odoo

You can choose any one problem statement out of given two!

All the best!

Project Document: "EcoFinds - Sustainable Second-Hand Marketplace"

The Challenge: "EcoFinds – Empowering Sustainable Consumption through a Second-Hand Marketplace"

Overall Vision: The overarching vision for EcoFinds is to create a vibrant and trusted platform that revolutionizes the way people buy and sell pre-owned goods. It aims to foster a culture of sustainability by extending the lifecycle of products, reducing waste, and providing an accessible and convenient alternative to purchasing new items. EcoFinds envisions becoming the go-to destination for a conscious community seeking unique finds and responsible consumption.

Mission: The mission for the hackathon team is to develop a user-friendly and engaging desktop and mobile application that serves as a central hub for buying and selling second-hand items. EcoFinds should leverage intuitive design and essential features to connect buyers and sellers efficiently, promoting a circular economy and making sustainable choices easier for everyone. This involves building a platform that is both functional and inspires trust and community.

Problem Statement

Develop a foundational version of EcoFinds, focusing on core user authentication and product listing functionalities. Teams must deliver a functional prototype, accessible via both mobile and desktop interfaces, that allows users to register and log in, create and manage basic product listings (including title, description, category, price, and at least one image placeholder), and browse these listings with basic filtering and search capabilities. The system must employ efficient data structures for managing user and product data, ensuring a stable and responsive user experience.

- **User Authentication:** A simple and secure mechanism for user registration and login (e.g., email and password).
- **Profile Creation (Basic):** Ability for users to set a username.
- **User Dashboard:** Should be able to edit all the fields.
- **Product Listing Creation:** Functionality for users to create new product listings, including attributes such as a title, a brief description, selection of a predefined category, a price, and a placeholder for at least one image.
- **Product Listing Management (CRUD - Basic):** Ability for users to view, edit, and delete their own product listings.
- **Product Browsing:** A view displaying a list of available product listings with basic information (title, price, and placeholder image).
- **Category Filtering:** Ability to filter product listings by predefined categories.
- **Keyword Search:** Basic search functionality allowing users to search listings based on keywords in the title.
- **Product Detail View:** A screen/page displaying the full details of a selected product, including title, description, price, category, and the image placeholder.
- **Previous purchase View:** A screen/page displaying the products that were purchased before.
- **Cart:** A screen displaying all the products that are added to the cart.

Wireframes:

- ◉ **Login/Sign Up Screen:**
    - ○ **Elements:** App logo, email input, password input, login button, sign-up link/button.
- ◉ **Product Listing Feed Screen:**
    - ○ **Elements:** Header with app title/logo, search bar, category filter options (e.g., as tappable buttons or a dropdown), list of product items (each showing a placeholder image, title, and price), a "+" button to add a new product listing (prominent).
- ◉ **Add New Product Screen:**
    - ○ **Elements:** Back button, screen title ("Add New Product"), input fields for "Product Title," "Category" (dropdown), "Description" (text area), "Price" (number input), a button labeled "+ Add Image (Placeholder)," and a "Submit Listing" button.
- ◉ **My Listings Screen:**
    - ○ **Elements:** Header with app title/logo, a "+" button to add a new product, a list of the user's listed products (each showing a placeholder image, title, price, and "Edit" and "Delete" buttons).
- ◉ **Product Detail Screen:**
    - ○ **Elements:** Back button, product image placeholder (larger), product title, price, category, description.
- ◉ **User Dashboard:**
    - ○ **Elements:** Header with app title/logo, image of the user, display all the fields related to the user and also provide the user the ability to edit them.
- ◉ **Cart:**
    - ○ **Element:** Header with app title/logo, the page should include all the products that are added in the cart. The product should be displayed in the form of cards containing basic information about the product.
- ◉ **Previous Purchase:**
    - ○ **Element:** This page should contain the list view of the products that were purchased in the past by the current user.

Mockup: https://app.excalidraw.com/l/65VNwvy7c4X/FL5ME7rGhs

The Challenge: "SynergySphere – Advanced Team Collaboration Platform"

Overall Vision: SynergySphere is built on a simple idea: teams do their best work when their tools truly support how they think, communicate, and move forward together. This platform aims to go beyond traditional project management software by becoming an intelligent backbone for teams — helping them stay organized, communicate better, manage resources more effectively, and make informed decisions without friction.

At its core, SynergySphere is about helping teams operate at their best — continuously improving, staying aligned, and working smarter every day.

Mission: Your challenge is to design and build a desktop and mobile-ready platform that acts like a **central nervous system** for team collaboration. SynergySphere should not only streamline the basics like tasks and communication but also work proactively — catching potential issues early and helping teams stay ahead rather than constantly reacting.

This means creating a system that feels supportive, insightful, and seamless — something that naturally fits into the rhythm of a working team.

