CMU Marketplace

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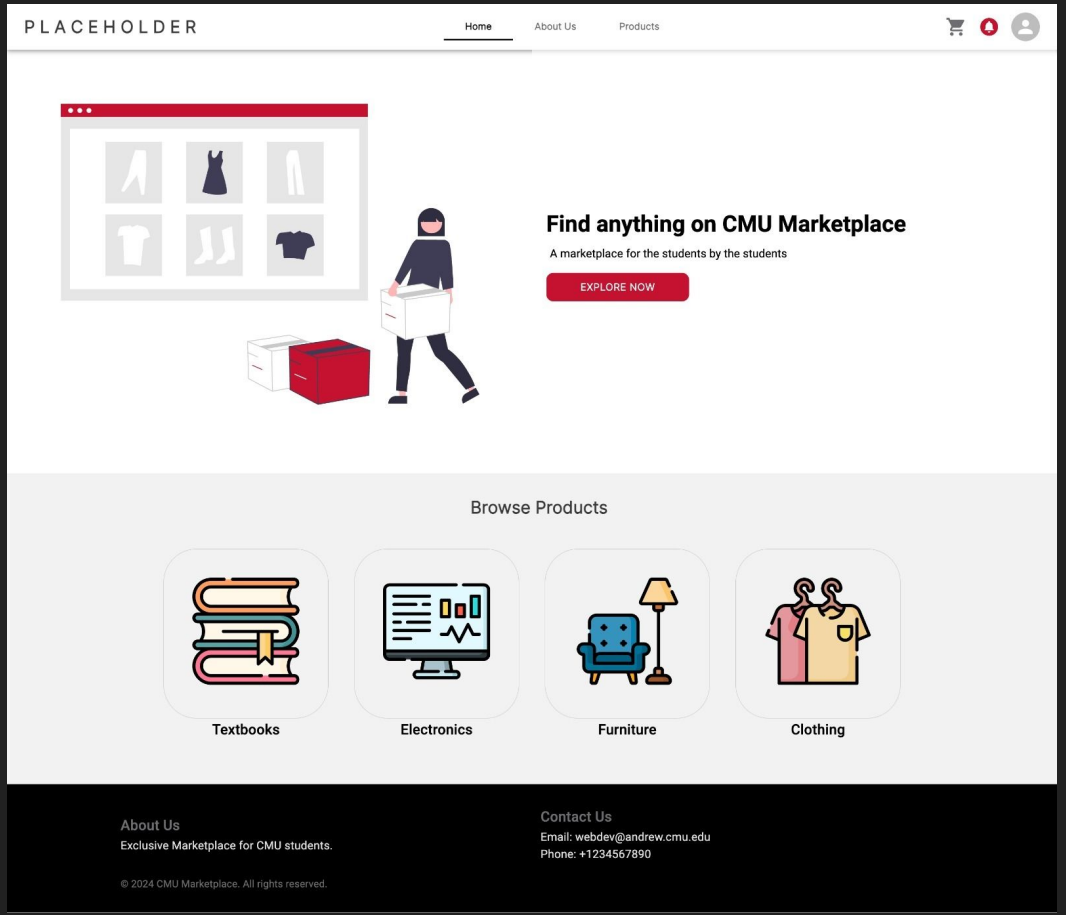
Web App Purpose

- A dynamic web application that intends to serve as a student-friendly platform for buying/selling items between students.
- Students will be able to more likely find school-specific items, usually at cheaper resell prices with quicker delivery/pickup cycles!
- The intended clients for this project are web app users of CMU.

Sprint 2 Goals

- Complete Home page
- Category-wise page
- Item Details page
- Add an Item Form
- Basic Profile Page

