

Buff Market

Daniel Hill, Kyan Nelson, Maija Grimes, Andrew Perper, Amir Mhamdi

Project Description

Buff Market is a Marketplace for CU Students to buy and sell tickets to CU-related events for a fair market price. Students are the only ones allowed to use this website, as they must register and login with their Identikey. This is a much needed service, as other services are open to the public, making ticket prices much more expensive than the price of student tickets. There exists no efficient way to exchange exclusively student tickets, and so this project aims to solve this problem.

Some key features of this app outside of exclusivity to students is being able to sell tickets at customized prices, that then is put into a database including information about specific events, which can then be displayed to other users through a couple of simple clicks. The website also features a backend order book that allows users to place bids on tickets, so that users automatically can buy tickets if one is sold for a specific price. Users also can transfer tickets between each other, and view their own tickets on their customized account page. This furthers the goal of creating an all-in-one location for students to exchange their tickets. Tickets are placed into the database upon being added by the user, and are kept by the user unless transferred or sold, or if the event ends.

Project Board

Link to Project Board - <https://github.com/users/dahi2387/projects/1>

The screenshot shows a GitHub Project Board for the 'buff-market' repository. The board is organized into four columns: 'Ice Box' (6 items), 'Todo' (1 item), 'In Progress' (4 items), and 'Done' (17 items). Each item is a task card with a title, description, and associated GitHub repository links. The 'Ice Box' column contains tasks like 'Implement Email w/ Confirmation Code' (13 points), 'Code share button to generate link' (2 points), 'Session Variables/Cookies to keep account info' (8 points), and 'Implement feature/button to share through social media' (3 points). The 'Todo' column has one task: 'Login/Logout switch in navbar' (4 points). The 'In Progress' column has tasks like 'Overall CSS consistency' (8 points), 'Database Implementation' (5 points), 'Stubbed Tickets to insert into DB' (3 points), and 'Readme completion' (3 points). The 'Done' column has tasks like 'Research if login ID is feasible' (1 point), 'Buy Page' (4 points), 'ERD Diagram' (2 points), 'Sell Page (front end)' (3 points), and 'cu-marketplace #30'.

You can see above that each issue is connected to the project repository, with associated epics and story points.

Link to Video

<https://youtu.be/XpYfkWkfANI?si=ulr097uYGemd8HGG>

Version Control

<https://github.com/dahi2387/cu-marketplace>

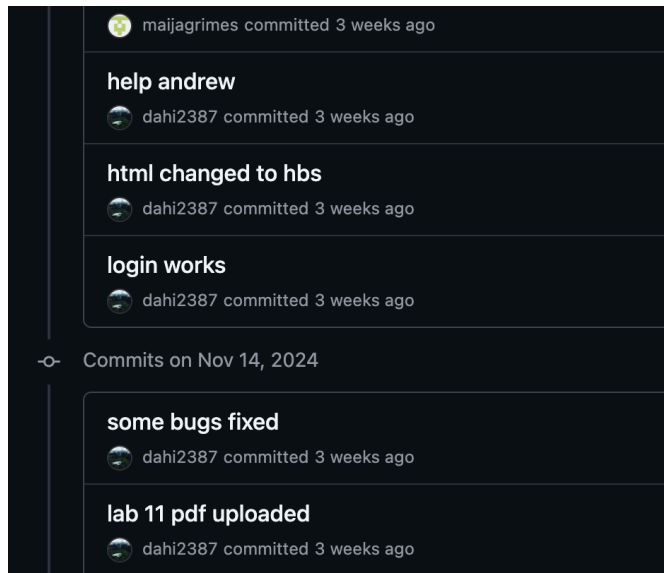
Contributions Summary

Maija

The majority of my contributions to the project were within the frontend of our website. Early on in our development, each of our individual pages looked very nice, however, our style elements were scattered throughout our partials and our pages were lacking a unified, professional look. Much of my time was spent creating our extensive style sheet and rebuilding our pages to better match the overall theme of our website. Some specific pieces I enjoyed working on were the styling of the buy & sell pages, the signature Colorado Football navbar, and the interactive buttons and boxes on each page.

Daniel

I contributed a lot of skeletal framework and backend setup to get the app to work. I also managed the project board, and set up structural handlebars and partials to get the app online. I also worked heavily on the routes and some front end for the account page, tickets page, login page, and register page. Below you can see some of the commits I made to the repository, including some general lab work, restructuring of the pages, fixing routes, and bug fixing with the other team members. The image below displays some commits of this nature.



