Thursday, November 13, 2014

Progress Report:
This week we revised our design based on the feedback we got during last week's mentor meeting. We modified our purposes to three main points - item centric, centralization of buy and sell, and takes the burden off of buyers and sellers, which were unique to our application. We also modified our context diagram to not include a reputation rating system since it will not be part of our MVP, but we plan on implementing it for the final product. We also added "transaction" as a new concept. A transaction consists of exactly 2 offers for the same item - one buy offer and one sell offer, and the price will be the minimum of the price of the two offers.

In addition, we created the wireframes for each page of our application as well was the workflow diagram the showed how each page interacted with the other pages. This was also included in the design document.

We also thought about some potential design challenges that we may encounter and made decisions on what we will do for each one. This includes having pre-set items or having dynamic items, transaction objects, user verification, and user workflow.

We also produced the Team Work Plan, in which we listed out all of the tasks Project 4 requires. We decided to work together (in the same location) for most of the project, with two of us focusing more on the back-end and the other two working more on the front-end.

We have not started coding yet but will start coding for the MVP today.

Agenda:
- Look over Wireframes
- Confirm MVP features:
  - email verification -- suggested libraries
- Switch time to 2-4 Thursday

Outcomes/Decisions: