



## Swapy

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### Swapy goal

Book readers and video gamers of all ages consume either books or video games on a daily basis. The project goal is to build a platform that will give a solution for those who wish to exchange their used books / video games with others.

### Introduction

Swapy is designed to give a solution for book readers and video gamers who don't have what to do with their books / video games after they finish them – So, instead of leaving it on the shelf to gather dust, they can exchange it and get something valuable for them in return.

The user will upload the book / video game they wish to exchange and another user which interested in his book / video game will propose to exchange with his uploaded library.

### Swapy Algorithms & Functionality

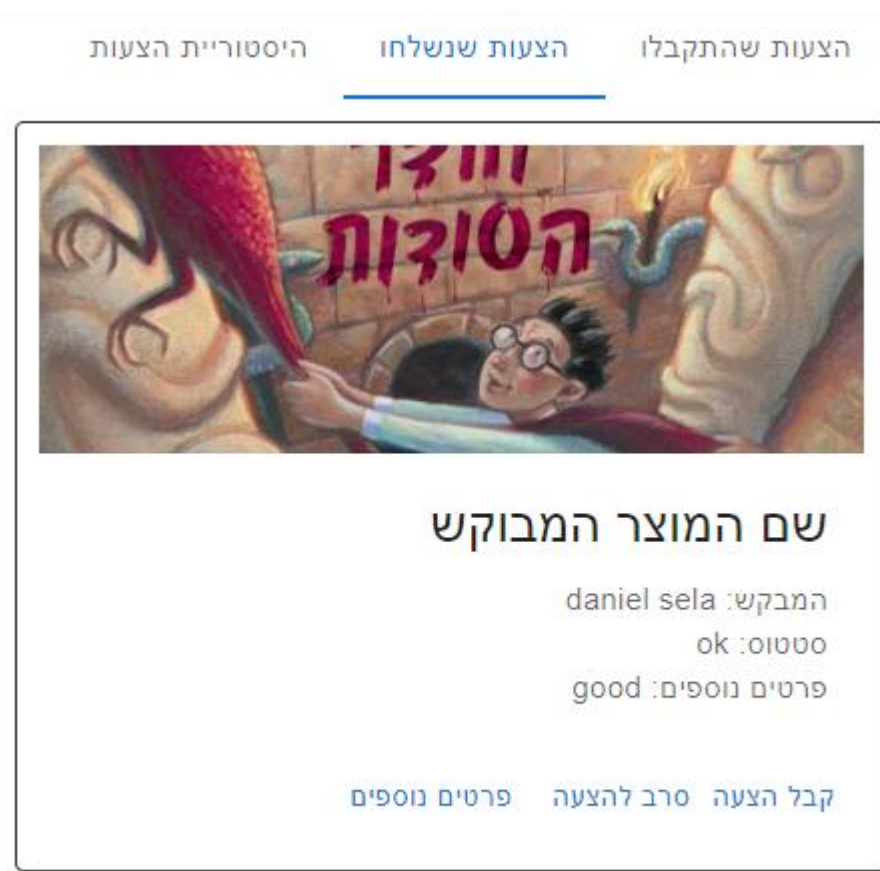
- Exchange items between people
- Search by different options
- User friendly web application
- Sending a notification once a proposal has been made
- Easily changeable to an Android/iOS app

### Selected Approach

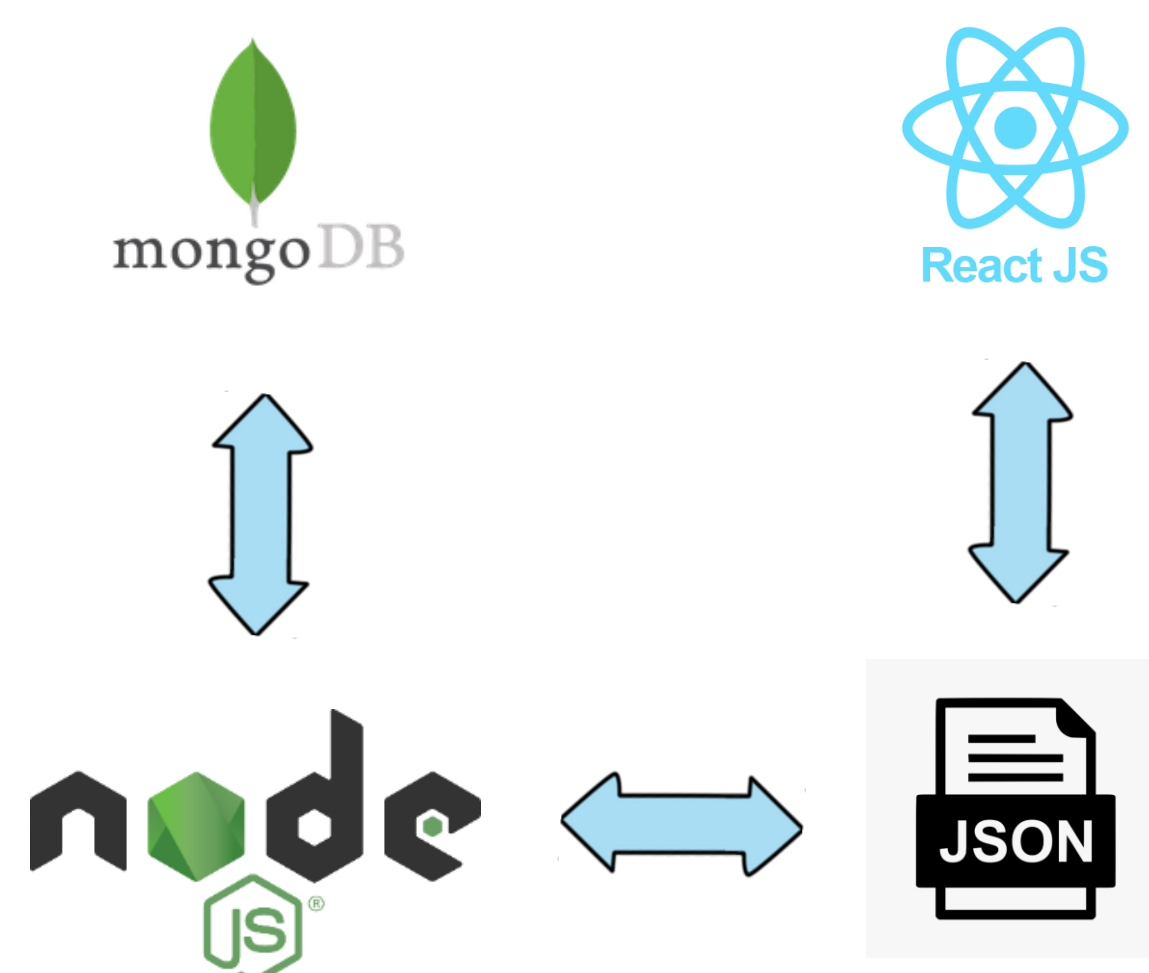
For the client side we will use React framework to build the website combined with Material-UI library for the UI. For the server side we will use Node.js which gives us JSON response data from database. As a database we will use MongoDB.

## Solution Description

### Screens:



### Architecture:



Scan QRCode for full Instructions (GitHub)