Project Status report

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Community (UN SD goal): SDG 12: Responsible Consumption and Production
MVP # 2
Sprint cycle dates: 12/5/2023

Project Name	CommuniTrade
Blurb	Creating a local community trading application that has a focus on the return item rather than the giving item, this way people can discover items they didn't realize would have value to others. It also has an environmental impact score that guides users towards trading items with a higher impact. This ensures responsible consumption.
For Week Ending	12/8/2023
Project Status	Green
Status Description	I completed all goals of MVP 2 and I am satisfied with my progress and my end result.

Activities—During the past sprint cycle

- Fixed issues with filtering
- Added auto-filter after creating a new post
- Fixed UI and formatting.
- Added User Profile page that displays a specific user's posts.
  - includes an environmental impact score for each user that is based on the types of items the user is trading.
  - This shows the environmental impact they are saving by reusing that item

Project Issues

- Android Emulator still doesn't work but I fixed the issue with chrome so it works for web but not for mobile.
- No communication between users but was considered out of scope.

Project Changes

- Created environmental impact score for each user using a 1-10 scale

Activities—Planned for Next Week

- Fix UI
- Research messaging API's but might not get implemented before final submission.

Reflection

- I feel very much on track and I am satisfied with the results of this project. I feel good about my progress with learning flutter and while I started the project with a negative bias, I ended the project feeling comfortable with the language.
- The main barrier of success is the emulator as well as the messaging between users.