ASSIGNMENT

Agile Development & Case Tool Lab

Title: Design an SDG-Based System Using Agile & Build a Prototype

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System Proposal

Selected SDG Goal

    i.   SDG 4 – Quality Education

    ii.   SDG 12 – Responsible Consumption and Production

Problem Identified:

Access to books and reading resources is limited for many people in the community, while many books remain unused after being read. Existing systems focus mainly on buying books rather than sharing them. There is a lack of a simple, community-wide digital platform that encourages book sharing, reading, and inclusive learning.

Target Users:

    i.   Students

    ii.   Readers

    iii.   Community members

System Name: BookCircle – *Community Virtual Library*

Objective:

To promote inclusive learning, responsible reuse of books, and community collaboration by creating a *community-driven virtual library* where people can donate, borrow, wishlist, and pass books among readers, while encouraging participation through a simple points-based system.

User Stories:

1. As a user, I want to browse available books so that I can find books to read easily.

2. As a user, I want to donate books so that others in the community can read them.

3. As a user, I want to request or borrow books so that I can access books without purchasing them.

4. As a user, I want to add books to my wishlist so that I can save them for future reading.

5. As a user, I want to earn points by donating books so that I can borrow books from the community.

Sprint Goal:

To design and validate a simple community-based virtual library system prototype that allows users to share, borrow, and manage books through an intuitive interface.

Stories Selected for Sprint:

- Browse and view available books

- Donate a book

- Request or borrow a book

- Wishlist management

- Points system for fair participation

Prototype Tool Used: Figma

A visual prototype was designed using Figma to represent the BookCircle system. The prototype includes screens for browsing books, viewing book details, donating books, requesting books, managing wishlists, tracking reading activity, and viewing a points-based reward system. Simple interactions and micro-animations were added to demonstrate user flow and state changes.

Click here to view prototype.