

METU, Department Of Computer Engineering

Graduation Project

Proposal Form

(Please read carefully, and follow the instructions to prepare the project proposal form.)

(Instructions to fill in this form are given in italic fonts and in parentheses.)

(To provide an input for a section of the form, delete the instruction and provide your input in place of the deleted instruction. In the final form that you will submit, there shouldn't be any instructions left over, including this section of the form.)

(If you feel that a particular instruction is not relevant to your project proposal, please use a proper explanation for this, rather than ignoring the instruction.)

(The final form should not exceed 4 pages, excluding this page and including the References section. Please use Arial, Normal, 10pt fonts and single line spacing.)

Important Notes

A project could be proposed by (i) a student group, (ii) a company, or (iii) a faculty member of the department by filling in this form and submitting it to 49x-proposal@ceng.metu.edu.tr by e-mail. For a project proposal, there might be a sponsoring company supporting the project and providing some form(s) of resources for the project.

If your proposal might contain a patentable idea or any type of intellectual property, please first make sure to follow appropriate steps (apply for a patent, etc.) before sending your idea to us. Once this form is received from you, the instructor(s) and the department has no responsibility regarding to intellectual properties of your project/idea.

All sources and documentation developed for this course are assumed to be public domain (GPL, CC or similar license) by default. If you need any exception for license and disclosure of project work, please specify this in detail in IP section of the form.

Please note that source codes, documents and issue tracking should be kept in department servers. No restrictions can be requested for limiting faculty and assistants access to student work.

Project Information

Title

Mobile application with swipe technique to make trading in easiest and fastest way.

Target

Public [] Restricted [X]

(If you would like to restrict your project idea to one or more groups, please mark "Restricted" and state the group or groups eligible for the project.)

Proposer Information

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IP (Intellectual Property) Information

Project Description and Background Information

Description

A mobile and web based application that will make trade (with offers and exchanges) between people and foundations for unused and second hand products in easier , faster and different way. The swipe technique will be used but unlike the Tinder application this technique will serve to people for valid purposes. It will not be used for a purpose like showing people in a sequence and it will be a great helper for making the trade easier and faster.

Similar Products/Projects

The closest products to this project are tinder, a mobile application, and sahibinden.com, a website for trading. This project is not similar to these but it is similar to union of these products.

Justification of the proposal

The purpose of the project is making the trading hull different way and making it faster and easier. The major advantage of this product will be the connecting people for trading second hand products for either money or another product and making this easy.

There is a need to develop this project because the web sites that provides the environment for trading second hand products are working slowly and sometimes people wait too long to sell an item or to find a seller for the item they are looking for.

This project aims to solve the problem about time requirement of trades in web based applications.

Contributions, Innovation and Originality Aspects of the Project

The originality of this project is that, with this product people will be able to offer for unused or second hand products and they will be connected with the seller of the products immediately.

The major originality of the project is getting people out of the slow environment of the web sites. As it is stated in above sections one product that may be called similar to our project is the mobile application Tinder. The structure that used in Tinder for people will be used for items in this project. People will see the items in a sequence like Tinder and they will have the choices to offer for that item or not to offer that item. Filters will be provided for users to filter the items according to their wishes. Filters may be about the price of the items, location of the sellers, etc...

The main part of the project is mobile part and this will reduce the time that progress about finding the item and getting connected with the seller or buyer takes. Also this project aims to provide some different functions for trading like offering and exchange unlike the other products in this area. Getting notifications for items to sell or buy is the main thing of this project. When someone is interested with the item that another person put in the sequence of items that person will be getting notifications to create contact with the person that interested with the item.

Making trading easier, faster, and in a different way with different options.

We believe this will be a different way for trading and it will be the easiest and fastest way to do this. So there may not be other developments in this area but there may be always a better way and there may be developments activities in this area or again we may be doing these activities.

Technical Aspects of the Project

In this project there will be a sequence of items like everything, cars, books, tools, etc. This sequence will have the functionality to be filtered according to the wishes of the users. These items can be unused or second hand items. These sequences will be created by us with the items in our database. These items may be sent to us by a person or a foundation. Sequences may be filtered or not so users will be arranging that. User will see the items one by one and if they are interested they will do the necessary action (will be decided during the project) to send the notification to seller of that item. Users will be able to see the next item when they pass one with making the action to show that they are interested with it or the action to show that they are not interested. In this part swipe technique will be used to make that passes between items like the mobile application Tinder. The person will not see anything when another person passes his/her item without offering but they will get notifications when someone is interested with their item. When this notification is sent they will be able to talk in a message panel (will be decided during the project but most probably a panel like whatsapp application). We believe this structure will be the fastest way to connect seller and buyer.

Targeted Output, Targeted User/Domain Profile

A mobile application with great design which makes the application easy to use is the planned product.

We believe this product will be the major application in this area especially in our country.

There is no restrictions for the people that can use this application. Every one is targeted user.

Project Development Environment

Objective-C , java , python, javascript - jquery , HTML5 , XHTML, Flash Lite, css , php.

Android SDK , Eclipse IDE

For User Database : SQLite ve MySQL

Servers : Client server on mobil application.

Mobile Device : Any smart phone

External Support

There is no necessity of any support in the beginning but there may be a need to a consultant during the project.

References

www.sahibinden.com

www.gotinder.com
