



UNITHRIFT

Presented by: T.Delight

Emre Yasar, Esila Alkan, Onur Kahraman, Mert Cetin



The Problem

- High Costs: Textbooks and academic materials are expensive and used for short periods.
- Waste: Many usable items (books, electronics, furniture) are discarded by graduating students.
- Trust Issues: Public marketplaces (like Facebook or Craigslist) lack security and verify identity.
- Inefficiency: No centralized platform exists strictly for our campus community.

The Solution // Our Solution: UNI THRIFT

- Exclusive Community: A platform accessible only to verified university students.
- Circular Economy: Promotes reusing items instead of buying new ones.
- Cost-Effective: Students save money on buying and make money by selling.
- User-Friendly: A modern, mobile-responsive web application designed for Gen-Z.

Project Scope (SRS Mapping)

UC001: User Authentication:

Secure Login and Registration flow using LocalStorage.

UC002: Post New Item

Interface to list items with details (Title, Price, Category, Image)

UC003: Search & Filter

Dynamic filtering by category (Textbooks, Electronics) and keyword search.

UC004: Chat System

Real-time messaging simulation between buyers and sellers.

Technical Implementation

- Frontend: HTML5 & Tailwind CSS
- Why? For a modern, responsive, and clean UI/UX.
- Application Logic: Vanilla JavaScript (SPA Architecture)
- Feature: Single Page Application behavior for smooth transitions without reloading.
- Data Persistence: LocalStorage API
- Feature: Simulates a database; user sessions and posted items remain saved even after refreshing the page.
- Key UX Features:
- Toast Notifications (Success/Error feedback).
- Smooth Fade-in Animations.

LIVE DEMO

Live Prototype Demo

The screenshot shows the homepage of the UniThrift marketplace. At the top, there is a navigation bar with the UniThrift logo, Marketplace, Messages (with a red notification badge), the user's name 'emre.yasar Online' (with a green 'EM' icon), and a '+ Sell Item' button. Below the navigation bar is a teal header with the text 'Find What You Need on Campus' and a search bar placeholder 'Search for textbooks, furniture, electronics...'. Underneath the header is a category navigation bar with 'All' selected and other categories like 'Textbooks', 'Electronics', 'Furniture', and 'Clothing'. The main content area displays four item cards in a grid:

- TEXTBOOKS**: Calculus 101 Book, \$45. Posted by Onur K. Message Seller.
- ELECTRONICS**: Dell Monitor 24inch, \$80. Posted by Ege O. Message Seller.
- FURNITURE**: IKEA Desk Lamp, \$15. Posted by Esila A. Message Seller.
- CLOTHING**: Lab Coat (Size M), \$10. Posted by Mert C. Message Seller.

Below these cards is a partial view of another card, showing a stack of books and the text 'TEXTBOOKS'.

CONCLUSION

- Summary: We successfully delivered a functional MVP (Minimum Viable Product) meeting all SRS requirements.

Future Improvements:

- Backend integration (SQL Database).
- Payment gateway integration.
- Mobile App (React Native).
- Thank You!