Team Members:
Domenic Conversa, Chirayu Garg, Drew Keirn, Aakarshit Pandey

Problem Statement:
There exist platforms for buying and selling goods via the internet such as Craigslist and Facebook Marketplace. A recurring issue with these platforms is the safety of the parties involved due to the nature of meeting a stranger with potentially ulterior motives. With [name], we will remove the element of suspicion by requiring a university email when signing up for the service. This will allow for a closed-network of students from a particular university to buy and sell goods from each other in order to create a safe exchange for both parties.

Project Objectives:
- Build an iOS application for students who want to buy and sell goods with other students
- Create university email-verified user profiles for posting items and replying to posts
- Allow users to chat with each other directly on the platform so that personal information such as email address and phone numbers remain unknown
- Implement an interactive map to allow users to select a location on campus to exchange goods
- Develop a feed with filters for users to be able to scroll through goods that are on sale

Stakeholders:
Users: University students who want to safely buy and sell goods with other students from their university.
Developers: Domenic Conversa, Chirayu Garg, Drew Keirn, Aakarshit Pandey
Project Manager: Szu-Kai Yang
Project Owners: Domenic Conversa, Chirayu Garg, Drew Keirn, Aakarshit Pandey

Deliverables:
- Develop an iOS application that allows users to post goods to sell and view goods that are on sale from other users
- A direct messaging system to allows users to communicate between each other about selling their goods
- A map interface to let users select a meeting location to exchange goods.
- An interface to allow the reporting of other users if an incident occurs.
- Database specifics: To manage user profiles, product listing, real-time messaging, etc.
- Probable tech-stack: iOS, NodeJS, SQL / MongoDB, Azure
- If time permits: voice call between users, bidding on products