Project schedule and software design
Melwina albuquerque, Nishtha agarwaal, Shizuka dara

Overall project schedule: (5 weeks left)
Week 1: Development
Week 2: Development
Week 3: Development
Week 4: Testing and debugging
Week 5: Deployment and final testing

Scrum timings and time: 5pm and for 15 minutes.

Sprint 1: Weeks(1-2) - Development
Goal: Build the basic framework of the web app, including the front-end and back-end architecture, and implement essential functionalities.
Task Breakdown:
Day 1: Set up the development environment, including selecting the appropriate tools and technologies.
Day 2-5: Develop the front-end user interface, including the design and layout of the web app.
Day 6-9: Develop the back-end architecture, including the database and server-side functionalities.
Day 9-12: Implement essential functionalities, such as user authentication, data input and output, and basic user interface interactions.
Scrum meetings: Alternate days.

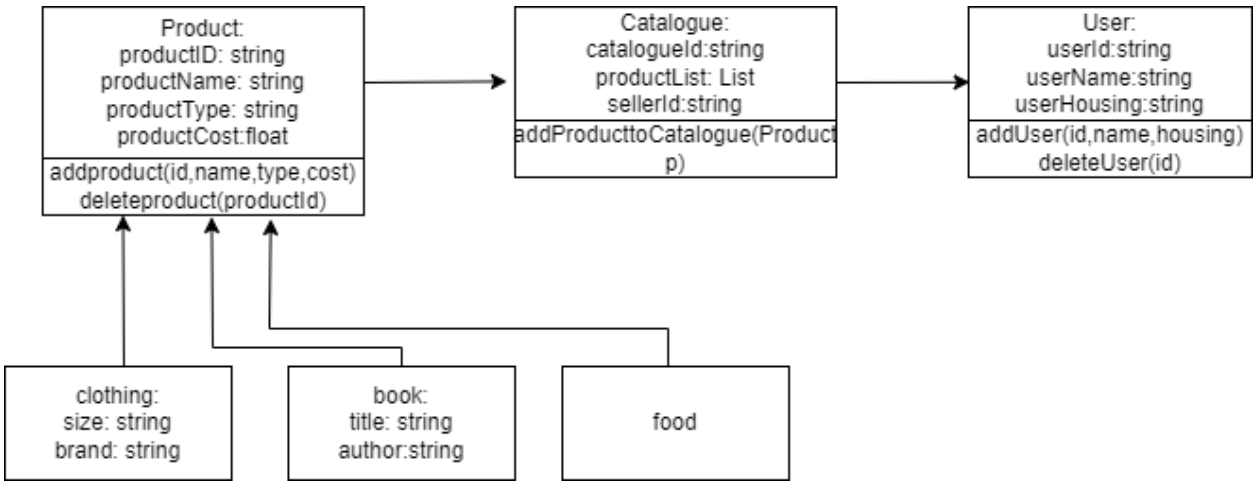
Sprint 2: Week 3 - Development
Goal: Implement additional features and functionalities and refine the design and user interface.
Task Breakdown:
Day 1-2: Determine new features and functionalities to add.
Day 3-6: Implement new features and functionalities, such as user notifications and advanced search options.
Day 7: Refine the design and user interface based on user feedback and usability testing.
Scrum Meetings: Alternate Days

Sprint 3: Weeks(4-5) - Testing, debugging and deployment
Goal: Conduct thorough testing and fix any issues or bugs identified during testing.
Task Breakdown:
Day 1-4: Conduct functional testing to ensure all features and functionalities work as expected.
Day 5-7: Conduct user acceptance testing to ensure the web app meets the user's needs and expectations.
Day 8-9: Address any issues or bugs identified during testing.
Day 10: Deployment/presentation

Scrum Meetings: Alternate Days/ Daily since it is the last week

Software design :
Class diagram is a static representation of attributes,methods and their relationships. We think a class diagram best represents interactions between all components of the app and felt we don't require a sequence diagram and transition systems along with this.

Class diagram:



Design of Components
The different components of our system include:

- User Interface: The user interface (UI) is the front-end of the app that users interact with. It includes features such as login/sign-up, search bar, categories, filters, item listing, product details, user profiles, messaging, notifications, and feedback/ratings.
- Database: The database is the back-end of the app that stores all user information, product listings, and transaction history. Here we retrieve information and filter items based on user preferences.
- Payment gateway: In our web app, we are not implementing a payment gateway since it will be cod.
- Feedback: We want to implement customer reviews for users (sellers/buyers) to leave feedback.