Kyan

My contributions to the project began centered around the definition of the initial scope, components, and final goal state of the project as well as the design of our development process. I think that having these elements clearly defined enabled us to have a clean final product with a clear purpose and value to the user. In terms of my more technical contributions, I handled the email verification process and the related database components as well as the bid and confirmation page. I also debugged our render components so that the online version had full functionality.

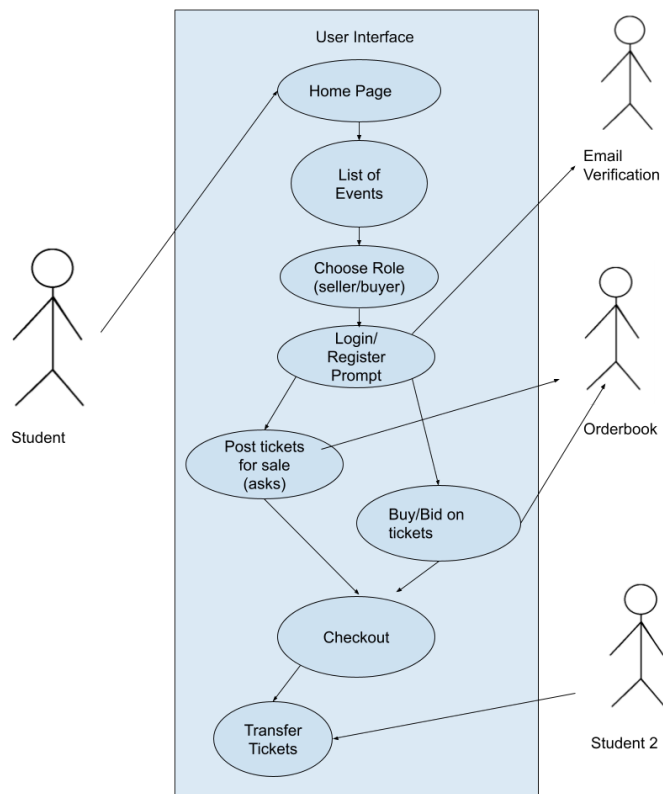
Amir

My main contributions were within the frontend creating some of the handlebars for the web pages such as the login.hbs and buy.hbs pages, which allowed the team to adjust the styling for all the pages to match with each other. And afterwards helping with creating some of the test cases for the login page. Also working in the index.js file making sure all the pages could connect with each other when clicking the buttons. Another main contribution of mine was working on the rendering so that our website could be live for others to checkout.

