Assignment

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Design a mobile app that allows users to easily buy and sell used books.

Expected approach:

1. **Define facts like what is the scope of the app, who would be the audience etc. If you are not certain of some facts, you'll need to make a few assumptions on your own and make a solution accordingly.**
2. **Break down the problem into parts (Define the different types of users, what actions can a user take and what this would result in).**
3. **Think of an end to end solution for different kinds of possible users for this app. Think about what elements you think should be there on any given app screen and what would be the user journey.**
   Hint: You may use a pencil and paper to make app screens (Wireframing) & to make user flows.

Expected output:

1. **Documenting the problem & a well thought through detailed solution (assumptions, facts, and your thought process)**
2. **Screens & Information architecture (What options will be shown where, how will one screen be linked to the other)**
3. **User flows for different scenarios and user types**

Please note that detailed mockups are not required. You should just be able to do a good job of depicting the information architecture and user flows.

Your assignment would be assessed based on -
1) Thoughtfulness - how clearly you have thought the solution through
2) Analytical and structured thinking

My Approach:

1. Scope of app:

   - To provide users of all age groups to purchase/sell books online.
   - Manage their accounts.
   - Reduce the time of buying/selling books.
   - Provide great discount over purchasing/selling.
   - Provide wide collection of book ranges.
   - Provide a user friendly environment.
   - Provide facility of user feedback.
   - Provide SMS/E-MAIL facility to automatically acknowledge the user.

2. We can break the problem into 3 parts:
   - Talking to users by interviewing them & conducting surveys to collect their feedback. By having a conversation, we can be sure of how they actually want the application to be.
   - Research the competitors in the market & collect their feedback & reviews of the application which can then help in designing the UI of the application.
   - Designing the app after a thorough research & survey. First we must know what are the buyer & seller's needs then accordingly after listing down the points we can proceed to make the UI of the app.

3. Understanding & the implementation of UI of app:

Buyer's needs:
   - Buy used books easily without any hassle.

   - Find relevant details about the book like author, publisher, condition etc.

   - Filter the books based on price, condition, author etc.

   - A chat button to talk with sellers on real time.

- Payment options like internet banking, using payment apps like Paytm, PhonePe & cash on delivery options must be available.

- Get it delivered quickly.

- Give feedback of the books, seller & services.

- Every genre of book must be available.

- Tracks the order of the book.

- Returns & cancellations must be present.

Seller's needs:-

- Get notified when an order is placed.

- Sellers can set the price of the book.

- Seller's cart must be present to know how many books are sold.

- Sell the books hassle free.

