BookLoop

Version 1.0

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 18 Mar 2021 | 1.0 | The initial description of the project. | Stancu Gabriel - Iulian |
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# Introduction

BookLoop is a phone application that works on both Android and iOS systems, whose main target is connecting the book lovers from all over the world. It provides interfaces for users to sell, buy and exchange books between themselves (so keeping a cycle of reuse for some books, the “books’ loop”, but also for communicating (private or through groups) based on the books they are interested in.

## Purpose

The purpose of this document is to provide all the necessary details related to the design, implementation, maintenance and usage of this application, from the developer’s point of view.

## Scope

The project this Vision document describes is the BookLoop project mainly (which describes the client side of the application), but it brings some notions about the server where the application’s backend resides (the server itself).

## Definitions, Acronyms, and Abbreviations

See the Glossary document for this project.

## References

See the Design Constraints section of the Supplementary Specification document.

## Overview

The rest of the document describes the problems this project approaches, the way it was designed to solve these problems, what is the user base that encounters this problem and might benefit from using this application and lastly but not least, the requirements needed for this project development.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Readers not being able to socialize easy enough based on their hobby of reading. |
| affects | The book readers. |
| the impact of which is | Books recycling, readers communities are created. |
| a successful solution would be | Creating a specialized platform for solving this specific problem. |

## Product Position Statement

|  |  |
| --- | --- |
| For | Readers |
| Who | Want a cheaper way to improve their library and share their impressions about read books in discussions with other readers |
| BookLoop | Is a phone chat and books re-selling application |
| That | Facilitates the creation of book readers communities and books recycling |
| Unlike | Goodreads |
| Our product | Allows users to sell / buys books to / from each other and create communities and discuss based on what they read. |

# Stakeholder and User Descriptions

The stakeholders for this project can be divided in two categories: the internal stakeholders and the external stakeholders. For the internal stakeholders, we take into consideration the project manager, the project team, the company and the funder of the project, while for the external stakeholders we consider the customer, the Government and the supplier.

As for now, we will consider the project manager being the laboratory teaching assistant, Brăescu Lucian Vasile, the project team consists of the developer of the application, Stancu Gabriel – Iulian, the company involved would be the Technical University of Cluj – Napoca in this case, and finally, we would have no funder.

The customer of this application would be still the developer of the application, with the possibility of extending both the project team and the customer with other students that might be interested in developing it even further (creating an associated website as the desktop version of the application). The Government is not implicated in this project, as we do not earn any resources out of it (free to use application) and we provide no trade facility (we just help the book sellers / buyers reach each other, the payment and buying process is handled by them individually). Finally, we have no actual supplier, other than the actual users of the app, that will populate it with book offers and will use the application for chatting.

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| The company | Technical University of Cluj – Napoca, the “company” responsible for this project | Provide a project manager that will evaluate and make sure the application is developed respecting the required norms. |
| The project manager | Brăescu Lucian Vasile, the laboratory teaching assistant | Evaluate the progress of the development team regarding the project, taking into consideration architectural decisions taken for developing the application.  Provide feedback based on the evaluation.  Provide suggestions and better directions based on the decisions wrongly taken by the development team |
| The project team | Stancu Gabriel – Iulian, Computer Science student in the 3rd year | Take good decisions regarding the development of the project, based on the directions / suggestions received from the project manager.  Implement all the requirements of the application.  Come up with a deployment environment and maintenance facilities. |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Book | End user | Be friendly with any other user.  Engage in discussions with other users.  Help in the books recycling process (either by selling or buying books to / from other users).  The last two responsibilities are optional. |  |

## User Environment

The application targets individual users, for non – profit purposes. Each user should be friendly towards the community, which will use the application for social purposes (chatting) and books exchange. The application does not target libraries, book vendors etc.

The platform the application will run on (for now at least) will be the phone environment, including both Android and iOS users. Future releases might include a web page associated to the phone application, which would run on Windows, Mac and Linux environments.

At the release stage, the application will not integrate any other app. Future versions might include connections with some transport facilities (applications), to release the end users from the burden of finding a mean of exchanging the books between them.

# Product Requirements

From the development team’s point of view, the application will require a place where the server would be located. Either a local, own server would be enough, or a cloud – migrated solution might be taken into consideration.

From the user’s point of view, the minimum requirements are an Android device with a minimum Android version of 5.0 or an iOS device with the iOS version 8 or higher. In both cases, the user should have access to an active connection to the internet.