# **INFO 343 Final Project Proposal**

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This app is meant to facilitate community-building by giving users the infrastructure to both combine resources and barter for goods and services. Someone with only a few dollars of disposable income per week might need to save up for months to afford new shoes or to fix a broken appliance, but if many people **pool** their resources, they can take turns buying what they need. We plan for this app to be usable by *low income communities* around the world, not just in the United States.

Since this app is first and foremost about building a sense of community between people without much to spare, we also support in-group **chatting** and **bartering**. We hope to ameliorate language barriers by allowing users to select their preferred language and provide them the option to use google translate to automatically translate other languages used in chat into their language of choice. We also plan to provide users a way to find the item on their **wishlist** as cheaply as possible. This particular feature will be hard to internationalize (every country has their own eBay-equivalent), so for this feature, we'll focus on the case of American users for the purposes of this assignment.

Our research didn't turn up any similar apps; this seems to be a problem that isn't well solved at the moment. Personal shopper apps exist, but they tend to target high-end users, and none integrate bartering or fund sharing which are features uniquely beneficial to the group we intend to service.

#### **User Case**

#### Case 1:

Name	Bartering
Primary Actor(s)	Users who live in the same community
Precondition	A user has goods or services to trade
Minimal Guarantee	Users who are in the same group can see each others' request. The max number is 10 people, the min number is 2 people.
Success Guarantees	Users who are in the same group can see each others' request and trade the objects privately. Carrying out that trade is left to the individuals; our app just supplies the platform.
Trigger	Users have extra objects, or provide the service

## Case 2:

Name	Resource Pools
Primary Actor(s)	Any group of individuals
Precondition	Users want to pool resources to more quickly to afford things.
Minimal Guarantee	Users pay a small fee to join a group, then each week they contribute whatever they can to the savings pool. Their requested item is added to the end of the shopping queue.
Success Guarantees	Members' wishlist item will be bought once enough money is available.
Trigger	A member joins the group or their previous wishlist item is purchased. The other members of the group must approve of the requested item (to prevent throttling by big purchases they can't afford).

### Case 3:

Name	Chatting
Primary Actor(s)	Users in the same group or who are interested in bartering
Precondition	A user is interested in contacting another user.
Minimal Guarantee	Users who are in the same group can all chat together or a user can open a private conversation with another individual.
Success Guarantees	Users can have private conversations with each other.
Trigger	The user selects the chat option.

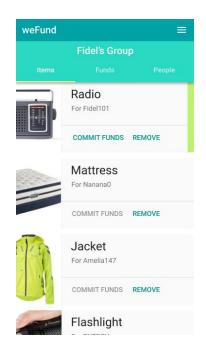
### Case 4:

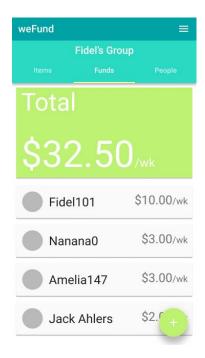
Name	Purchasing recommendations
Primary Actor(s)	Anyone in low income group
Precondition	Users wants to know what the cheapest purchasing options are.

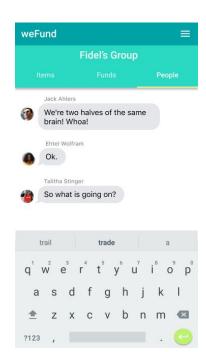
Minimal Guarantee	User can see what the cheapest options are to buy their item of choice.
Success Guarantees	User can purchase that item personally or add it to their wishlist.
Trigger	A user makes a search for an item.

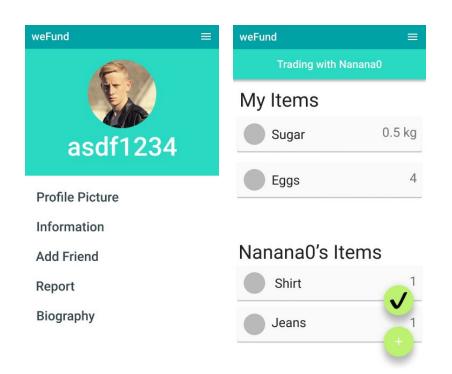
### Mock-up (Figma)

#### **Mobile version:**









#### Mock-up (Figma) -- Webpage version:

