**Introduction**

Agricultural commodities must be traded between buyer and producer, for effective distribution to any society.

Institutions now exist which allow the distribution of agriculture commodities.

Operating within these institutions, producers currently transfer information about their produce almost exclusively over the telephone and fax.

Typical sale begins with a fax going out to key buyers. This fax contains a list of particular crops to be cut/harvested and their proposed prices (by lot size).

A collection of salesmen contact as many buyers as possible, as soon as they are informed of the produce.

*This sort of system is inefficient and disorganized. The institutions at most times do not effectively distribute the commodities (as it is a very dynamic system to keep track of).*

**System model**

* The various users send requests to the World Wide Web using TCP/IP. The presentation layer receives these requests.
* The application layer then decides based on some conditions, instructions to send to the database.
* The database then sends information back to the presentation layer, either directly or through the application layer – depending on the instruction given.
* The users then see the results of their request.

**System evolution**

null

**Functional Requirements**

* The system should allow for trades to be made directly between the producer and the buyer, with no intervening third-party.
* The system should cater for multiple goods.
* The system should store proposed prices (by lot size) for each good.
* The system should display all future goods to be cut/harvested.
* The system should store expiry dates for each perishable good.
* The system should allow for auctioning of goods. Expiration information is mandatory for perishable goods.
* The system should give each user access to every buyer and producer of goods.
* The system should store reputation/reviews for buyers and producers.
* The system should not allow for any middlemen or brokers in the transactions between sellers and producers.
* Users should be able to see current market prices and previous data.
* The system should compute popularity for each good.
* The system should make immediate changes to inventory after each transaction.
* All requests should be handled in real-time.
* The system should have a search engine that finds each good.
* The system should facilitate the transfer of transaction to another user, in case one user cannot meet the conditions as detailed (new transaction should not have to be created all over again).
* The system should provide notification on changes to the transaction the by other party.
* The system should be able to filter transactions by user, and by time.

**Constraints**

null

**Priorities**

null

**User Interface**

null