Student Marketplace

Group 5: Sophia Tang, Christian Dela Cruz, Xing-Wei Lee
Manager: Mahika Arora

About our project

We are developing a website where students can have the opportunity to exchange a variety of goods, ranging from clothing, furniture, or technology, in a bartering system. Overall this project has an aim to reduce waste on campus and promote recycling and allow students to get necessary items without money.

The website will be formatted such that the user needs to be a student at UMass to enter the website and once they have entered then they are able to see all the current top listings. However, if the buyer is looking for something in particular they can filter the categories through a drop down menu. Then, if the user is interested in an item then they are able to either message the seller to buy the item or give a bartering offer clicking a button. After clicking the bartering button a there will a pop up where the buyer will see their items as well as the seller's wishlist so that they can make a better informed offer. However, if the seller is dissatisfied with the offer they will have the ability to counter offer by clicking a button which will initialize the same bartering pop up window.

User Story 1: Keeping it local

Description: Since most students do not have cars we want to keep our website exclusive to UMass students so that exchanges can be made on campus

Goal: User is able to make an account

Actors: Buyers and sellers

Precondition: User is a UMass Student

Success end condition: User makes an account

Failure end condition: User does not make an account

Triggers: User tries to access the website

Variations: User enters a non-UMass email and an error message is displayed saying the website is only available to UMass students

Exceptions: User mistypes parts of their email and an "account not found" error will display

Main Success Scenario:
1. User goes onto the website
2. User logs into an account using JWT
3. User is on the website interface

User Story 2: Looking for something specific

Description: Many times people already know what they are looking for and don't want to scroll endlessly, so we will have categories for them to browse

Goal: User is displayed a smaller subset of listings based on their interest

Actors: Buyer

Precondition: User has an account

Success end condition: User only sees listings similar to what they are interested in

Failure end condition: User needs to browse through all listings

Triggers: User clicks the categories button

Variations: User sees a smaller subset of listings but they are unrelated to their interest

Exceptions: N/A

Main Success Scenario:
1. User logs into the website
2. User is trying to find specific item
3. User clicks on drop down to see a pre-generated list of shopping categories
4. User chooses interested category
5. Only items related to that category are shown

User Story 3: Making a wishlist

Description: Buyers may not know what a seller wants when making an offer, so having a wishlist will allow them to make a better informed offer

Goal: User is able to make a list of items they are interested in

Actors: Sellers

Precondition: User has an account

Success end condition: User makes a list that is viewable to others

Failure end condition: User is unable to make a wishlist and buyers must guess what they want

Triggers: User clicks a wishlist icon

Variations: Item is not added to the wishlist

Exceptions: N/A

Main Success Scenario:
1. User logs on
2. User navigates to their profile
3. User selects the wishlist icon
4. User adds photos of what they are looking for
5. The list is updated to show the new photo

User Story 4: Messaging

Description: In the case where buyers want to know more about the listing or want to start a negotiation they should be able to message each other

Goal: Users are able to send messages between each other

Actors: Buyers and sellers

Precondition: Users both have an account

Success end condition: Users are able to communicate with each other

Failure end condition: Users are not able to communicate

Triggers: User clicks a messaging icon on the listing

Variations: The message does not get sent

Exceptions: The user can also initiate a message by clicking on the message icon on the seller's profile

Main Success Scenario:
1. User logs on
2. User finds a listing they are interested in
3. User clicks on the message icon
4. A chat pop up window appears and allows the buyer to send a message

User Story 5: Sending offers

Description: A key feature we want is for users to have the option to trade/ offer items rather than just buying items

Goal: Allow the buyer to send in an offer

Actors: Buyers

Precondition: User has an account

Success end condition: Buyer is able send an offer

Failure end condition: Buyer is not able to send an offer

Triggers: User selects the barter button

Variations: The offer is not sent

Exceptions: The buyer can message the seller to propose a trade

Main Success Scenario:
1. User is logged in
2. Finds an item they are interested in
3. User clicks the barter button
4. A pop up window appears and the buyer can select what they are willing to trade
5. The offer gets sent to the seller

User Story 6: Offer expiration

Description: We want trades/ barters to work in a timely manner so that the buyer knows when they can expect and answer and so that seller's have a time limit to accept an offer

Goal: Make offers expire after 7 days

Actors: Sellers

Precondition: both buyer and seller have accounts and buyer sent in an offer

Success end condition: Offer expires after 7 days

Failure end condition: Offer is available indefinitely

Triggers: Seller does not respond within 7 days

Variations: N/A

Exceptions: The seller accepts or declines the offer within 7 days

Main Success Scenario:
1. Users are logged in
2. Buyer sends in an offer
3. Seller does not respond for 7 days
4. Buyer and seller are both notified of offer expiration

User Story 7: Counter Offers

Description: In the case where the seller is dissatisfied with the offer but still interested in trading they are able to make counter-offers to try and find a mutually beneficial offer

Goal: allow the seller to make a new offer to buyer

Actors: Sellers

Precondition: both buyer and seller have accounts and buyer sent in an offer

Success end condition: Seller sends an offer back to the buyer

Failure end condition: Seller is unable to send an offer back

Triggers: A buyer sends in an offer

Variations: seller is unable to send an offer back

Exceptions: Buyer and seller move to messaging system to negotiate

Main Success Scenario:
1. Buyer and seller have logged into website
2. Buyer sees an item they like
3. Buyer clicks the barter button
4. Buyer has sent in a barter offer
5. Seller is dissatisfied with offer
6. Seller sends a new offer
7. Buyer can decide to accept or decline
8. Seller and buyer satisfied