User Manual

Book Scout

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Setting up the Environment

1. Install Visual Studio Code (VS Code)
   Install Visual Studio Code (VS Code), which serves as the code editor for this project. You can download it from code.visualstudio.com and follow the installation instructions specific to your operating system, whether Windows, macOS, or Linux. Once installed, you will use this tool to edit and preview the project.

2. Install The Liver Server Extension
   install the Live Server extension, which allows you to preview your project in a web browser in real time. Open VS Code, navigate to the Extensions Marketplace by clicking on the Extensions icon on the left sidebar or pressing Ctrl+Shift+X, and search for "Live Server". Locate the extension by Ritwick Dey and click the "Install" button. Once installed, it will add a convenient option to preview your project directly in a browser.

3. Download The Project's Source Code
   Visit the GitHub repository at https://github.com/NoeCodes/Book-scout. On the repository page, click the Code button and select Download ZIP from the dropdown menu. Save the file to your computer, then extract its contents to a folder of your choice. Once the extraction is complete, the project files will be ready for use.

4. Open The Project
   After setting up VS Code and Live Server, open the main directory of the project. You can do this by launching VS Code and selecting Open Folder from the File menu, or by dragging and dropping the folder into the VS Code window. This step ensures that all your project files are accessible in the editor for seamless navigation.

Using Book Scout

To begin using the application, log in with your registered email and password. If you do not have an account, you can register by providing a valid email and creating a password. Once logged in, you are directed to the home screen, where you can navigate through the platform using links to the **Find Books**, **About Us**, and **Dashboard** pages.

The **About Us** page offers a brief overview of the developers who created the project. This section provides insight into the creators' background and their inspiration for building the application.

On the **Find Books** page, you can explore a collection of books across various genres, handpicked and recommended by the developers. Users can either scroll through the available selection or use the search bar at the top of the page to search by title or author name. If a book is in the catalog, it will appear in the search results; otherwise, a "Book not found" message will be displayed.

Selecting a book from the catalog opens a detailed view where additional information is presented, such as a brief synopsis, the book's language, and its page count. To the right of the detailed view, three buttons offer interactive features. The **Favorite Book** button allows users to add the book to their list of favorited books, which can be accessed later on the Dashboard. The **Read Book** button marks the book as completed and rewards the user with points based on the book's difficulty, as determined by the developers. These points are displayed on the Dashboard, but the specific difficulty ratings are not visible to users.

Additionally, users can leave a review for the book by clicking the **Leave Review** button. This feature allows you to write a personal review, assign a star rating between 0 and 5, and submit it. At the bottom of the page, you can view reviews left by yourself and other users.

The **Dashboard** page is accessible via a navigation button at the bottom of the home page. On the Dashboard, users can view their account statistics, including the total number of books read, books favorited, and points earned. The Dashboard also features a list of all the books added to the favorites list, making it a central hub for tracking your reading progress and achievements.

This intuitive layout ensures a seamless user experience, enabling efficient navigation and interaction with the application's features.