Home Page UI


PLACEHOLDER
Home
About Us
Products
Find anything on CMU Marketplace
A marketplace for the students by the students
EXPLORE NOW
Browse Products
Textbooks
Electronics
Furniture
Clothing
About Us
Exclusive Marketplace for CMU students.
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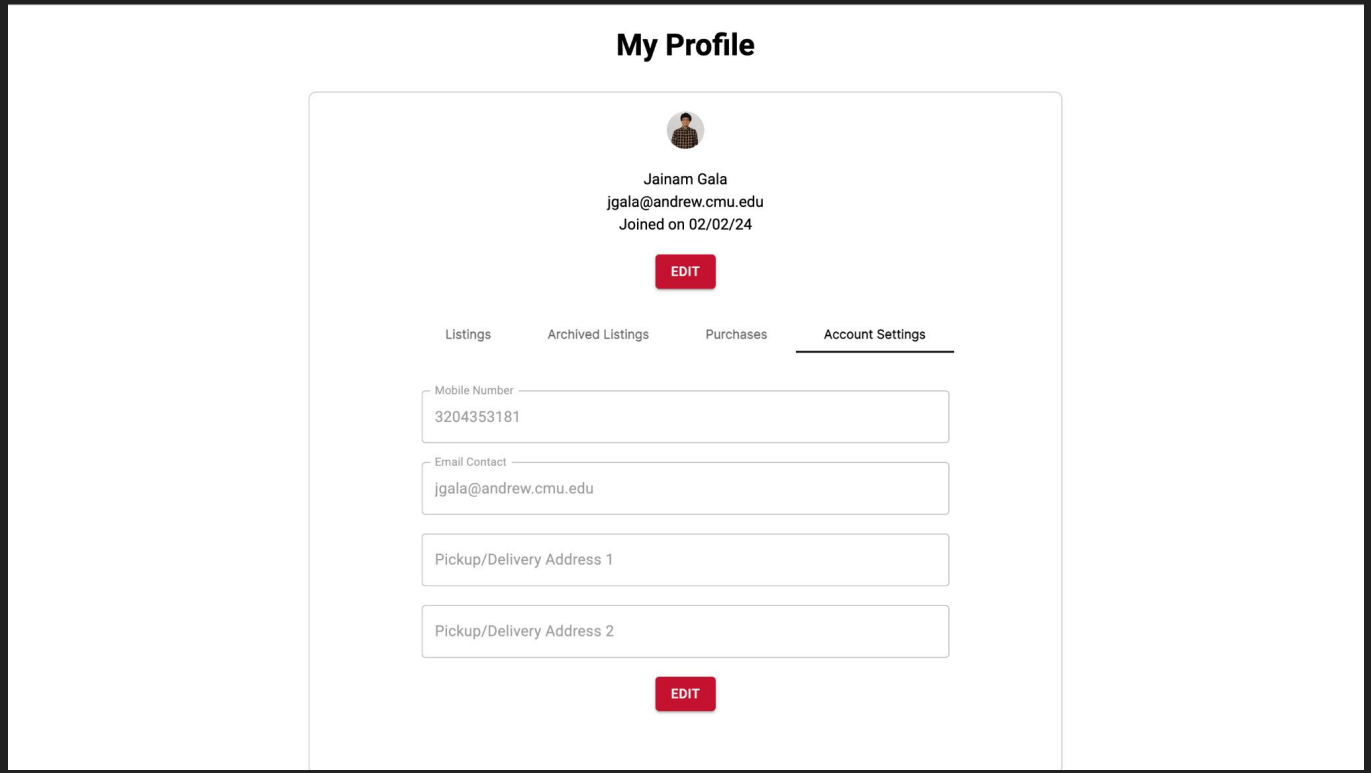
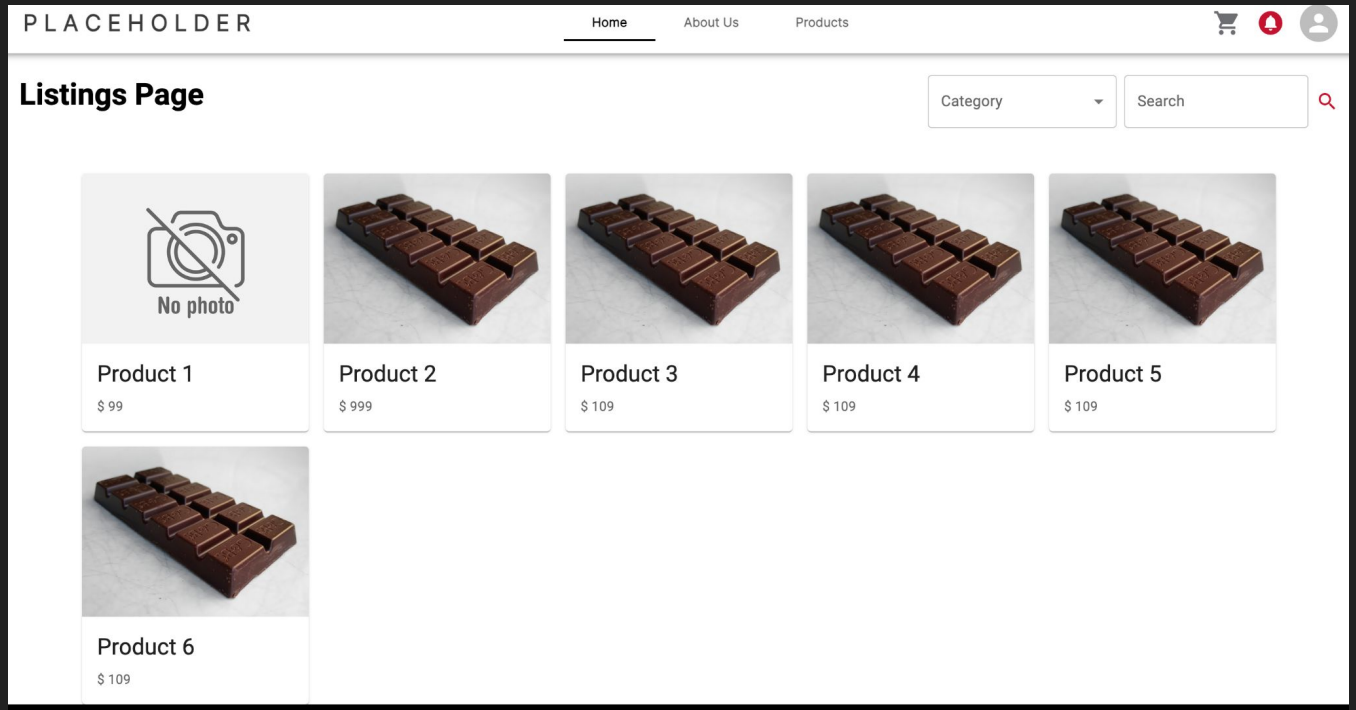
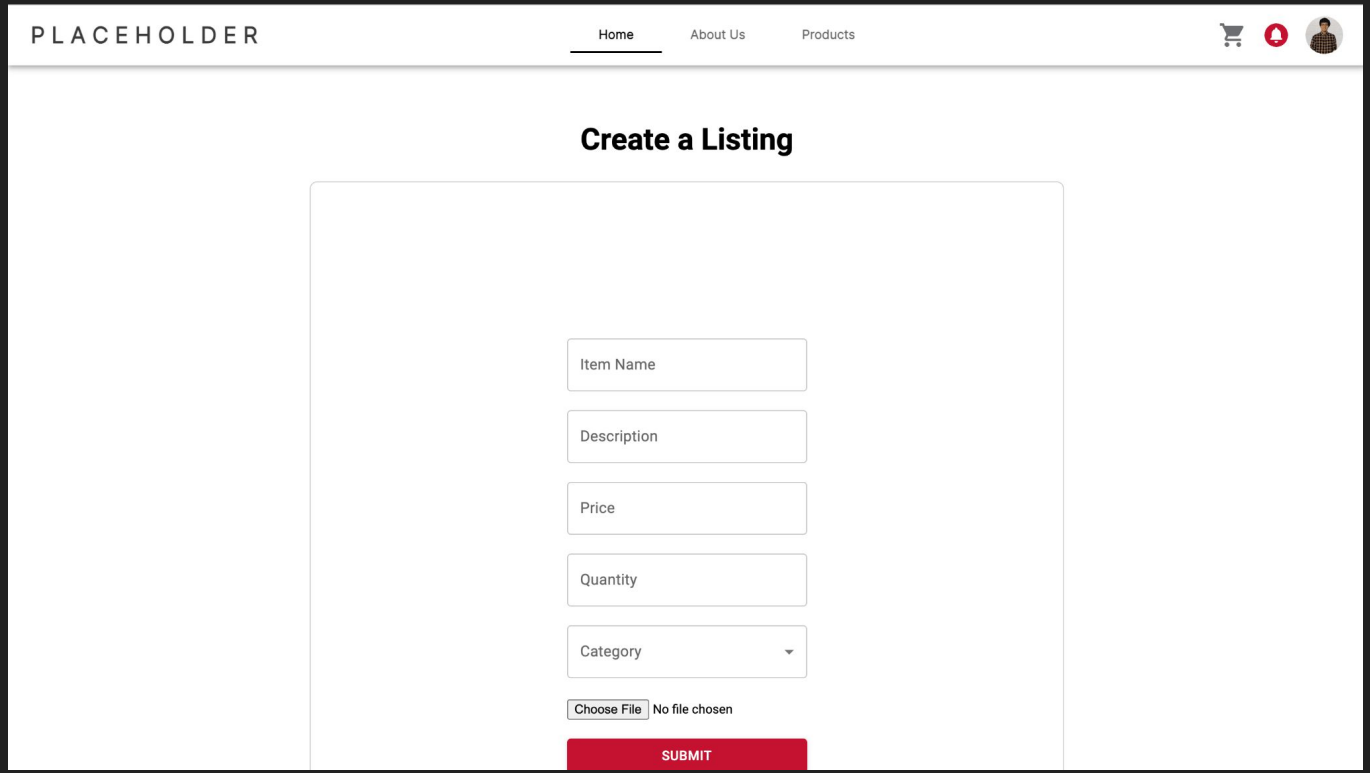
Profile Page UI



