**Second Hand Book Resale System**

**By Scarlet Warner**

**Problem Statement:**

As the popularity of recreational reading grows, many readers seek affordable ways to access a wide range of books. However, the cost of purchasing new recreational books can be prohibitive, especially for avid readers or those with limited budgets. Libraries are unable to provide for the demand, resulting in month long wait times. While there are second-hand marketplaces, they often cater more towards textbooks or specialized genres, leaving recreational readers with limited options. These platforms frequently lack a streamlined system for browsing, purchasing, and selling used recreational books, resulting in poor user experiences, unverified book conditions, and unreliable transactions. They also promote price gouging, allowing sellers to list new books for exorbitant prices, capitalizing on perceived scarcity.

This project aims to develop a dedicated second-hand book resale system specifically for recreational readers. The platform will provide a convenient, user-friendly space for readers to buy and sell pre-owned novels, non-fiction, and other recreational titles. By offering clear listings, book condition transparency, and a secure transaction process, this system will foster a vibrant community of book lovers while making recreational reading more accessible and affordable.

**Description**

The platform is designed for avid readers who seek affordable recreational books. The system will connect individuals who want to sell their used books with those looking to purchase them at a lower cost. The platform will emphasize simplicity, transparency, and community, making it easier for recreational readers to buy and sell novels, non-fiction, and other literary genres in a secure environment. By creating a dedicated marketplace for second-hand recreational books, the system will foster a community of readers while promoting sustainable book consumption and reuse.

**Objectives of the system**

* **Provide an Accessible Marketplace:** Develop an intuitive platform where users can easily list, browse, and purchase recreational books.
* **Ensure** **Book Condition Transparency:** Implement a clear grading system for book conditions (e.g., "Like New," "Good," "Worn") to inform buyers about the quality of the books they are purchasing.
* **Facilitate Safe and Secure Transactions:** Offer integrated payment solutions and a rating/review system to ensure safe, reliable exchanges between buyers and sellers.
* **Promote Environmental Sustainability:** Encourage the reuse of books by making second-hand sales convenient and accessible, and supporting eco-friendly consumption habits.

**System requirements**

**Functional Requirements:**

1. **User Account Management:**
   * Users can create accounts, update profiles, and manage personal information.
2. **Book Listings:**
   * Users can upload book details, including title, author, genre, condition, and price.
   * Photos of the book’s current condition must be uploaded by the seller.
3. **Search and Filtering:**
   * Buyers can search for books by title, author, genre, or price.
   * Filtering options for book condition and price range.
4. **Transaction Management:**
   * Integrated payment gateway for secure transactions (e.g., Stripe, PayPal).
   * Order tracking for both buyers and sellers.
5. **Rating and Review System:**
   * Users can rate transactions and leave reviews for sellers.
6. **Notifications:**
   * Email or in-app notifications for new messages, book listings, or status updates on orders.
7. **Recommendation System:**
   * A system that suggests books based on users' past purchases or search history.

**Non-Functional Requirements:**

1. **Security:**
   * Secure payment transactions using encryption and fraud protection.
   * User data protection and privacy compliance (GDPR, etc.).
2. **Scalability:**
   * The platform should be able to handle a growing user base and large volumes of book listings.
3. **Usability:**
   * A user-friendly interface accessible on both desktop and mobile devices, with clear navigation and minimal complexity.
4. **Performance:**
   * Fast load times and smooth browsing even with a large database of books.
5. **Support and Maintenance:**
   * Regular updates and customer support to resolve any issues users may encounter.

**Typical Customers**

1. **Avid Readers:**

* Individuals who read frequently for leisure and are looking for more affordable ways to access books.

1. **Casual Readers:**

* Readers who pick up a few books a year but want to find deals on popular titles without paying full price.

1. **Book Collectors:**

* People interested in collecting rare or out-of-print books at lower prices.

1. **Students:**

* Though the platform is focused on recreational books, students looking for affordable literature or leisure reading material could be potential customers.

1. **Eco-Conscious Consumers:**

* Individuals who are environmentally conscious and prefer buying second-hand to reduce waste and support sustainability.

**Project planning**

Web browser, GitHub, Visual Studio Code

**Development approach**

HTML, CSS, C#, Identity framework, Entity framework

**Development Plan**

Week 1-2: Initial planning & requirements gathering

Week 3-8: System Design

Week 5-8: Development

Week 9-12: Testing and debugging

Week 13: Deployment and final testing