their stores, and search for items to purchase. They will also have the ability to have their own market to sell items.

6.2 The Context of the Work

6.3 Work Partitioning

Event Name	Input and Output	Summary of BUC
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Table 2: Table to capture the inputs and outputs of an event

7 Business Data Model and Data Dictionary

Name	Content	Type
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Table 3: Table to capture all the applications data, and type

8 The Scope of the Product

8.1 Product Boundary

Examples

Form

8.2 Product Use Case Table

8.3 Individual Product Use Cases

Form

Functional Requirements

- R1** The application shall have the capability of connecting two users without the use of a centralized server or database.
- R2** The application shall simulate trade between two people.
- R3** Users shall have the ability to list an item for sale on the application.
- R4** Users shall have the ability to find and search through items for sale on the application.
- R5** Users shall have the ability to access a seller's store.
- R6** Users shall have the ability to formally define trade contract terms through a Ricardian contract.

- R7** Users shall have the ability to list any good or service they are in a position to offer for trade.
- R8** Buyers and sellers shall have the ability to find and choose notaries to oversee the fairness and completeness of transactions.
- R9** Users shall have the ability to exchange messages with other users.
- R10** Buyers shall have the ability to rate sellers with whom they have engaged in trade with.
- R11** Users shall have the ability to access a seller's reputation.
- R12** Buyers and sellers shall have the ability to create arbitration cases when they are not satisfied with the progress of a trade.
- R13** Notaries shall have the ability to mediate a trade based on the terms of the contract by deciding on the outcomes of arbitration cases.

Non-functional Requirements

9 Look and Feel Requirements

9.1 Appearance Requirements

The look and feel of the application should be on par with existing internet commerce services, such as Alibaba and eBay.

9.2 Style Requirements

- The layout of the application should be organized logically.

10 Usability and Humanity Requirements

- The platform should be deployable by a person with little to no technical computer knowledge.
- The platform should be accessible by any person who could access a marketplace in the real world. For instance, anyone should be able to access the platform by their mid-teens.

10.1 Personalization and Internationalization Requirements

- Sellers should be able to customise the theme of their store to fit their products, personal preference or any other design choice they make.

- All text displayed on the interface should be translatable into multiple different languages for deployment to different geographical regions.
- The interface should be resizable to allow all users a comfortable buying and selling experience.

10.2 Learning Requirements

- The interface should have little to no learning curve for full use of the platform.
- Sellers should be able to easily create a store and list products.
- Buyers should be able to find specific products easily.
- Notaries should be easy to find by both buyers and sellers.

10.3 Accessibility Requirements

- Text on the interface should be readable by all persons, including the colorblind and persons with imperfect vision.
- The interface should be traversable with the tab button, to allow persons with hand tremors or other disabilities to access the marketplace.

11 Performance Requirements

11.1 Speed and Latency Requirements

11.2 Precision or Accuracy Requirements

11.3 Reliability and Availability Requirements

11.4 Robustness or Fault-Tolerance Requirements

11.5 Capacity Requirements

11.6 Scalability or Extensibility Requirements

The application will be implemented as an easily scalable network of nodes that run the trade protocol. In the early days of the application the network will have few known nodes, but as more nodes are added the network will be able to expand.

11.7 Longevity Requirements

12 Operational and Environmental Requirements

12.1 Expected Physical Environment

12.2 Requirements for Interfacing with Adjacent Systems

12.3 Productization Requirements

12.4 Release Requirements

13 Maintainability and Support Requirements

13.1 Maintenance Requirements

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15 Cultural Requirements

15.1 Cultural Requirements

16 Legal Requirements

16.1 Compliance Requirements

16.2 Standards Requirements

Project Issues

17 Open Issues

18 Off-the-Shelf Solutions

18.1 Ready-Made Products

18.2 Reusable Components¹³

18.3 Products That Can Be Copied

19 New Problems

19.1 Effects on the Current Environment

19.2 Effects on the Installed Systems