Flowchart: This is a general workflow of the application for both the seller & buyer. This flowchart helps to know how a user might navigate through the application, and interact with it.
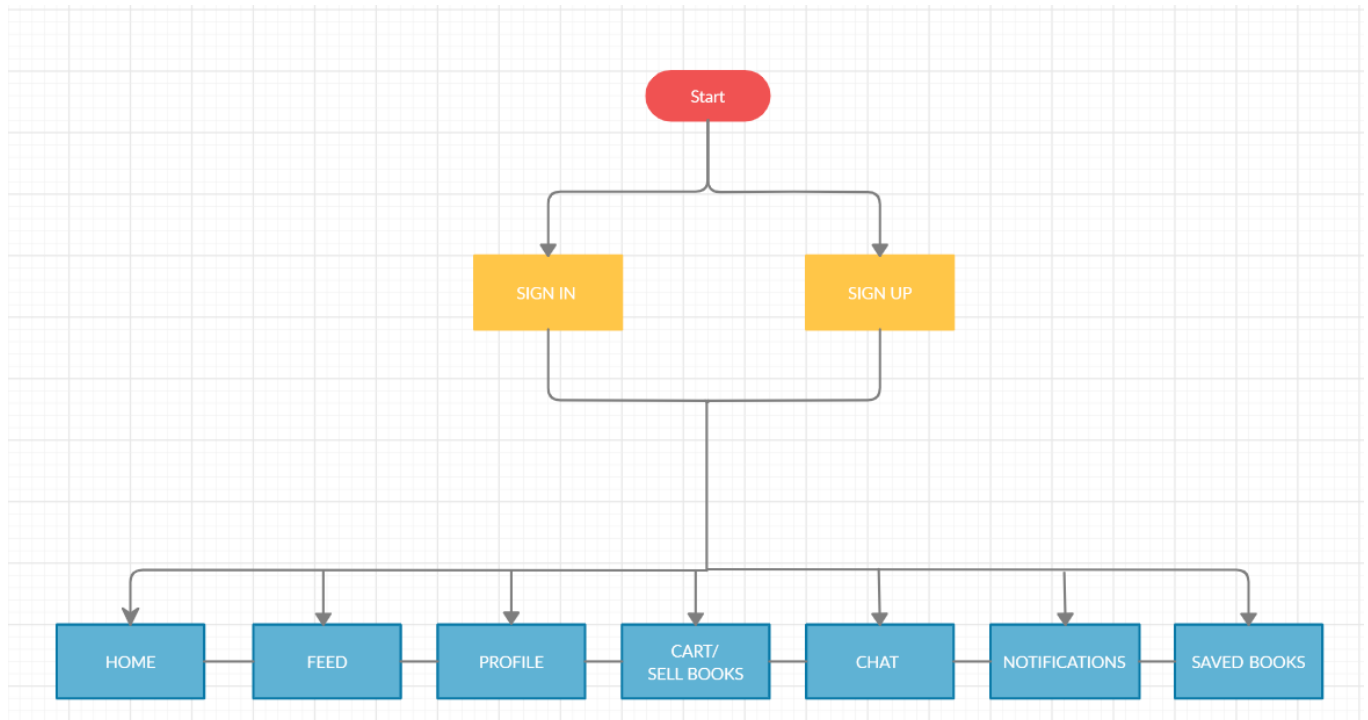
Wireframe of the app: I used Figma for building the UI of the application. I named the app as "Book World".
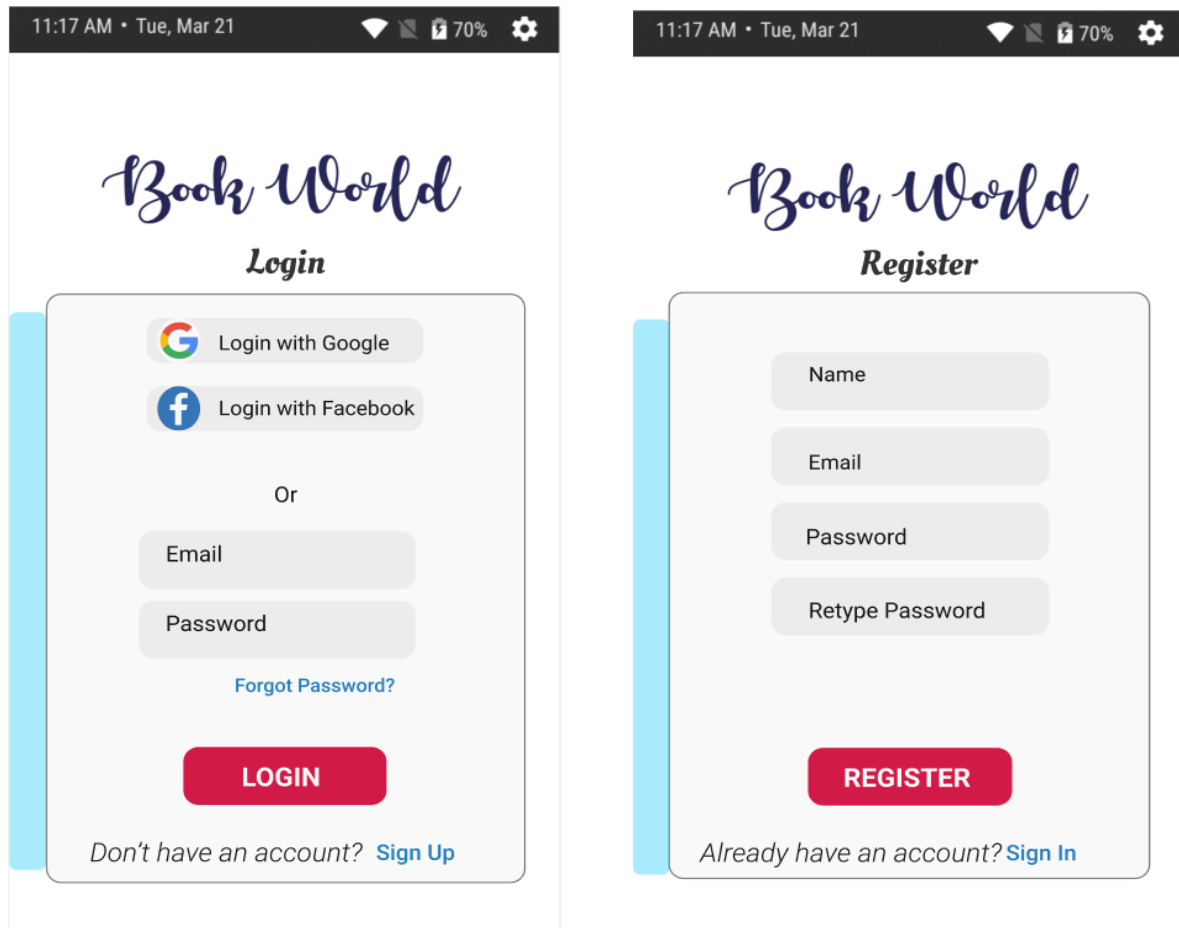

