Application Idea for android application.

S-Top

[Scientific and Smart, Selling, sharing, shopping on top]

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1. Introduction

In simple terms our application is a product sharing and selling service where you can list your products, buy or even review products. Its a scientific and smart selling, sharing and shopping platform for everyone.

We have divided the audience into two broad parts that are :

> **Closed groups :** In the closed group approach we plan to enable sharing among different closed groups like school, universities and offices. With people having a trust on each other closed group sharing model is quite effective in selling goods. The main purpose of the closed group model is to share goods rather than selling things.
>
> **Open Group :** People can list goods in open group, i.e the whole world and anyone can contact them to purchase goods. The main purpose of such group is to enable sharing outside the closed group. People can either sell or share goods with others who are willing to take it.

The main problem the application focuses is on how user can effectively add goods on the platform. The traditional methods of clicking the picture and writing content appear quite troublesome and hence people at times tend not to put things over internet for sale.

We plan to implement a method for easily adding items to platform using various technologies like the OCR(optical character recognition) , The bar code scanning and other object identification methods.

Apart from having great methods for adding content in the application we plan to incorporate localised search for finding content near you. This way user can search and plan his journey finding things. Unlike google maps we plan to incorporate individual sellers and not only focus on big sellers.

We are developing an android application that can assist users to identify and find things around them. These things would be sourced from different sellers and individuals. WIth more focus on getting better deals for the users. Our application is quite different from what google maps offers in couple of ways. The google maps only shows established shops and markets. Not the information about what goods they are selling.Google maps shows no information about goods an individual may be offering in house next door. We will Maintain our own database of things ,or we can scrape the google for more information.We are more concerned about the products and not places. The information input is having gps information tagged along

2. Expected List of Features

Below is a detailed list of things we are planning to develop over the course of the project.

1. **Role and Function**:
    a. <User> can be divided into two classes: <Buyer> and <Seller>
    b. <Buyer> can find the information based on location of the nearby products, both on the map and product list.
        i. On the map, they can browse the nearby location of the <seller>
        ii. On the Product-list page, they can compare various goods by many factors like price, location.
    c. <Buyer> can add (delete/edit?) and check reviews about the sellers he purchased from.
    d. <Buyer> can have a to-buy list of things he can save in the mobile application and get a shortest route between all the sellers.
    e. <Seller> can upload information(including seller's name, goods' name, location, price...) of the things they want to sell.

2. **Sellers are of two types**
    a. Individuals
    b. Shops

3. **Key Function-Points:**
    a. **Picture-Scan:** the most convenient way to collect the information of goods for <sellers>
    b. **GPS-Help:** <buyers> can find the accurate location of sellers on Map in a visible and direct way.
    c. **Geotagged**: Each of the information provided in the mobile application will carry a geolocation, i.e the the coordinates for easy location on map
    d. **Goods-Board:** All information of goods will show on the board, <buyers> can look over the goods list and compare them according to the key attributes provided.

e. **Route-Design:** relieve <buyers'> trouble of searching the Google Map again and again to find out the optimal way, which can save them a lot time and can be calculated by some algorithms automatically in background.

4. **Server API's required**
   a. API for writing reading and editing reviews.
   b. API for getting directions between two points
   c. API for getting route between multiple sellers
   d. API for search

5. **Web GUI**
   a. For sellers uploading / login and other minor things

6. **Android Application has five major parts**
   a. Login Part for both <Seller> and <Buyer>
   b. Upload-Part for <Seller>
   c. Local-Search and Show Part for <Buyer>, providing list and map
   d. To-Buy list Part for <Buyer> --- Develop a To-Buy list and automatic routing between goods and show it on map
   e. Comments Part for <Buyer> where <Buyer> can write reviews about sellers

7. **Future Function-Point:**
   a. Compare products from different sellers
   b. Chat with seller about the goods he is selling
   c. Recommendations based on users history.
   d. Notifications about offers by <Seller>s could come as popup.
   e. <Buyer>s can share the Seller's information with friends on Facebook, Twitter, Weibo...

3. Market Survey

There are some similar applications in Android Market, but none of them can provide the strong functions and convenience like our application. Below are some applications we found useful in the Android Market:

1. **Hong Kong Second Hand :** It's an application for people in Hong Kong to sell their own things, including clothes, toys and phones etc. The main idea of this app is similar with ours. But people can not find the seller's place in a map, so that they don't know how far they are from the seller.

2. **DBA :** It's an application that provides goods exchange in Denmark. User can list the things in the palm of their hand and sell them. And users can also search things around them. This application provide the function based on location just like ours, but it can't

provide convenient information uploading. User have to complete all the information of goods by typing.

3. **School Second Hand(校园二手)：**This application is designed for school students to sell their things. Students can take a picture of the things they want to sell, and other students can search on-selling things in their school. That provides convenience for students who are from the same school. But the defect is just the same as the apps above, user have to type information rather than scanning.

4. **Cheap Bargain(便宜淘宝贝)：**This app is also a second hand trade application. Users can find things around them, and do off-line trade. By searching things around them, user can cut down the cost of going to a trade location far away from them.

5. **Second Hand Everywhere(二手随处卖)：**This app provide location-based goods trading. User can find sellers around them and buy things from them. But this application has some limit on the number of selling things, which may discourage user's enthusiasm.

After analysing the application above, we can easily summarize the commonness in them: these applications can provide basic second hand trade function, including uploading information about the goods, searching things nearby etc. But the same problem of them is that user have to type information a lot, which would bring much inconvenience. In order to make this step more efficient, our application provides some extent function, like picture-scan. By making uploading more convenient, we can have more user to use this app. And this is the biggest advantage of our application.

4. References

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