**Prototype Requirements**

**P02:MinarMarket**

**<team member names & ids>**

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# Introduction

This project reimagines the traditional e-commerce model by introducing a platform that fosters a more collaborative relationship between buyers and sellers. In conventional marketplaces, sellers list products while buyers browse to make purchases, which can limit options for buyers with specific needs. Our solution allows buyers to post unique requests, encouraging sellers to respond with tailored offerings that meet these demands. This approach transforms the marketplace into a more interactive ecosystem, reducing the gap between supply and demand and ensuring that buyers find products closely aligned with their preferences.

The platform’s primary goal is to enhance the traditional e-commerce experience by giving buyers the freedom to list products they seek while providing sellers visibility into these requests. This two-way interaction enables sellers to make targeted offers or negotiate terms, creating a more responsive, transparent, and efficient marketplace. By featuring an intuitive user interface, the platform simplifies buyer-seller communication, allowing buyers to track offers, compare sellers, and make well-informed decisions based on personalized options. Meanwhile, sellers receive real-time notifications of buyer requests that match their inventory, facilitating quick responses to meet demand.

Designed with scalability and flexibility in mind, the platform targets a diverse audience, including individual consumers, small businesses, and larger enterprises. Individual buyers can request specific items, and businesses can source bulk or niche orders. This model serves niche markets, where product availability is often limited, giving sellers access to a highly motivated customer base. As the platform grows, future features like AI-driven product matching will streamline offer-making, while integration with payment gateways, shipment tracking, and review systems will enhance the overall user experience.

By empowering buyers and streamlining the seller’s role in meeting demand, this marketplace aims to set a new standard in digital commerce. It bridges gaps between buyer needs and seller offerings, encouraging higher transaction success rates and fostering stronger buyer-seller relationships. This project ultimately seeks to redefine the e-commerce experience, making it more interactive, efficient, and buyer-driven, catering to the demands of modern consumers seeking personalization and convenience.

# Instructions

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* Select a subset of system requirements and implement them. The end result of the prototype phase must be a working system with the selected set of requirements implemented completely. No mock-up screens will be accepted.
* While you may choose to implement Login/Logout functionality for prototype phase, you must also implement some core/business use cases of the system.
* Select the set of requirements keeping in mind that you have a total of three weeks for prototype development. You may be asked to add more requirements if more can be achieved in the given duration.
* The prototype must be built using the tools and technologies which you have selected for your system development.
* Follow standard coding practices.
* By the end of the prototype development phase,
  1. You should have learnt development tools and technologies.
  2. You should have a clear idea of detailed technical architecture of your system. After the prototype phase, you will be required to define detailed technical architecture of your system.
* **Prototype Submission**
  1. Deploy the properly tested **working prototype** on an online hosting platform.
  2. Upload the **Code** with proper comments in “prototype” folder of your project’s Github repository.
  3. Prepare a **3-4 minutes video** that explains the functionality of your prototype—to be uploaded in “prototype” folder of your project’s Github repository.
  4. Fill the provided template for **Readme-Prototype.txt** file and upload in the Github repository.

# List of Requirements for Prototype

<List down the requirements selected for prototype development.>

| **Requirements** | |
| --- | --- |
| **Sr#** | **Requirement** |
| 1 | Login and Signup  - Session generation according to the type of user logging in |
| 2 | Admin Dashboard - Admin should be able to approve or reject seller listings pending for approval |
| 3 | Seller Dashboard - Seller should be able to list a product with all its details (which will go to the Admin for approval |
| 4 | Buyer Dashboard  - Buyer should be able to search for and see all the listings (after being approved by the admin) |

# Review checklist

Before submission of this deliverable, the team must perform an internal review. Each team member will review one or more sections of the deliverable.

| **Section** **Title** | **Reviewer Name(s)** |
| --- | --- |
| 1 Introduction | Abdul Ahad, Hasan Malik |
| 2 Instructions | Aniqa |
| 3 List of Requirements for Prototypes | Saad Ilyas, Umer Jamil |
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