Project Title: UMKC Marketplace Web Application

Start Date: 02/09/24 **End Date:** 05/01/24

Project Manager: Samuel Cabrera

Project Sponsor: Commerce Bank

Customer: UMKC students

Users: UMKC students, faculty, staff

Stakeholders and Expectations:

- Project Sponsor: Provide support and resources for the project, ensure alignment with Full-stack web application goals and stretch goals
- Project Manager: Oversee project planning, execution, and delivery within specified timeline and budget.
- UMKC Students: Expect a user-friendly platform for buying and selling items exclusively for the UMKC community.
- Faculty and Staff: May use the platform for engaging in marketplace

Purpose (Problem or opportunity addressed by the project):

To address the need for a safe and secure online marketplace exclusively for UMKC students to buy and sell items, enabling community engagement and resource sharing within the university.

Goals and Objectives:

- Develop a simple and easily accessible web application tailored to the specific needs and preferences of UMKC students.
- Corporate authenticity and safety through user verification, monitoring transactions, and more features.
- Facilitate community building and resource sharing among UMKC students, faculty, and staff.

Schedule Information (Major milestones and deliverables):

- Requirement gathering and analysis
- Design and development of the web application
- Testing and quality assurance
- Deployment and launch
- Post-launch support and maintenance

Financial Information (Cost estimate and budget information):

Our budget will range around a semester long estimate.

Project Priorities and degrees of freedom:

- Priority on user experience, safety, and community engagement.
- Flexibility in design and implementation to accommodate user feedback and university regulations.
- Users will engage in buying, selling items and communicate with other users via messaging platform

Approach:

- Conduct surveys and interviews with UMKC students to gather requirements and preferences.
- Design and develop the web application with a focus on intuitive navigation, user authentication, and communication features.
- Collaborate with university administrators to ensure compliance with university policies and regulations.
- Test the application thoroughly to ensure functionality and security.
- Launch the application with a marketing campaign targeting UMKC students and local businesses.

Constraints:

- Budget limitations for development and marketing.
- Time constraints for project completion.
- Compliance with university regulations and policies.

Assumptions:

- UMKC students will actively use the marketplace for buying and selling items.
- University administrators will support and promote the platform among students.
- Adequate resources and expertise are available for web development and

Success Criteria:

- High user adoption and engagement rates among UMKC students.
- Successful partnerships with local businesses for student-exclusive promotions.
- Achievement of targeted transaction volumes and revenue.
- Adherence to budget and timeline constraints.

Scope:

The project will the development of a user-friendly web application exclusively for UMKC students, integration of safety and community features, profile engagement and budget features.

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- Technical challenges in web application development and integration.
- UI design failures or Back-end system failures
- Low-level security optimization

 Low user activity or engagement

 Security breaches or data privacy concerns. 				
Signatures				
Samuel Cabrera, Jesse Gonzalez, Tea abuselidze, Adam Talpers				
Project Manager				
Samuel Cabrera				
Project Sponsor				
Customer				
Technical Lead				