

System requirements - Peer-to-Peer Gifting Platform

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Description:

Gift-giving for events is often disorganized, leading to duplicates or unwanted presents. This platform simplifies the process through crowdsourced wishlists. It allows guests to choose from the creator's wishlist, to pool money for expensive items or send digital cash gifts. It ensures every gift is something the host actually wants and removes the difficulty to coordinate.

The event organizer or celebrant logs into the application using their credentials (email and password) and then have the option to create and manage wishlists or join a wishlist (guest case). There they will be able to create a wishlist, delete a wishlist, archive a wishlist, invite guests to the wishlist, and add items to the wishlist which will be in the form of text or affiliate program links to retail platforms from where they receive money for each transaction which they can either add to their bank account using Stripe Connect or add the money to the vendor's account.

They can also receive cash gifts from guests.

The guests log into the application using their credentials (email and password) and then have the option to be an event organizer (use case) or join a wishlist using a link or invite (guest case). There they will be able to see the celebrant's wishlist and be able to access the affiliate links to buy the things the celebrant wants and then mark them off as bought or give cash gifts directly. Guests can also make a pool together and raise funds for a gift. After the event the guests can also add videos & photos to the wishlist so everybody can enjoy them. All payments will be managed by Stripe Connect. Monetization (PoC level), Leverage affiliate programs such as ProfitShare and Amazon's Affiliate Program to earn commissions on purchases made through the platform. Additionally, a commission model can be implemented on transactions processed through Stripe Connect to generate revenue. (explained before when describing event organizer details)

Actors:

Event Organizers, Guests, Online Retailers, Payment Company.

Use scenarios:

The wishlist creator (event organizer or celebrant) use scenarios: Creating and managing wishlists: logs in using his credentials, creates an event wishlist by searching and adding products from integrated online retailers (like Amazon, eMag) using affiliate links and Schema.org data. He can also manage his wishlists (create, delete, archive).

Disburse collected funds: The organizer uses the Stripe Connect integration to transfer collected cash gifts and pooled funds either directly to their personal bank account or to vendors.

Exception cases: The wishlist creator cannot log in, create or manage wishlists if the external affiliate API is temporarily down, or the product information cannot be pulled accurately.

They also cannot disburse collected funds if the organizer's bank account verification fails within Stripe, or the transaction is flagged for security review.

Guest use scenarios: after logging in using their credentials and using their use path (organizer or guest via link or invite) they can:

Buy a full gift: A guest selects an item from the wishlist and pays for it entirely.

Join a group gift: Multiple guests pool money together to fund an expensive item.

Give a cash gift: A guest sends a custom amount of money directly to the host via credit card.

Track availability: Guests see real-time updates so they don't buy something someone else already bought.

Shop via retailers: Guests click a link to buy the gift directly from stores like Amazon or eMag.

Share memories: Guests upload photos and videos from the party to a shared event gallery.

Exception cases: The payment fails, in which case whe have to process the insufficient credit. The user attempts to upload an unsupported media format, or the file exceeds the maximum allowed size.