A new user must register successfully in order to proceed further to use the app Book World. After successful registration, anyone can login with Gmail or Facebook or by entering manually the Email Id & Password to use the app.
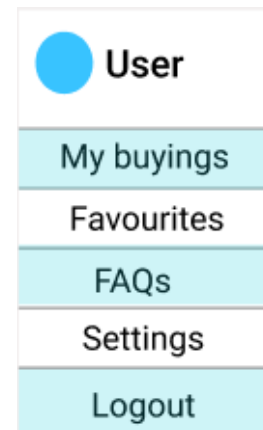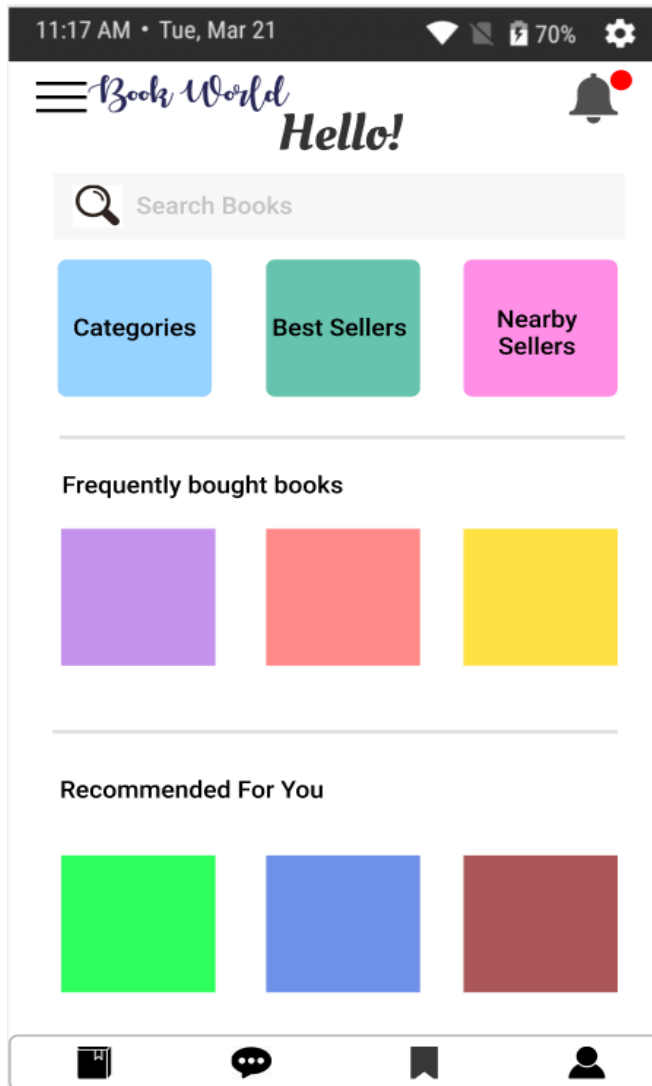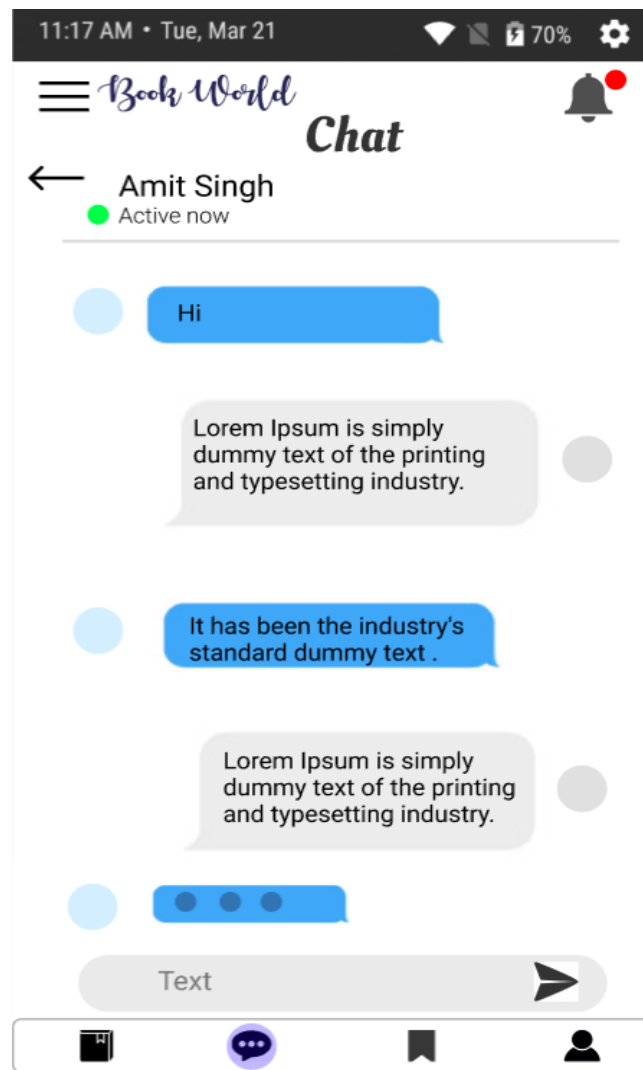
Now this is the home page of the app where a user can check for all the books according to the genre, best sellers, recommended books etc. A user will be notified here for all the new messages from the seller & the seller will be notified of any order placed by the user & also any new messages arriving from buyers. There is a search bar also where the user can search any books instantly.

