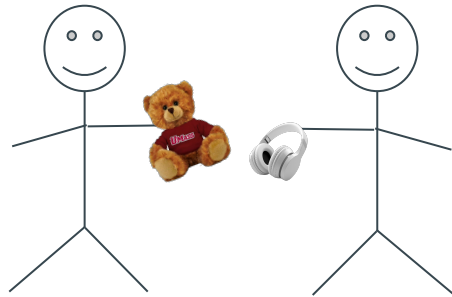# CAVEMANOMICS

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Group 1

Neha Kotturu, Sam Newman, Benjamin Manchester-Howell, Somfenna Enwerekowe

Manager: Hanabel Mengistu

Client: Group 7

Project Description

Cavemanomics is a bartering site where people can post items that they want to trade on the platform, and scroll in a gamified way to find items that they might be willing to trade for. Once they find an item that they want to trade for, they can swipe on the item to notify the owner that they would be willing to trade. The owner would then approve or deny the trade, and if approved, they would communicate through the app to meet up for an in-person trade.

Frameworks

Frontend

- React.js, Next.js

Backend

- Express.js

Database

- PostgreSQL or SQLite

Work Distribution

- Sam
  - Frontend / Backend
- Somfenna
  - Frontend
- Neha
  - Backend
- Benjamin
  - Frontend