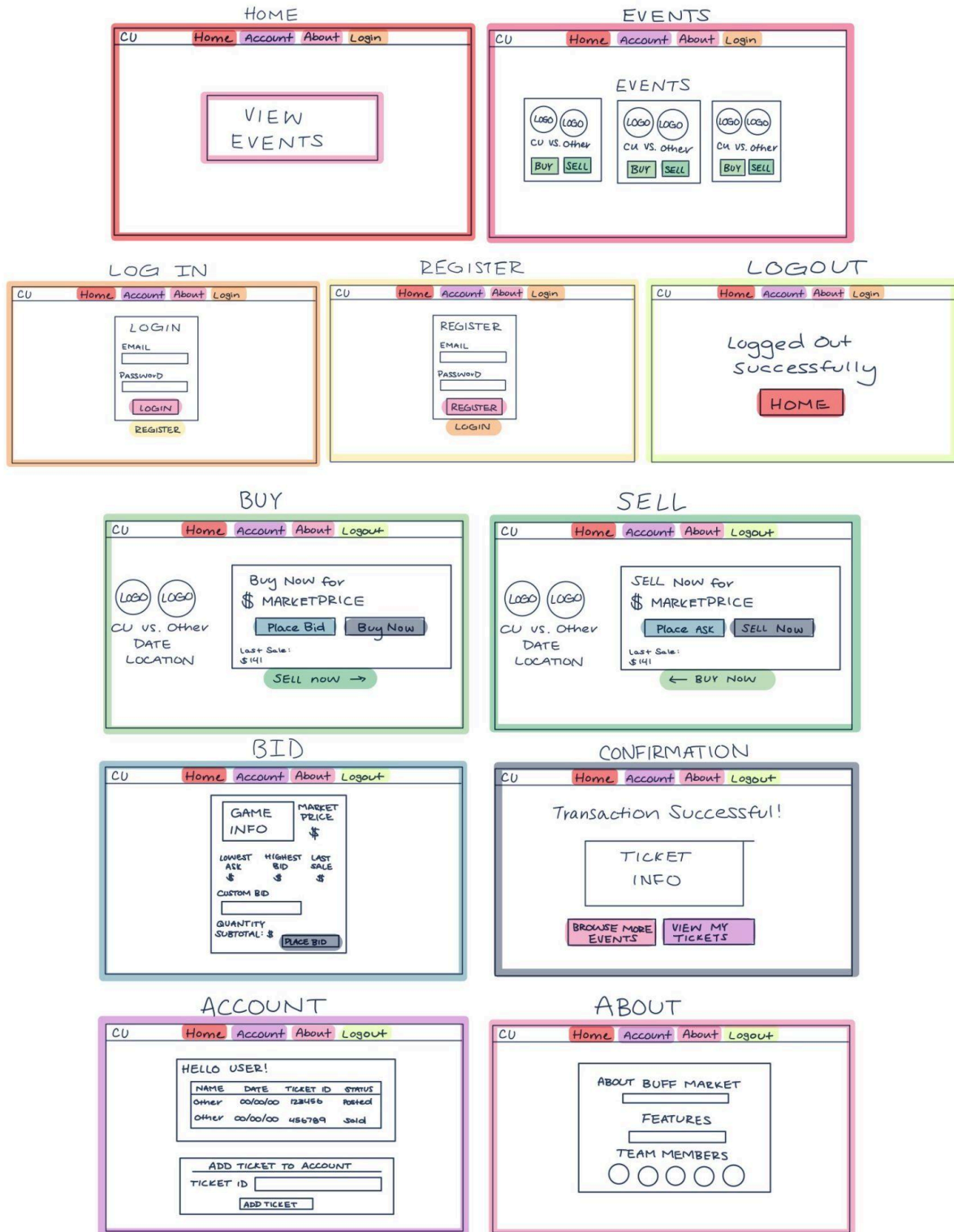
Andrew

I created the home page in html and made a CSS layout with a color scheme gradient and some fun CSS functionality. This was a good start for people to go off of. With Maija's help she converted it to handlebars and updated the CSS based on what I started. I added a cool hover effect for the home page and fixed some layout issues with the CSS and overall helped make things look smooth. I also coded the about page functionality on our website. Lastly, I contributed a lot to the presentation and the overall aesthetic as well.

Use Case Diagram



Wireframes



Test Results Summary

Test Cases

We tested the following four use cases to evaluate the usability, functionality, and overall experience of the Buff Market platform:

1. **User Registration and Login with Identikey**
 - **Description:** Tested the process of a new user registering with their CU Identikey and logging in successfully.
 - **Objective:** Verify that only CU students can register and log in to ensure exclusivity to the student body.
 2. **Listing Tickets for Sale**
 - **Description:** Verified the functionality of adding event tickets for sale by providing details like price, event name, and quantity.
 - **Objective:** Ensure tickets are added correctly to the database and displayed on the marketplace.
 3. **Placing Bids and Buying Tickets**
 - **Description:** Tested the bidding process and buying tickets at specified prices, including verifying the backend order book functionality.
 - **Objective:** Confirm users can interact with the bidding system and purchase tickets seamlessly.
 4. **Viewing and Transferring Tickets**
 - **Description:** Checked the user's ability to view their tickets on their account page and transfer them to another student.
 - **Objective:** Verify that the transfer process is secure, updates the database correctly, and reflects the new owner of the ticket.
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Observations

User Testing Details

- We invited three CU students from outside our team to test the application. Each user was asked to perform specific tasks based on the above use cases while we observed and noted their actions.

What Users Did

- Users followed the prompts to register, log in, and navigate the platform. They explored features like listing tickets, placing bids, and transferring tickets.
- Each user clicked around the interface to understand how to perform the tasks and tried accessing various features without explicit instructions.

Reasoning for Their Actions

- Users often relied on visual cues like buttons and menu items to guide their actions.
- If a user was uncertain about a feature, they relied on feedback from the system, such as error messages or success confirmations, to proceed.

Consistency with Use Cases

- **Consistent:** Most actions aligned with the intended workflows for logging in, adding tickets, and transferring them.
- **Deviations:** Some users deviated during the bidding process, attempting to place a bid without specifying a price, leading to error messages.

Reason for Deviations

- Lack of clarity in some instructions, such as the need to enter both a ticket price and quantity when placing a bid.
- Minor UI inconsistencies, such as a button being labeled ambiguously or placed in a less intuitive position.

Changes Made Based on Feedback

- Added tooltips to guide users through more complex workflows like bidding and transferring tickets.
- Simplified button labels and repositioned certain UI elements for better visibility.
- Enhanced error messages to provide more actionable feedback, such as indicating missing fields when placing a bid.

Deployment Link

<https://cu-marketplace.onrender.com>