Now near the logo of app there is a hamburgers menu button where additional details of the user can be provided like a button of user's buyings, favourites etc. are present. If anyone wants to log out of the app then one may use this button.

There is even a navigation bar at the bottom where a user can navigate to books feed,chat,saved books & profile page.
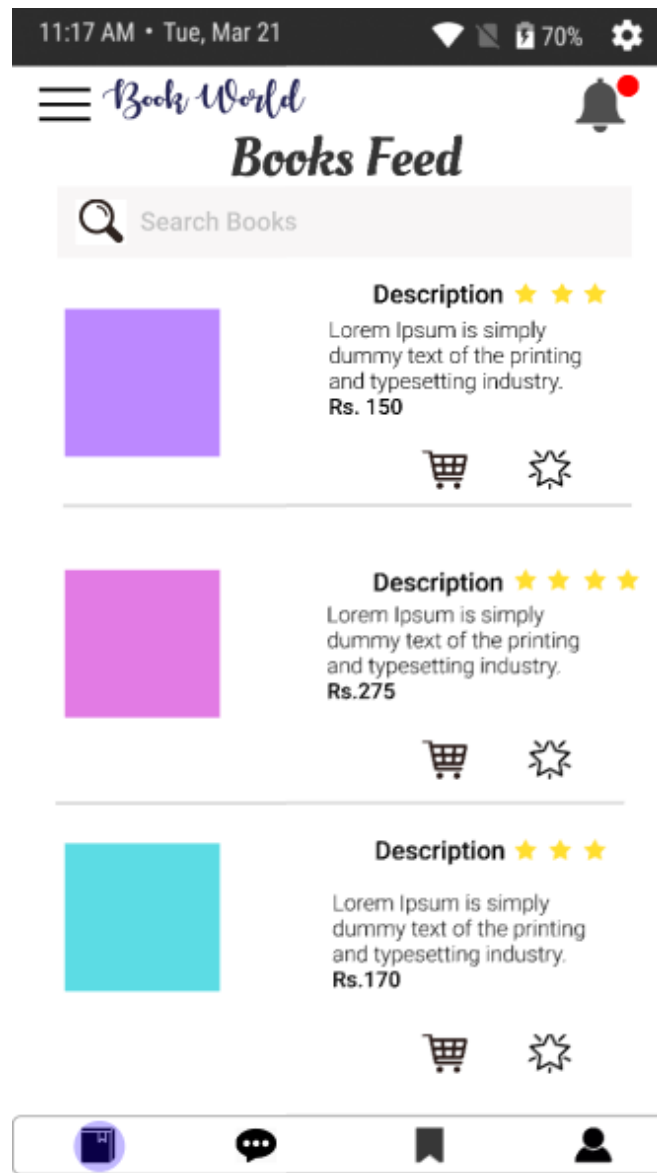

