

Project Title: Decentralized Auction Engine using Hyperledger-Fabric Blockchain Framework.

Project Goal: To create an “Auction Engine” where buyers, sellers, and auctioneer are all distributed and use the **BlockChain Technology**.

Gap Analysis: Currently, Process of Auctioning involves an Third party which acts as a Mediator Between Sellers and Buyers and it conducts and manages whole auctioning process. But it may so happen that Mediator may become biased and favours a particular bidder, thus it can't be trusted. By using Blockchain Technology, we aim to remove this Mediator and thus Create a Trustworthy auctioning engine which is unbiased and make whole Auctioning Process “Transparent” .

Architecture:

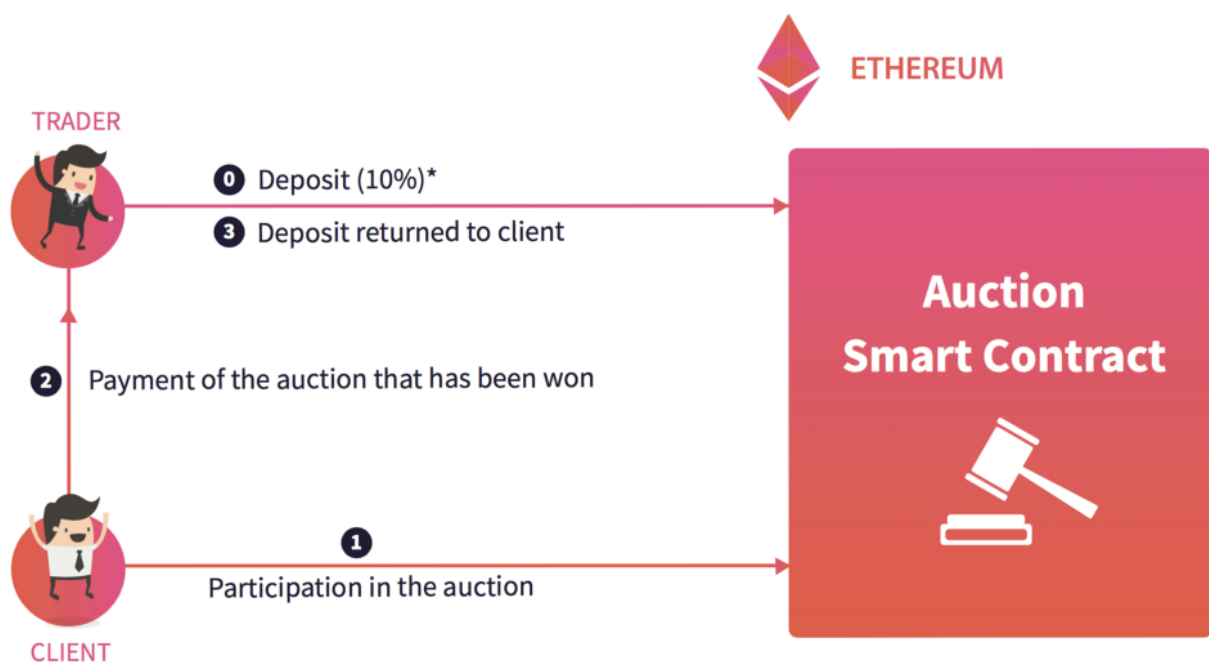
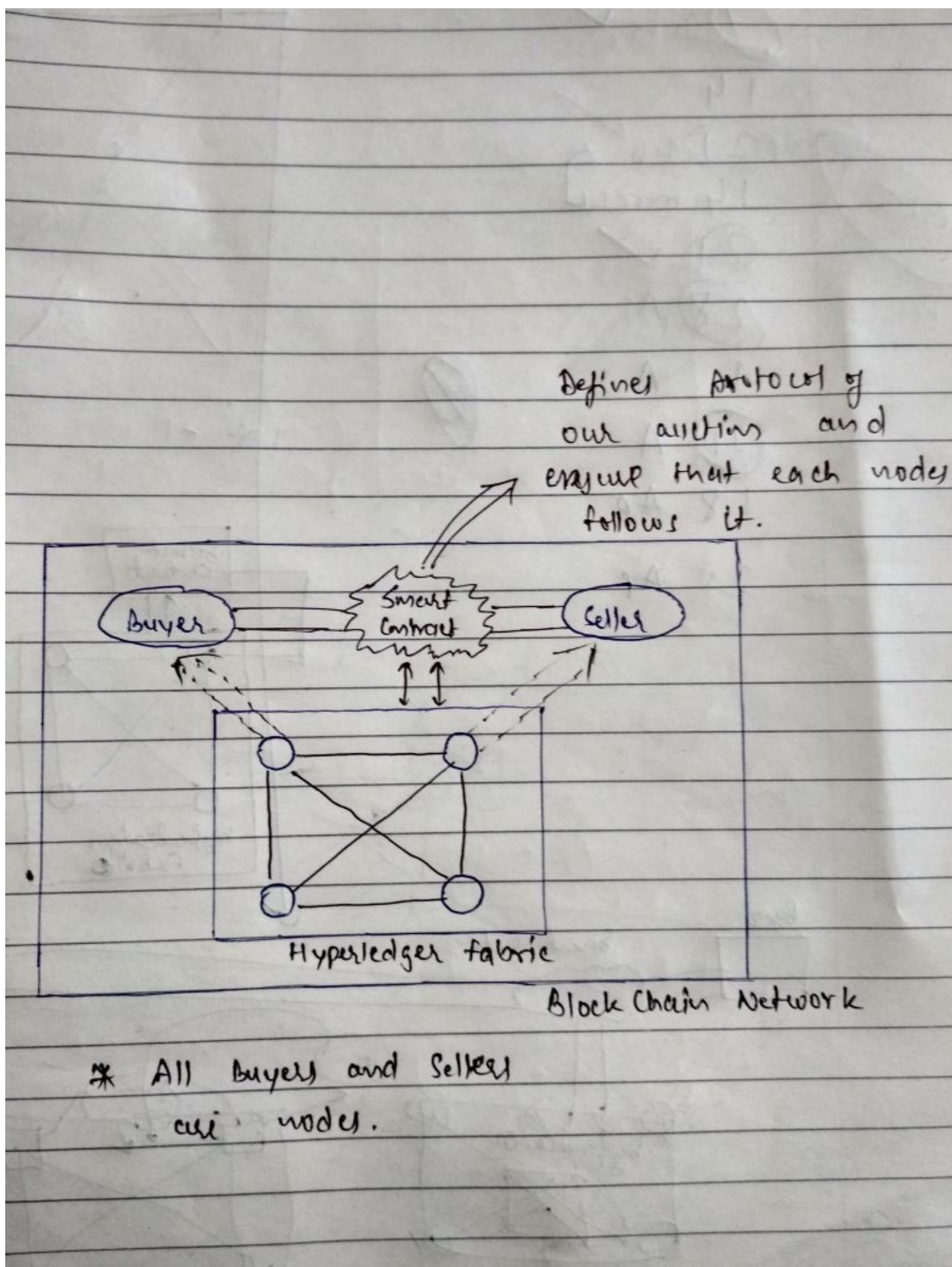


fig1:-High Level Use Case Diagram

image source:-<https://medium.com/domraider/blockchain-application-to-the-auction-mechanism-9c7f557a8e13>



Tools and Technologies:

- 1) Frontend:- HTML, CSS.
- 2) Backend:- Hyperledger Fabric (using Java/Node sdk), Go.
- 3) Amazon EC2 cloud services.
- 4) Bit bucket for repository management.

RoadMap:

RoadMap for Auction Engine

10th Jan 2018

Analyze Project Requirement and study basics of BlockChain.

24th Jan 2018

Installation Of HyperLedger-Fabric and Handson on it

7th Feb 2018

First demo of Auction Engine with some features

21st Feb 2018

Second Demo of Auction Engine.

21st March 2018

Third demo of our Auction Engine

28th March 2018

Fourth Demo of Auction Engine(Expecting to give demo with all features implemented)

11th April 2018

Final Submission