Target User Pain Points Addressed: SynergySphere is designed to directly address common and persistent pain points experienced by teams across various domains:

Teams everywhere deal with the same headaches. SynergySphere is here to solve the ones that slow everyone down the most:

- **Scattered Information:** Important files, chats, and decisions live in too many places. It's hard to keep track of what's where.

- **Unclear Progress:** Without visibility into tasks, it's tough to know how far along a project really is — or what's holding it up.

- **Resource Overload or Confusion:** Assignments can get messy. Team members end up overworked, underutilized, or unsure of what they're supposed to do.

- **Deadline Surprises:** We often notice we're behind when it's already too late. SynergySphere should surface potential issues before they become real problems.

- **Communication Gaps:** Updates get missed. People get left out of the loop. Conversations are buried in email or lost in scattered chats.

By addressing these pain points directly, SynergySphere positions itself as a platform that doesn't just organize — it *orchestrates* collaboration intelligently and proactively.

"Develop a foundational version of SynergySphere, focusing on core task management and team communication. Teams must deliver a functional prototype, accessible via both mobile and desktop interfaces, that allows users to create projects, add team members, assign tasks with deadlines, track task status (e.g., To-Do, In Progress, Done), and engage in project-specific threaded discussions. The system must employ efficient data structures for managing project, user, and task data, ensuring a stable and responsive user experience."

you'll develop a **working MVP** (Minimum Viable Product) for both mobile and desktop platforms.

What it needs to do:

- ◉ Let users register/login

- ◉ Create and manage projects

- ◉ Add team members

- ◉ Assign tasks with due dates and statuses

- ◉ Communicate within each project

- ◉ Visualize task progress in a clear, intuitive way

- ◉ Send basic notifications for important events

Your prototype should be clean, responsive, and able to handle data efficiently

Wireframes : Application (MVP)

The mobile application MVP for SynergySphere is designed for accessibility and quick interactions, prioritizing core functionalities for users on the go. The user interface (UI) must be intuitive and user-friendly, ensuring a smooth experience.

- ◉ **Login/Sign Up Screen:**

- ○ **Description:** Standard input fields for email and password for login. A link or button for "Sign Up" leading to a registration form (email, password, perhaps name). Option for "Forgot Password."
- ○ **Elements:** App logo, email input, password input, login button, sign-up link/button, forgot password link.
- ◉ **Project List/Dashboard Screen:**
  - ○ **Description:** Displays a list of all projects the logged-in user is a member of. Each project entry should show the project name and perhaps a summary statistic. A prominent "+" button or similar affordance to create a new project.
  - ○ **Elements:** Header with app title/logo, list of projects (clickable items), new project button.
- ◉ **Project Detail View Screen:**
  - ○ **Description:** Accessed by tapping a project from the list. This screen is the hub for a specific project. It should provide access to task lists/boards.
  - ○ **Task List/Board View Screen (within Project Detail):**
  - ○ **Description:** Displays tasks for the selected project. Can be a simple vertical list of tasks or a basic card. Each task item should show title, assignee (perhaps an avatar or initials), and due date. A "+" button to add a new task.
- ◉ **Task Creation Modal/Screen:**
  - ○ **Description:** A form to create a new task. Fields for task title, description (multi-line input), assignee (dropdown/searchable list of project members), and due date (date picker). Buttons to "Save" or "Cancel."
  - ○ **Elements:** Input fields for title, description, assignee, due date picker, save/cancel buttons.
- ◉ **Task Detail View Screen:**
  - ○ **Description:** Displays all details of a selected task. Shows title, description, assignee, due date, current status. Allows editing of these fields (e.g., changing status via a dropdown).
  - ○ **Elements:** Task title, description, assignee, due date, status (editable), edit button (optional, or fields directly editable).
- ◉ **User Profile/Settings Screen (Basic):**
  - ○ **Description:** Accessible from a main navigation menu. Displays user's name and email. Options for logging out. Potentially basic notification preferences (on/off).
  - ○ **Elements:** User name, email, logout button, basic settings toggles.

The mobile MVP wireframes must prioritize "on-the-go" use cases. This means that actions like quickly checking assigned tasks, updating task statuses, receiving essential notifications, and sending brief messages within a project context should be exceptionally smooth and require minimal taps. The design should feel lightweight and responsive, enabling users to interact efficiently while away from their primary workstation.

Even in its MVP stage, the desktop version of SynergySphere should begin to embody "command center" aspects. It should provide users, especially project leads or managers, with a

broader overview of project activities and facilitate easier data entry for more complex tasks or detailed descriptions.

All the UI must be mobile friendly.

Mockup - https://link.excalidraw.com/l/65VNwvy7c4X/8ftMG5DsBJ6