# PROTOTYPE REQUIREMENTS

P02:BAECHDAY.COM

## <TEAM MEMBER NAMES & IDS>

STUDENT ID	Name
23100157	Moiz Nafey
23100225	Muhammad Arslan Ullah Tarar
23100181	<b>M</b> uhammad <b>N</b> ashit Iftikhar
23100089	Mahad Mubashir Beg
23100334	Silal Anwar

# TABLE OF CONTENTS

1.	Introduction	3
2.	Instructions	4
3.	List of Requirements	5
4.	Where to Access the Prototype	6
5.	Review checklist	6

#### 1. Introduction

Pakistan is a huge country with a population numbering in the millions, yet the GDP of Pakistan remains rather low as compared to its massive population. We aim to facilitate the people of Pakistan by presenting our auction system. Our software will allow people to auction off their belongings to interested parties. Currently there exists no such platform that supports auctioning as a mechanism. In the status quo, people must spend valuable time and effort searching for customers to purchase their goods at a decent price. We aim to bridge this divide and bring value to the economy of Pakistan by solving this problem.

This software will target both businesses and individuals in the Pakistani context. Small scale businesses currently do not have a platform to bid for resources, and shipments. A small scale mobile phone retailer finds it very inconvenient to currently bid for a shipment of mobile phones and similarly, repair shops face the same issue with car spare parts. Our auction system will allow wholesalers to enter their products for retail vendors to bid on. This has the potential to facilitate both wholesalers and the retail industry of Pakistan. Likewise, on a more individual scale, people with valuable assets are unable to put up their goods for the best price and must sell at the highest customer they manage to find. Our model will allow these users to list their belongings and allow bidding on it for the user to find the best price they can get from their belongings.

Our software will function similar to an ecommerce marketplace but with the added functionalities of timed biddings, scheduling of bids and other functionalities that will make the auction system a good and worthwhile experience for the users we target.

#### 2. Instructions

<

- Select a subset of system requirements and implement them. The end result of the
  prototype phase must be a working system with the selected set of requirements
  implemented completely. No mock-up screens will be accepted.
- While you may choose to implement Login/Logout functionality for prototype phase, you must also implement some core/business use cases of the system.
- Select the set of requirements keeping in mind that you have a total of three weeks for prototype development. I would ask you to add more requirements if I think that you can do more in the given duration.
- The prototype must be built using the tools and technologies which you have selected for your system development.
- By the end of the prototype development phase,
  - a. You should have learnt development tools and technologies.
  - b. You should have a clear idea of detailed technical architecture of your system. After the prototype phase, you will be required to define detailed technical architecture of your system.

#### Prototype Submission

- a. Properly tested working prototype deployed on an online hosting platform.
- b. **Code** with proper comments uploaded in "prototype" folder of your project's Github repository.
- c. **3-4 minutes video** that explains the functionality of your prototype—to be uploaded in "prototype" folder of your project's Github repository.

# 3. List of Requirements for Prototype

Requirements			
Sr#	Requirement		
1	As a seller, bidder, and admin, I want to sign up/create an account on the platform.		
2	As a seller, bidder, and admin, I want to login to the platform.		
3	As a seller, bidder, and admin, I want to search for the products present on the platform.		
4	As a seller, I want to add a product to the platform to be sold.		
5	As a bidder, I want to bid on the products.		

## 4. Where to Access the Prototype

<Mention here how to access the prototype that you have deployed on an online hosting platform. You don't need to give this information at this stage; you can update this section after you have deployed the prototype.>

### 5. Review checklist

Before submission of this deliverable, the team must perform an internal review. Each team member will review one or more sections of the deliverable.

Section Title	Reviewer Name(s)
List of Requirements for prototype	Moiz Nafey