Assignment for Customer driven project

Title: CrowdShelf
Customer (Company): Netlight AS
Address: Karl Johans gate 23B, 4. etasje, 0159 Oslo

Assignment text:

The groups assignment is to create an online service, used by a smartphone application.
The service allows small and large groups of people to add their individually or collectively owned items. The items may be limited to books in the prototype.

A user of the application may create a new crowd, and set permissions such as open for all, restricted to specific email domains, restricted with a passphrase etc. Users may add books by isbn numbers (preferably using the camera and a standalone barcode-reader or image search)
A user may add any book to their collection, and mark it as available for loan. Any user may scan the books of a friend and suggest that they own it. A use case for this feature could be that a user of the service visits a friend, sees a book she would like to loan, and scans it, adding it to the friend, and marking is as loaned. The friend is then prompted to register.

There are two main scenarios of use that will be given priority:
- The ability to share a library of personally owned books.
- The ability of an organisation, such as a consultancy firm, to add a large number of the same book, and allow members to see who has the book at home.

The service should default to the following settings:
- Anyone can create a crowd.
- Membership to a crowd requires an invite.
- Members of a crowd has access to edit nearly any information within the crowd.

The group should focus on deploying as many early versions of the service/application to the customer as possible. The customer will provide access to approx 600 employees as testers. Choices for features should be based on validated learning, and the customer recommends using Lean Startup as the development methodology

Contact details:
Name: Peder Kongelf
Tlf: 922 55 909
Mobile: 922 55 909
Fax: -
E-mail: peder.kongelf@netlight.com