Project Requirements - Regood

Background

The proposed project is a donation-based online marketplace, Regood, in which users can both give away unneeded goods and request others as needed. Initially, this platform will be accessible to users older than 18 years old in the United States. The items on the web application can vary from books, clothes, furniture, or anything that others might need, as long as the item is reusable and in fair condition. The purpose of this website is to both (1) support sustainability by reducing waste and (2) help community members in need through connecting them to donations.

Objective

The Objective of this application system is to help users more easily access the donation market and support two user roles: users with unwanted goods (providers) and users in need of goods (receivers). These user roles may overlap, depending on the individual.

The purpose of this website is the following:
- Allow users to request items they are in need of.
- Support sustainability by reducing waste.
- Induce social responsibility and help community members in need through connecting them to donations.

Key Features & Challenges

The Key features of the application will be:
1. Allow users to be able to login
    a. Login is require in order to post item
    b. Login is required to manage posted item
    c. Login is required to request item
2. Allow users to view items that have been posted.
    a. Filter based on location, category.
    b. Allow users to search for item (simple or complex base on stretch goal)
3. Allow users to post items they are willing to donate.
    a. Upload images of the item
    b. Write a description
    c. Decide on the distribution of this item: locally or between states.
4. Allow users to be able to request items they are in need of.
    a. Click on request button
    b. Write a description for the reason.

5. Allow users to be able to receive an item
   a. Receive shipping item from provider (just for study purpose)
   b. Local pickup if item is within receiver pickup location
6. Allow users to manage their posted item(s)
   a. Check the status of the uploaded items (submitted, received, in progress, approved/denied)
7. Allow users to manage their requested item(s)
   a. Check the status of the requested items (received, under progress, matched/ not available)
8. Allow users to be able to logout
9. Allow admin to have all normal user functionalities
   a. Post item.
   b. Receive Item
   c. Manage posted Item
   d. Request item
   e. Manage requested item
   f. View item
   g. Search item
10. Allow admin to manage normal user submissions
    a. Inspect and approve/deny uploaded items
    b. Remove item/post if unvalid or inappropriate
11. Allow the user (provider) to pick the receiver for the item they have posted.
12. Allow user to submit a request for unavailable item.(request type of item, receive notifications about possible matches)

The challenge for the application will be:
1. Implementation of the search functionality.
2. Customize the UI based on the user's role.
3. Make the website accessible, following WCAG 2.1.
4. Making a confirmation system for provider and receiver.
5. Find out if there are any more challenges.
6. Making stretch goals.

Stakeholders, Resources, and Further Information

Stakeholder(s): Prof. Pantaleev, Software Design Team

There are a number of free or credit-based online marketplaces. Many frame their purpose as waste-reducing or community-building. Including:
- Freecycle - nonprofit which connects people to free items.
- Buy Nothing Project - "gift economy" app which connects people through "hyperlocal gifting" with a much heavier emphasis on building community
- Listia - free online marketplace which uses a credit system to trade for items
- Bunz - trade-based marketplace "bartering community"