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#### **Project Goals**

- Create an online marketplace / ecommerce website similar to OpenSea called "Stuff Swap"
- Create an NFT Collection to be listed for sale on Stuff Swap called "Bag N Tag" where the NFTs are 3D art of duffle bags
- Code Stuff Swap to show Bag N Tag listed for sale
- Demonstrate a mock transaction where Ethereum is exchanged for an NFT from Bag N Tag



#### Why did we create an NFT?

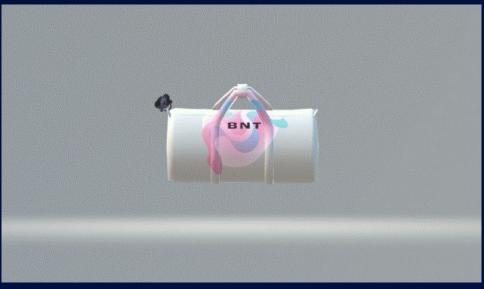
- We were really interested in NFTs and Audell had already begun creating 3D artwork of duffle bags to be sold as NFTs
- Keenan is very interested in website design and thought it would be really great
  practice to try to create our own online ecommerce marketplace to sell Audell's NFTs
  on instead of just using streamlit
- We brainstormed some name ideas and landed on "Stuff Swap" for the website and "Bag N Tag" for the NFT Collection

### What is Stuff Swap?

- Similar to OpenSea, Stuff Swap is an online marketplace / ecommerce website
- Users can
  - Create a personal user profile
  - Put their NFT Collections up for sale
  - Purchase NFTs from other creators
  - Process payment through the website directly using cash-backed currency or cryptocurrency

## Our NFT Collection: Bag N Tag











Collection Cont.







#### First Attempted Smart Contract

- Initially, there was some confusion regarding the number of smart contracts required such as the marketplace contrast, NFT we created for the marketplace contract, and the Art registry contract.
- We thought we needed multiple smart contracts, but upon showing the NFT contract code to Binoy, he pointed out that there were some errors and unnecessary code
- Eventually, we discovered that we could use the art registry code as a template and create a single smart contract and due to time constraints, we opted for this approach

#### Final Smart Contract Full

```
pragma solidity ^0.8.7;
import "@openzeppelin/contracts/token/ERC721/extensions/ERC721Enumerable.sol";
import "@openzeppelin/contracts/access/Ownable.sol":
contract ArtRegistry is ERC721Enumerable, Ownable {
    ) ERC721("StuffSwap", "SSWP") {}
    struct Artwork {
        string name;
        string artist:
        uint256 price;
        address payable owner;
        address payable creatorAddress;
       uint256 initialSupply;
        string ipfs;
        bool selling;
   mapping(uint256 => Artwork) public artCollection;
   // mapping(string => Artwork) public artCollection;
    // event Tokens(address tokenId, uint256 appraisalValue, string reportURI);
    function registerArtwork(
        string memory name,
        string memory artist,
       uint256 price,
        address payable owner,
        address payable creator,
        uint256 mintAmount,
        string memory ipfs
    ) public returns (uint256) {
        uint256 tokenId = totalSupply();
        mint(creator, tokenId);
        artCollection[tokenId] = Artwork(name, artist, price, owner, creator, mintAmount, ipfs, false);
        return tokenId;
    function listArtwork(
        uint256 tokenId,
```

```
require(artCollection[tokenId].owner == sender, "You dont have access to this");

artCollection[tokenId].price = newPrice;

artCollection[tokenId].selling = true;

return artCollection[tokenId].price;

function buyArtwork(

uint256 tokenId,

address payable sender

) public returns (address) {

_transfer(artCollection[tokenId].owner, sender, tokenId);

return artCollection[tokenId].owner;

}

function buyArtwork(

sometion buyArtwork(
```

#### SOLIDITY COMPILER A Home stuffSwap.sol X COMPILER + 1 0.8.18+commit 87f61d96 Include nightly builds import "@openzeppelin/contracts/token/ERC721/ERC721.sol"; import "@openzeppelin/contracts/token/ERC721/extensions/ERC721Enumerable.sol"; ✓ Hide warnings import "@openzeppelin/contracts/access/Ownable.sol"; Advanced Configurations Compile stuffSwap.sol contract StuffSwapMarket is ERC721Enumerable, Ownable { Compile and Run script i O ) ERC721("StuffSwap", "SSWP") {} StuffSwapMarket (stuffSwap.sol) struct Artwork { string name: Publish on Ipfs 💏 string artist; uint256 price; Publish on Swarm address payable owner; address payable creatorAddress; uint256 initialSupply; Compilation Details string ipfs; ( ABI Bytecode mapping(uint256 => Artwork) public artCollection; function setTokenURI(uint256 tokenId, string memory tokenURI) internal virtual { require(\_exists(tokenId), "ERC721Metadata: URI set of nonexistent token");

# Successful Compilation

#### Next Steps

- If we could afford it, it would be really cool to actually launch the website!
- Add more NFT Collections
- Market the website
- Integrate the website with Coinbase or other websites which hold cryptocurrency wallets to improve customer experience
- Integrate the website with PayPal or Google Pay or Apple Pay also to improve customer experience