

# Village Square: An Android Application

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## Project Overview

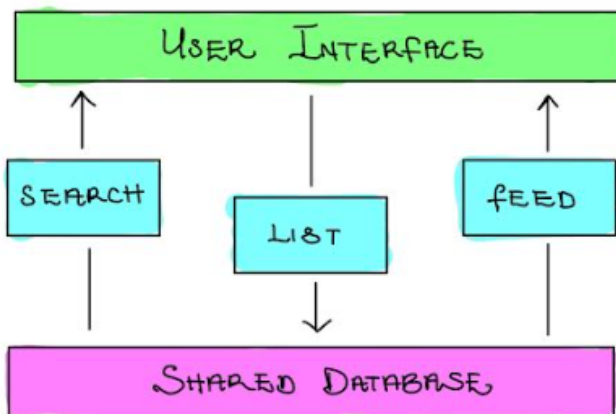
Village Square is a marketplace for college students to exchange things with each other. It lets users:

1. List items they want to sell or give away.
2. Search for items they want to acquire.
3. Chat with listers to decide details of the transaction (price in barter or dollars, meeting place e.g Bob and Alice meet the library to exchange an old textbook for cash).
4. Optionally, scroll through a curated feed of listed items, and maybe they discover things they did not know they wanted.

I like Village Square because it is iterable, practical and interesting to implement. There is a basic specification, and then, a lot of ways it can be improved. There is a real use-case for it, and a lot of interesting implementation details that come into play.

## [Figma Demo](#)

## Implementation Overview



High level diagram of Village Square

The functionality of the app relies largely on interacting with a shared database. Users list items by creating entries in the database, and they have the ability to modify and delete the portions of the shared database they are responsible for making.

Search functionality will be provided by the [Algolia Android API](#) and depends on indexing the database entries. Our feed, a stretch feature, will also read the database, and curate items to display based on their relevance to the user's history.

## Services

User Management, List Items and Manage Listed Items, Search Functionality, Chat Functionality and Transaction Management (transactions are created by buyers by making an offer for an item, and destroyed by a buyer-seller consensus).