

THRIFT STORE

Shop unlimited



Done By: Team 10

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Welcome to THRIFT STORE

- The thrift store app is basically an application to sell and buy pre-owned or second hand products. This app acts as a mediator to buy or sell used goods by creating, editing or monitoring your listings.
- A seller can put in the details of the items he/she want to sell.
- A buyer, can look for items by searching through the category or available in your preferred locations.

FUNCTIONALITIES

- Admin Control
- Authentication
- Adding the listing by the Seller
- Searching the Product
- Add to cart
- Purchase and make payment
- Delivery Service

ADVANCEMENTS

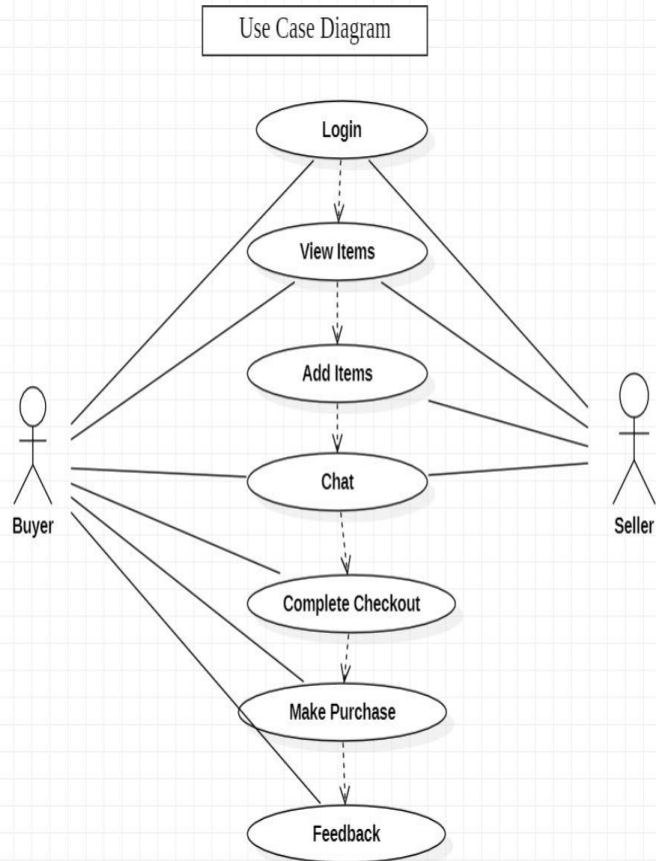
ITERATION 1

- Open Chat / Discussion
- Shopping cart
- Seller's Listing

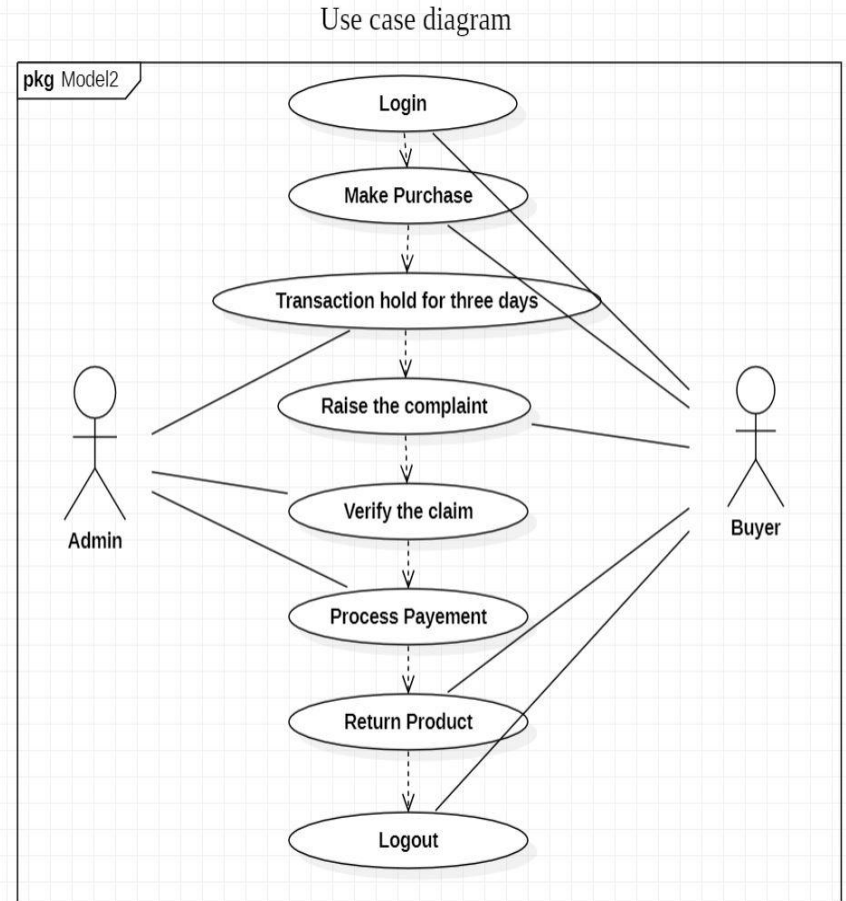
ITERATION 2

- Subscription
- Trust policy
- Follow seller

USE CASE DIAGRAM (ITERATION 1)



USE CASE DIAGRAM (ITERATION 2)



REQUIREMENTS

1. User needs to Register.
2. User needs to Login.
3. User needs to opt for subscription plan.
4. User needs to add item listings.
5. User can view items.
6. Users can chat with other users regarding items.
7. Users will get push notifications
8. User needs to add item to shopping cart
9. User can opt for delivery service
10. User needs to make payment
11. Trust policy.
12. Feedback.
13. Follow option.

USE CASES

UC1: Register
UC2: Login
UC3: Add Items
UC4: View Items
UC5: Open chat
UC6: Push Notifications
UC7: Add to wishlist
UC8: Make Purchase
UC9: Complete checkout.
UC10: Feedback
UC11: Logout
UC12: Trust Policy
UC13: Follow option.

TRACEABILITY MATRIX

[illegible]

PLANNING, RESOURCE ALLOCATION AND COST ESTIMATION

<u>Story points</u>		<u>Value points</u>
377	Trust policy	2
233	Subscription	1
144	Open chat	8
89	Delivery service	13
55	Make payment	21
34	Search Item	89
21	Add listing	144
13	Display most searched	233
8	Seller's listing page	5
5	Modify search based on priority	55
3	Add to cart	34
2	Feedback	3
1	Follow seller	1
1	Register, Login , Logout	377

- We have used Agile cost estimation technique for our project where we have provided detailed estimates for short-term planning and high level estimation for overall project.
- Story points - abstract unit of time. Relative time estimation. Estimated by developers
- Value Points - How important the functionality is. Estimated by customers.
- Bang for the buck score - ratio of value points to story points.
- Velocity - Total no.of story points completed in each iteration.

PROCESS AND METHODOLOGY

- **We have used incremental development process as a part of agile methodology**
- **We Manage workload**
- **Delegate tasks**
- **Identify clear workflows**
- **Develop clear goals**
- **Provide positive reinforcement**

QUALITY ASSURANCE

- **Track And Visualise Coding Activities**
- **Analyse Source code Quality**
- **Quality factors**
- **Monitor Application Performance**

CHALLENGES FACED DURING OUR PROJECT

- Prioritizing the functionalities based on the bang of the buck score, in iteration 1 we had to add subscription functionality but according to the client requirement we had to implement open chat functionality and push subscription functionality to Iteration 1.
- We faced challenges in analyzing the quality of the code so we implemented sonarqube tool to ensure the software quality.

