Team 19 Project Charter
UniTrade

Team members:
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Problem Statement:
We plan to design an application to allow students to buy and sell items like textbooks, course equipment, electronics, and furniture. In our daily life, it's easy to find things lying around that we really don't need anymore, things like clothes, electronics, furniture, textbooks and so much more. Keeping these items wastes space in our homes, but throwing them away wastes money! With college students this is especially important since many are on a tight budget and don't want to throw everything away at the end of the year when moving back home. While there are existing apps for people to post their own items for sale like Ebay, Letgo, and OfferUp, this app will be centered more around college students to provide a quick and easy way to trade useful items with their peers.

Project Objectives:
1. Build an Android app to allow sellers to sell used items, and buyers to search and purchase those items.
2. Implement a home-screen interface that displays nearby items.
3. Implement sorting system to better organize items (common tags like textbooks, electronics, furniture, etc.)
4. Implement a search algorithm to order items based on the user's request, and give the user the option to order the list based on things like distance, price, or relevancy
5. Develop a back-end database to store items posted by users

Stakeholders:
- Developers: Tong An, Yi Dou, Yancheng Guo, Yuening Xu, Scott Merritt
- Project Owner: Tong An, Yi Dou, Yancheng Guo, Yuening Xu, Scott Merritt
- Users: College students looking to buy/sell items mainly, though access could be given to residents in college towns to allow them to sell their items as well
- Project Coordinator: Lakshay Kharbanda

Project Deliverables:
1. Android application with the ability to allow users to trade used items.
2. SQL Database to store user profiles and item information.
3. Online payment option using Paypal API.

4. Backend Amazon Web Services (AWS) server and API which will transfer data between users and the application's database.
5. User profiles in order to buy or sell items through the app; profiles can save things like personal information (address, phone number, email, etc.), search settings, trade history, and preferences.
6. Messaging interface that allows for communication between the buyer and seller, if time permits.
7. Program or an administrator profile to receive reports from users, and delete inappropriate information, if time permits.