BookWrym

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Project Description

Bookwyrm is a way of organizing searching books that gives users the ability to favorite books and view tags attached to them in order to get customized recommendations



Tools - Github

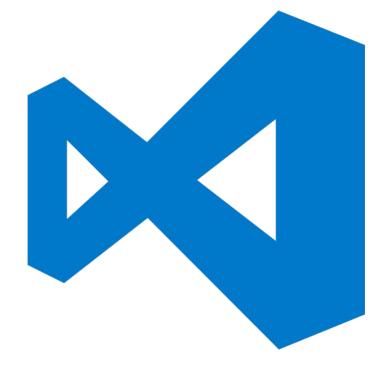


 We used Github to store our project repository, it allowed us to all work on separate branches and keep things organized.



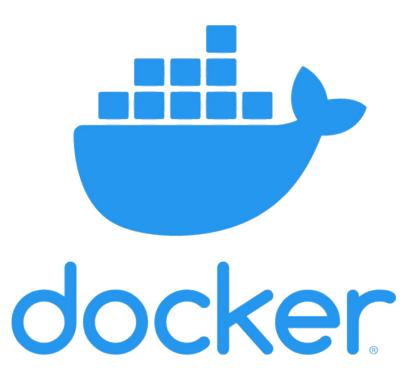
Tools - VS Code

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- VS code was our IDE of choice



Tools - Docker

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- We used docker as our virtual machine
- Ran into many issues with docker



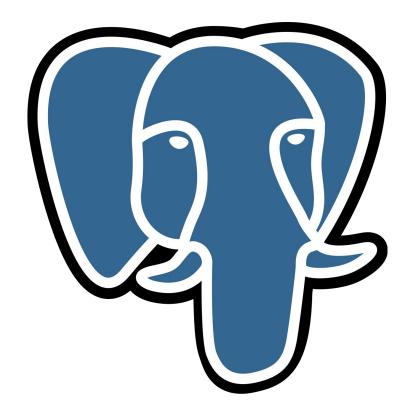
Tools - NodeJS

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Tools - PostgreSQL

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- We used PostgreSQL as our database



Tools - UI

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- We used both HTML and EJS files

Tools - Bootstrap

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- We used bootstrap throughout our project for different design implementations such as the navbar, footer, and book cards



Tools - Google Books API

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Tools - Mocha & Chai

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Tools - Deployment

- Local Host
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- Microsoft Azure
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Methodologies

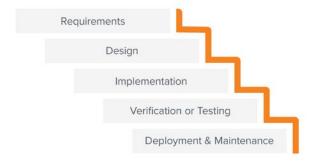
- Waterfall
- Scrum
- Feature Driven Development (FDD)
- Waterfall methodology



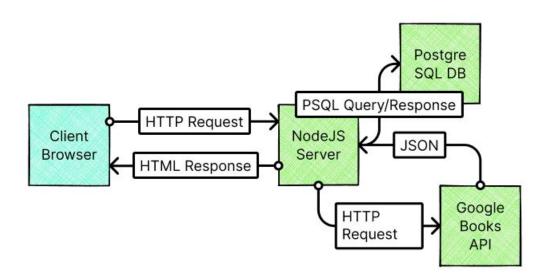
The Waterfall Method

Methodology - Waterfall

The Waterfall Method



Architecture Diagram



Challenges

- Implementation of Books Page
- Search Function
- Google Books API Implementation
- Making tags visible to user.
- DOCKER

Project Demo

http://localhost:3000/register

Questions?