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Executive Summary Question

Library Management System

Introduction

Having a large collection or library is common place in many homes, academia, and in libraries itself. Keeping track of all the books, articles, etc is a very tedious and cumbersome task. There are any people whose lifelong jobs are to catalog or bookkeep these inventories.

Problem

Many times, these book keepers are prone to making and cause unintentional errors in the inventories. Often it goes unnoticed until it is too late and the college, home, or university incurs a loss somewhere down the road. There should be a better alternative to this current problem.

Solution to Problem

Our solution to this problem is to build a virtual library management system. This system will be able to hold a record of a book or article, it’s quantity, it’s type, it’s genre, etc. This will eliminate the need for a bookkeeper as a user can use the system themselves from any device they choose. This system will save the user money down the line as they don’t need to hire a bookkeeper and just maintain the virtual system. The user can customize the system to their personal needs. This type of system will be in high demand by many universities and home studies alike.

Timeline

In order to start the development process, we will need t start off with at least $500,000 to secure and pay upcoming employees. In the first 3 months of operation, we will hire developers and designers to create a prototype and a simple design to show to potential funding agencies. In the next 3 months, we will flesh out our functionality and start marketing to the public. In the upcoming year, we will beta test and then launch our product. After this launch, we will continue to maintain and add new features.

Conclusion/Further Works

A library management system is a very lucrative idea that would be in great demand to many users at large. Given good revenue and profits we would expand to different areas such as going past just a library management system to even general media such as DVS, Games, Movies, etc. The possibilities is endless.