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# Library App

Intro

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# Core Features (cont.)

## Check-in

1. Location-based prompt
2. Busy?
  - A. Not Busy
  - B. Busy
  - C. Very Busy
3. Floor Prompt: "What floor are you on?"



# Core Features

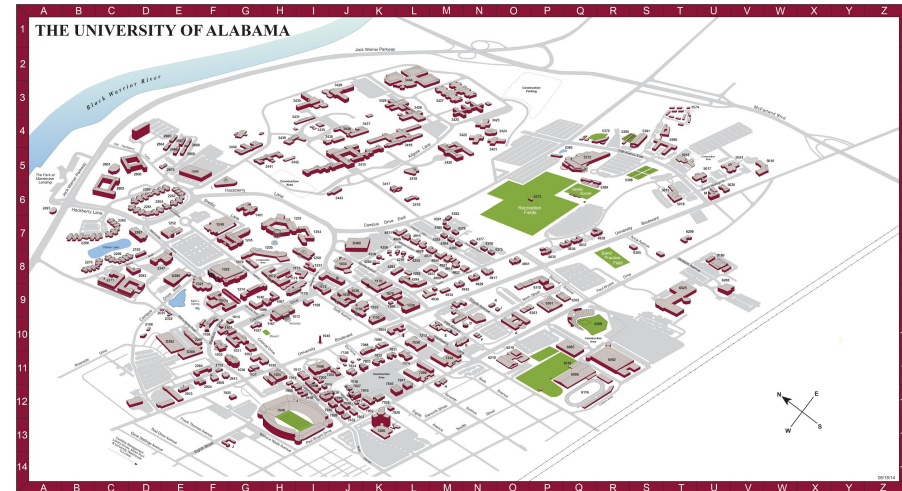
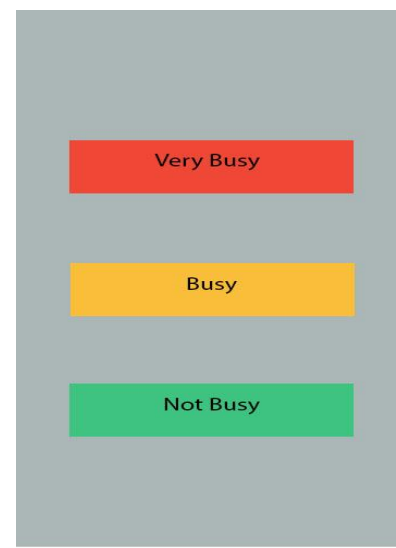
Mark Available:

1. Seat
2. Table
3. Study Room



# Interface

1. Map showing open locations
2. Busyness level
3. Real-time Hours of operation
4. Directions to library of choice
  - a. Link to google maps
5. Sort by nearness/busyness level
6. Simple 3 button interface for voting to make users more likely to submit data.
  - a. More data means a better app



# Future Ideas

1. Connect social media/ contacts
  - a. Facebook Friend interaction / See who is there and connect
2. Find a library
  - a. customizable advanced search to find the perfect library
    - i. Search Filters:
      1. Library with most mutual friends inside
      2. Search by library with people studying to the same thing
3. Rewards system
  - a. for those who use the app
4. Library Partnership
  - a. Verified Superuser- validate information
    - i. Library Staff
5. Opencv?
  - Computer vision library that can be used along with the library camera to detect open seats and library capacity, without the need for as much user input.



# Challenges

1. Participation
2. Simplicity
3. Privacy
4. Competitors