This is the books feed page where a user can see all the books & its description, ratings along with the price of the books.A user can also buy a book by clicking on the cart which will then lead to the payment page.Anyone can even star their favourite books.The starred books can then be seen on the favourites/saved books page.

This is the chat page of the app where buyer & seller can have a real-time conversation.

☰ *Book World* 🔔

Saved Books

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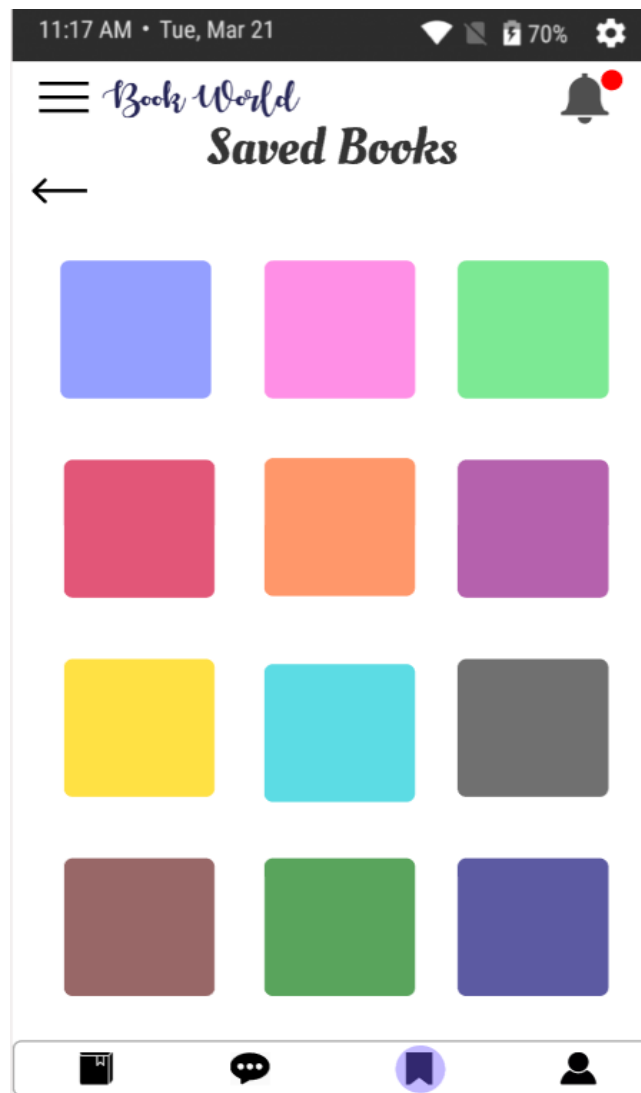
This is the page where a buyer can have a look of all the saved & the favourite books which he/she can consider to buy later.
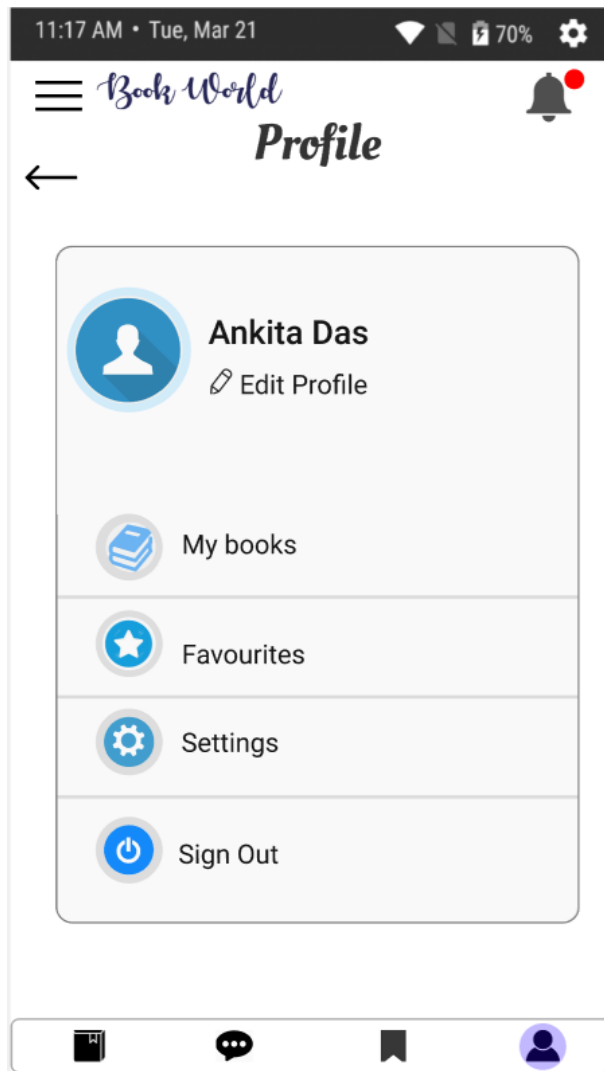
