

The overall objectives for the system.

To measure the overall effectiveness of the system, targets must be set before writing the program. These targets will help in the evaluation stage to determine whether our objectives have been met. These objectives will be **SMART**, i.e:

- **Specific**
What objective needs to be accomplished?
- **Measurable**
How can we quantify this objective?
How will the success of this objective be measured? (quantitatively or qualitatively)
- **Achievable**
Is this objective achievable and realistic? If so, how do you plan to achieve them?
- **Relevant**
How does this objective benefit the end-users of this application as a whole?
Why has this goal been set?
- **Timely**
Can this objective be completed within an appropriate time frame?
At what stage in the software development lifecycle will you start implementing this goal?
In which order will any sub-objectives be completed?

The Project's SMART Objectives

1. **To produce a solution for cataloguing a school library and recording users and books borrowed**
At the end of the project, I will evaluate against my success criteria and determine whether this objective has been met. On the software side, I will be using React, Expo and PostgreSQL. This objective will be the main objective for this project. This objective must be completed by March 2024.
2. **To produce a solution including a database that can store details of books, borrowers, loans and returns**
3. **To produce an intuitive and easy to use solution**
I will evaluate my success on this objective by having a new user without any prior training or advice use the system and try to carry out a number of tasks without any assistance. If the user is able to successfully complete the tasks I will consider the system to be intuitive and easy to use and therefore this objective satisfied. To achieve this I will design my system to have a consistent layout based on **Material Design 2**, (<https://m2.material.io/>) the design language used by Google products and many apps running on the Android operating system. I will also use language that is a) appropriate for the situation the product will be deployed in (with young children) and b) easy to understand (so that children can interact with the system) I will also use meaningful error messages so that the user has a clear understanding of the problem that has occurred. This objective will benefit the end user as a intuitive and easy to use solution is critical to the usefulness of the project. If the end product is not easy to use, it is less likely to be used and accepted by my stakeholders. This objective will be worked on during the development process, and so will be completed by the time development concludes. I will mock-up a version of the user interface in the design stage and will continuously iterate on the user interface during development.
4. **To produce a solution that features a fully searchable catalogue**
5. **To produce a solution that features reporting for overdue and/or lost books**
6. **To produce a solution that includes a curated "suggested reading list" for each borrower**
7. **To produce a solution containing a user interface that can be accessed via a mobile device**