Requirements:

Inventory System:

Management:

- The system shall provide a dedicated inventory page for users to manage their owned items:
  - Users shall be able to view all items they currently own in their inventory.
- The system shall display relevant information for each item including name, game of origin, rarity, and estimated market value.
- The inventory shall be visually organized, displaying items in a grid layout with item images and key information.

Navigation:

- The system shall provide a clear navigation path from the marketplace to the inventory and vice versa.
- Users shall be able to access their inventory from any page through a persistent navigation element.
- The system shall maintain inventory state between sessions, ensuring users always see their current item collection.

Filtering:

- The system shall provide the following filtering capabilities within the inventory:
  - Filter by Game:
    - The system shall allow users to filter inventory items by specific game
    - When a user selects a game filter, only items from that game will be displayed.
    - Multiple game filters can be applied simultaneously
    - The system shall display the number of items per game category.
  - Search Item:
    - The system shall provide a search functionality that allows users to find specific items by name.

- The search shall match partial text strings within item names.
- The system shall display search results in real-time as the user types.
- If no items match the search criteria, the system shall display a "No items found" message.

Organization:

- Sort Items:
  - The system shall provide multiple sorting options for inventory items.
  - Users shall be able to sort their inventory by:
    - Item Value (high to low/low to high)
    - Item Name (alphabetical)
    - Acquisition Date (newest/oldest)
    - Rarity (common to rare/rare to common)
  - The sorting preference shall persist between sessions
  - The system shall apply sorting in real-time, with the inventory display updating immediately.

Actions:

- Sell Items:
  - Users shall be able to select any item in their inventory and create a marketplace listing.
  - The system shall guide users through setting a price for their item.
  - The system shall provide market price suggestions based on recent sales of similar items.
  - Users shall receive confirmation when an item is successfully listed for sale.
  - Items listed for sale shall remain in the inventory but be marked as "Listed" until sold.
- View Item Details:
  - Users shall be able to view detailed information about any item in their inventory
  - The item detail view shall include complete item specifications, origin, acquisition date, and market history
  - Users shall be able to see the trading history of the specific item they own.

Trading System:

Management:

- The system shall provide a dedicated trading interface with the following capabilities:
  - View Trade Offers:
    - The system shall display all incoming and outgoing trade offers
    - Trade offers shall be categorized as "Received" and "Sent" for clear organization
    - Each trade offer shall display a summary of items being exchanged and the trade partner's username
    - The system shall indicate the status of each trade (pending, accepted, declined, expired)
  - Create Trade Offer:
    - Users shall be able to initiate a trade offer to any other user who owns tradeable items.
    - The system shall provide an interface for selecting items from the user's inventory to offer in the trade
    - The system shall provide an interface for selecting items from the trade partner's inventory to request.
    - The trade creation process shall enforce platform rules regarding trade fairness and item eligibility.

Preview and Confirmation:

- Preview Trade:
  - Before finalizing a trade offer, users shall be presented with a preview showing all items being exchanged.
  - The preview shall clearly indicate which items will be sent and which will be received.
  - The system shall display the estimated market value of items on both sides of the trade.
  - Users shall be able to modify the trade offer from the preview screen before sending.
- Send Offer:
  - The system shall require explicit confirmation before sending a trade offer.
  - Upon confirmation, the trade offer shall be sent to the recipient and appear in their "Received Offers" section.

- ○ The system shall notify the recipient of the new trade offer through the platform's notification system.
- ○ Sent offers shall be recorded in the trading history and be accessible for reference.

Responses:

- Accept Trade:
  - ○ Recipients shall be able to accept any valid trade offer they have received.
  - ○ Upon acceptance, the system shall immediately transfer the traded items between user inventories.
  - ○ Both parties shall receive a confirmation notification when a trade is successfully completed.
  - ○ The trade shall be recorded in both users' trading history.
- Decline Trade:
  - ○ Recipients shall be able to decline any trade offer they have received.
  - ○ When declining a trade, users shall have the option to provide a reason for the decline.
  - ○ The system shall notify the sender when their trade offer has been declined.
  - ○ Declined trades shall be recorded in the trading history with their status clearly indicated.

History:

- View Trade History:
  - ○ The system shall maintain a complete history of each user's trading activity.
  - ○ The trade history shall display all completed, declined, and expired trades.
  - ○ Users shall be able to filter their trade history by status, date range, and trade partner.
  - ○ Each history entry shall include details of the items exchanged, the trade partner, and the completion date.
  - ○ The system shall allow users to view the details of any historical trade.

Marketplace System:

Navigation:

- View Marketplace:
  - The system shall provide a centralized marketplace where users can browse all items currently listed for sale.
  - Users shall be able to access the marketplace from the main navigation menu.
  - The marketplace shall display items in a grid layout with key information visible at a glance.

Search and Filtering:

- Search Items:
  - The system shall provide a dedicated search function in the marketplace interface.
  - The search shall match item names, descriptions, and relevant tags.
  - Search results shall update in real-time as the user types.
  - The system shall prioritize exact name matches, followed by partial matches in names, then matches in descriptions.
  - If no items match the search criteria, the system shall display a "No items found" message and suggest broadening the search.
  - The system shall remember recent searches for each user for quick access.
  - Search functionality shall work in conjunction with filters, allowing users to search within filtered results.
- Filter Items:
  - The system shall provide comprehensive filtering options for marketplace items.
  - Users shall be able to filter by game, item type, price range, and rarity.
  - Filters shall be applied in real-time, with results updating immediately.
  - The system shall allow combining multiple filters for precise item discovery.
  - Filter by Game:
    - The system shall allow users to filter marketplace items by specific game.
    - Game filters shall display the number of available items for each game.
    - Multiple game filters can be selected simultaneously
  - Filter by In-game Item Types:
    - The system shall categorize items by their in-game type (weapon, armor, cosmetic, etc.).

- Users shall be able to filter the marketplace to display only specific item types.
- The system shall adapt item type categories based on the selected game context.
- Filter by Price:
    - The system shall allow users to set minimum and maximum price ranges for marketplace items.
    - Price filters shall be applied in real-time, displaying only items within the specified range.
    - The system shall provide predefined price ranges for quick filtering.

Item Viewing and Purchases:

- View Item:
    - Users shall be able to view detailed information about any item in the marketplace.
    - The item detail view shall include high-resolution images, complete specifications, and market history.
    - The system shall display the item's price history over time when available.
    - Users shall be able to see similar items currently listed on the marketplace.
    - The item view shall provide direct options to buy the item or add it to a watchlist.
    - For sellers viewing their own listed items, options to edit or remove the listing shall be prominently displayed.
- Buy Item:
    - Users shall be able to purchase any available item on the marketplace with a single action.
    - The system shall verify that the user has sufficient funds before completing a purchase.
    - Upon successful purchase, the item shall be immediately transferred to the buyer's inventory.
    - Both the buyer and seller shall receive confirmation notifications of the completed transaction.
- Sell Item:
    - Users shall be able to list any item from their inventory for sale on the marketplace.
    - When listing an item, users shall be able to set their own price.
    - The system shall provide market price guidance based on recent sales of similar items.
    - Users shall be able to cancel their listings at any time before purchase.
    - Listed items shall remain in the user's inventory but be marked as "Listed" until sold

Active Listings Management:

- View Active Listings:
  - Users shall have access to a dedicated section showing all their currently active marketplace listings.
  - The active listings view shall display the item's name, listed price, listing date, and current market value.
  - Users shall be able to edit the price of any active listing.
  - Users shall be able to remove any active listing with a single action.
  - The system shall update the status of active listings in real-time when they are purchased.