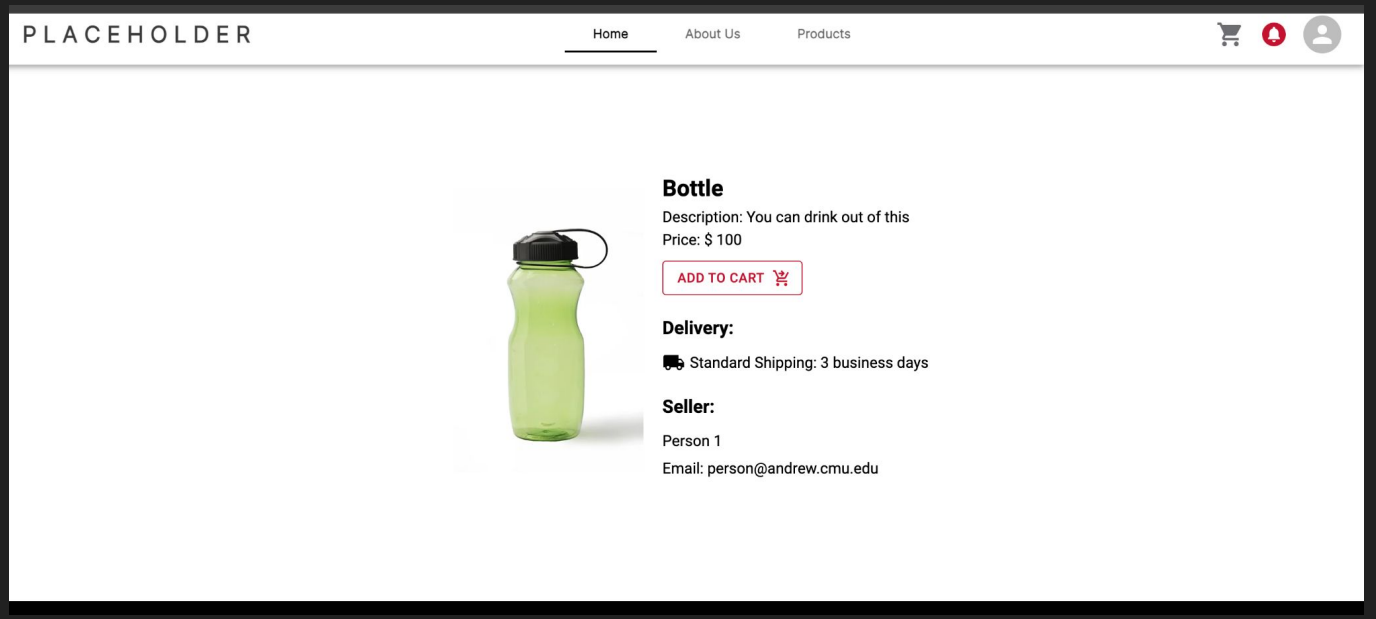
Listings Search Page



Item Form


PLACEHOLDER
Home
About Us
Products
Create a Listing
Item Name
Description
Price
Quantity
Category
Choose File
No file chosen
SUBMIT

Item Detail Page



Challenges in Sprint 2

- Refactoring code to optimise modularity.
- Integration with Redux (persisting it)

Improvements to Tasks in Sprint 2

- Using Django Rest
- Frontend improvements (further error validation, using alerts and dialog boxes)
- Managing the state of a React app using Redux.

Sprint 3: Preview

- Order Flow UI
- Shopping Cart UI
- Shipping Details UI
- Payment Integration
- Working Marketplace