

# CAVEMANOMICS



Group 1

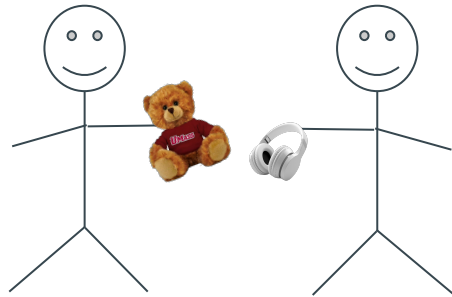
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# Project Description

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.



# Use Cases

1. Register Account
2. Verify Email
3. Login
4. Upload Item
5. Match Item
6. Trade Confirm

# Register Account

Description	User registers an account with the website
Goal	Users creates an account and it is registered to the website's user database
Actor(s)	A first-time user
Precondition	User access the website's registration page
Postcondition	User has registered with the website. The user is logged in to the new account automatically.
Trigger	User clicks "register"
Main Success Scenario	User creates a valid account with a username and password associated with their UMass email. They are logged in to the new account and an email verification is sent.
Exceptions	User submits invalid username, password, or email (too short, same as another username, not a UMass email)
Error Scenario	If the user submits an invalid username, password, or email, they will be informed that it is invalid, why it is invalid, and will not be able to register the account until it is changed.

# Verify Email

Description	The user must verify their email post account creation
Goal	Verify the user's email associated with their account
Actor(s)	A newly registered user
Precondition	User has registered their account
Postcondition	User's account is verified and they are able to post and trade items
Trigger	User creates a new account
Main Success Scenario	User finds the verification email in their inbox and clicks "verify." The user's account is now verified and they can use the website to trade items
Exceptions	User never verified their account
Error Scenario	If the user never verified their email, a reminder email will be send 3 days later. If it is still not verified, the account will be deleted after one month

# Login

Description	User logs in to their respective account
Goal	Login to a created account to access the website
Actor(s)	A previously registered user
Precondition	User must have registered and verified their UMass email
Postcondition	User has logged in and can access the website
Trigger	User clicks “login”
Main Success Scenario	User logs in to the website using their respective username and password, and can see the main page with the item listings
Exceptions	The supplied user information is not in the account database due to errors like typos or logging in to an unregistered account
Error Scenario	If the user does not enter valid account information, they will be told to either try again, or register a new account

# Upload Item / Bundle

Description	User uploads an item they wish to trade to the website
Goal	Item is uploaded to the website for others to trade with
Actor(s)	Any registered user
Precondition	User is logged in to the website with a registered account
Postcondition	Item is uploaded and can be viewed by other users
Trigger	User clicks the “upload item” button on the main page
Main Success Scenario	User is sent to a form where they fill out information about their item. The item is now visible in the public listing, and can be viewed by other users. The user is sent to a page describing their item. The user can also upload an item bundle where they offer multiple items for sale in one transaction.
Exceptions	User does not upload a picture
Error Scenario	If a user does not upload a picture, they will receive an error message and their item will not be posted to the public listing until an image is attached

# Match Item

Description	Two users match with each other for a trade
Goal	Successfully match with another user to trade an item with
Actor(s)	Any two registered users
Precondition	User must be logged into their account and must have posted an item of their own. User must have enough swipes left for the day.
Postcondition	User matches with another user and a DM is created between the two. User uses up one swipe.
Trigger	Two users swipe right on each other's posted item
Main Success Scenario	User sends a trade request. Other user accepts. Both DM and settle on a time and place for the trade. Users can also offer an item for multiple items on another user's page
Exceptions	The other user does not like the trade
Error Scenario	If the other user rejects the trade item, a DM will not be created between the two and the user will be notified that a trade cannot be made



# Trade Confirm

Description	The status of the trade is updated on the site
Goal	Trade has been successful and items are removed from listing, or the trade fell off and items are still up for trade
Actor(s)	Two users who have agreed to trade their items through the site
Precondition	Two users must have matched with each other
Postcondition	If the trade was successful, the two items traded are no longer available in the public listing
Trigger	Both users clicks “trade successful” or “trade unsuccessful”
Main Success Scenario(s)	User confirms that the trade is successful, and both items are removed from the database. User confirms that the trade is unsuccessful, and both items are still available on the public listing.
Exceptions	Neither user confirms that the trade was successful. A user wants to trade more than one item that a user is listing, generating a bundle deal of some kind.
Error Scenario	Another user may swipe on an item that has already been traded. Then, it is up to the user to confirm the previously made trade to ensure that no more matches are made.