

# hackme corp

CS546 Final Project  
<https://github.com/michaelcillo22/hackme-corp>

**Members:** Michael John Cillo,  
Richard Devitt, Rita Ruggieri,  
Kayla Hartland, & Christen Diwen  
De Ocampo



03.03.2025

# OVERVIEW

Hackme Corp is a seller-centered marketplace designed to assist small businesses in selling and promoting their products efficiently. With a focus on cost-effective selling, robust analytics, and an expanded customer base, our platform empowers vendors to thrive in the competitive gaming and electronics market.



## VENDOR DASHBOARD

- Add, Edit, Delete Products
- View remaining inventory list
- Products sold

## PRODUCT LISTING SYSTEM

- Product Page where vendors enter name, price, description, vendor name, and stock availability.

## ORDERS PROCESSING

- Process order states from buyer purchase → fulfillment.

## SEARCH FUNCTIONALITY

- Basic search bar that allows searches by Product Name and Category.

## SECURITY

- Basic input validation
- Sanitize user input to prevent XSS/SQL injection attacks.

## ANALYTICS

- Insights on monthly sales and category trends.

# CORE FEATURES

#### Discount & Promotion Codes

Exclusive product coupons that adjust price by certain percentage to incentivize new/returning customers to buy

#### Customer Reviews & Ratings Page

Display verified purchase reviews, overall vendor ratings, and respond to customers to promote engagement

#### Security & Verification (of Vendors)

Prevent vendor fraud by implementing verified “blue-check” vendors – for a fee to enhance credibility & customer confidence

## EXTRA FEATURES

**TARGET 1**

Independent Game Sellers

**TARGET 2**

Small Gaming Shops &  
Entrepreneurs

**TARGET 3**

Retro & Used Video Game  
Collectors

**TARGET  
MARKET**



## FOR GAMERS, BY GAMERS

Our platform directly connects you to the gaming community, reducing costs for seller and buyer

## YOUR STORE, YOUR PRICES, YOUR WAY

We prioritize custom pricing and delivery to make your platform work for YOU

## ALL ABOUT TRUST

Customers know that if they see your products on our platform, their transactions are secure

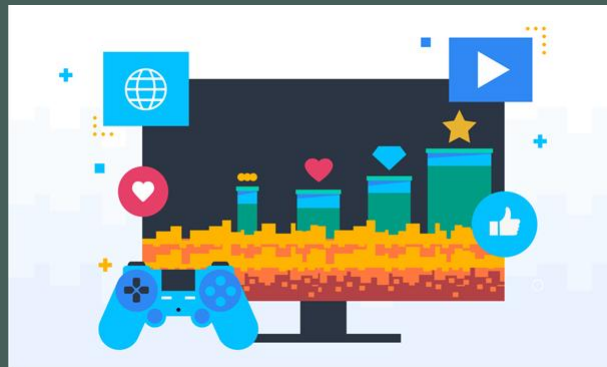
# OUR VALUES



# WHY CHOOSE HACKME CORP?

It's a Big Ocean Out There, We Know...

- With Hackme, small sellers are prioritized over the big guys. Unique products, resales, and hard-to-find items are what make us flourish
- Hackme has deep roots in the gaming community and as such, are often the first place buyers look for specific items
- Utilize our detailed analytics to keep track of sales performance and make informed decisions to strategize how you market your products, and for how much





# OUR COMPETITORS

Big Corpo May Not Hear You...

We do!

We started Hackme to solve a problem that we encountered as gamers ourselves. Amazon, Wal-Mart, and the rest of the Blue Chips have a lot of the pie. Where do individual resellers and early entrepreneurs go? The old standbys like EBay and NewEgg are full of shady resellers, scalpers and scams. Here at Hackme we carefully vet all of our vendors and prioritize our relationships both with sellers and buyers. You can't put a price on community and the trust that comes with it.





# thank you

CS546 Final Project

<https://github.com/michaelcillo22/hackme-corp>

**Members:** Michael John Cillo,  
Richard Devitt, Rita Ruggieri,  
Kayla Hartland, & Christen Diwen  
De Ocampo