

# CAMPUS CLOSET

An iOS App for Vanderbilt Fashion Week

**Olivia Logan**

[olivia.n.logan@vanderbilt.edu](mailto:olivia.n.logan@vanderbilt.edu)

**Amanda Peppard**

[amanda.r.peppard@vanderbilt.edu](mailto:amanda.r.peppard@vanderbilt.edu)

**Lauren Scott**

[lauren.e.scott@vanderbilt.edu](mailto:lauren.e.scott@vanderbilt.edu)

**Hilly Yehoshua**

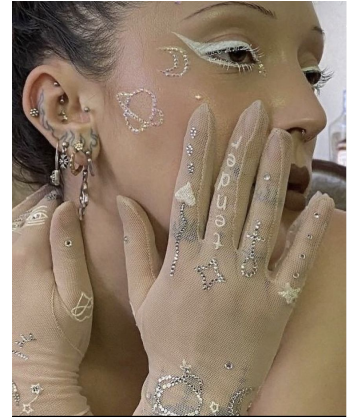
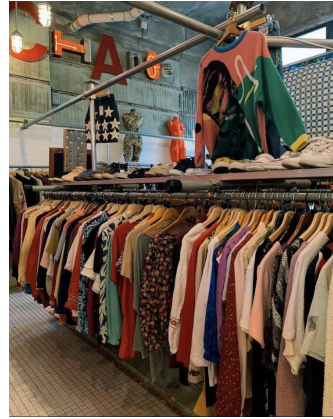
[hilly.yehoshua@vanderbilt.edu](mailto:hilly.yehoshua@vanderbilt.edu)



# PROJECT OVERVIEW

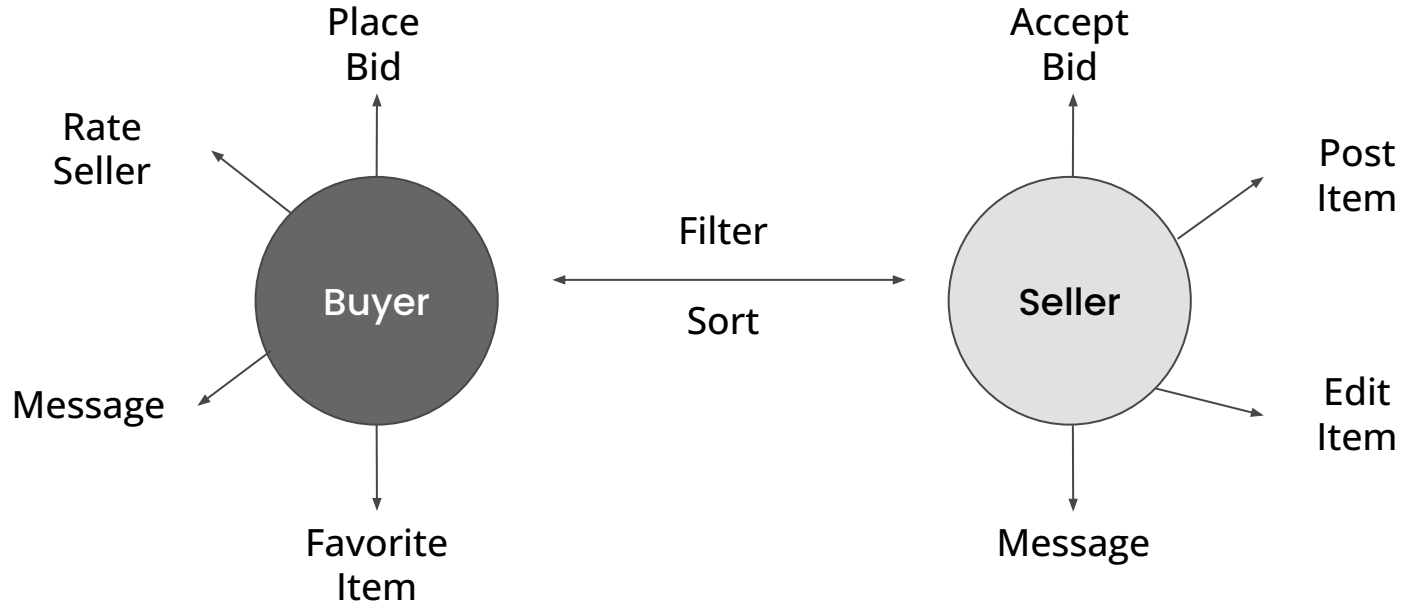
**Purpose:** Provide students at Vanderbilt University with a convenient way to find and exchange secondhand clothing on campus.

**Our Client:** Vanderbilt Fashion Week, a registered student organization at Vanderbilt involved in the sustainable fashion space.



# USER ROLES

Campus Closet users can act as **buyers** and **sellers**.  
This diagram illustrates the core functionalities available for each user role.





# LIVE DEMO

# SUCCESES AND PROGRESS

- **Completed almost all our user stories.**  
The only incomplete user stories were removed by changes in client requirements.
- **Met our development timeline from Requirements Analysis report.**  
We went above and beyond our primary goals for every sprint.
- **Developed complex features despite limited app development experience.**  
We navigated concepts including Swift processing and complicated Firebase queries.
- **Published our app on the App Store.**  
This allows us to reach a large audience of users.
- **Adapted to changes in client requirements and priorities.**

# FAILURES AND ROADBLOCKS

- **Chose the wrong architecture at first.**  
We began with MVC architecture but quickly wanted to change to MVVM.  
Refactoring was error-prone and difficult.  
This could have been avoided if we conducted more research on architecture options before beginning development.
- **Struggled to enforce generic concepts and use a uniform coding style.**  
Team members sometimes developed similar solutions to problems that could have been consolidated into one generic approach.  
More consistent communication could help alleviate this issue.
- **Underestimated time and effort required to implement features.**  
We failed to include testing time estimates when quantifying effort estimates.

# CHANGES DURING PROJECT

<b>Changes from Client Feedback</b>	<ul style="list-style-type: none"><li>• Remove map feature from the app.</li><li>• Do not remove posts from the app after a given time.</li><li>• Add “Vanderbilt created” tag for items.</li></ul>
<b>Changes from App Store Feedback</b>	<ul style="list-style-type: none"><li>• Add a guest view so that users without accounts can browse listed items.</li></ul>
<b>Changes from User Feedback</b>	<ul style="list-style-type: none"><li>• Consolidate lists for saved items and items with bids.</li><li>• Display more information on item detail pages before requiring the user to scroll.</li></ul>

# LESSONS LEARNED



## **Plan the backend early in development.**

Create frameworks for the database structure and backend architecture.

A poorly implemented database makes it much harder to write efficient and correct code.

Invest in the backend early - you'll be grateful you did!





# LESSONS LEARNED

User feedback is essential to design choices.