This is the profile page of a user. Here this is the the profile of a buyer.In case of a seller some buttons like Total books sold will be displayed.
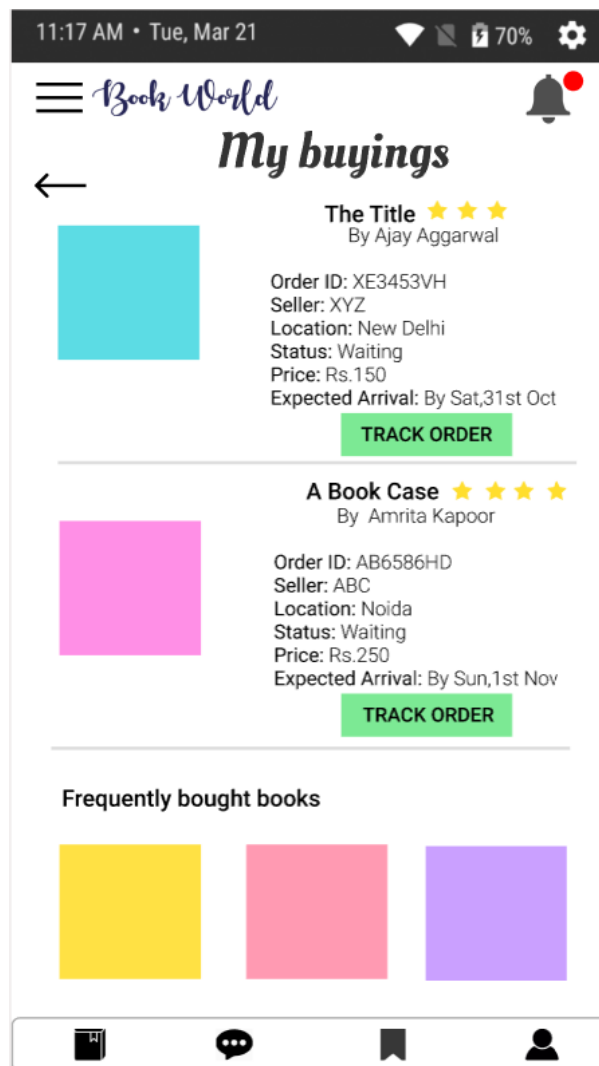
This is the sell books page of the seller where a seller will upload a book & its details like ISBN, Title, Author etc. on the app so that it can be easily visible to the buyers.

This is the shopping cart page where a buyer can track its order. A similar page like this will be displayed to the seller as well but instead of a shopping cart of a buyer it will be the page of the books sold by that particular seller.

Conclusion:

I have skipped a few wireframes due to the limitation of time. I hope that you understood & liked the main features of the application. Thanks, for going through this exercise extensively & I'm looking forward to hearing from you soon.