Scribble: A Story Sharing & Writing Platform

Introduction

Scribble is a dynamic story-sharing and writing platform designed for individuals who are passionate about reading and writing across various genres. Inspired by platforms like Wattpad, Webnovel, Fable, Goodreads, GitHub, and Monkey Type, Scribble creates a space for creative expression, community interaction, and author support. It allows users to write, publish, support, collaborate, and interact with stories in an engaging and user-friendly environment.

Motivation

As avid readers and frequent users of apps like **Goodreads**, **Fable**, **Wattpad**, and **Webnovel**, my friends and I realized the need for a platform that not only aligns with our interests but also reflects our passion and creativity. This inspired us to build **Scribble**, a platform that combines features from our favorite applications while introducing new, innovative concepts that make reading and writing more interactive and supportive.

Objectives

- Build a platform for authors and readers to connect through storytelling.
- Allow community-driven interactions via book-based groups.
- Enable users to support each other's work financially or emotionally.
- Create genre-based weekly contests to encourage creativity.
- Implement real-time communication using multithreading and socket programming.
- Provide gamified experiences to keep users engaged.

Features (Including Multithreading and Socket Programming)

Core Platform Features

- **Support System**: Users can support writers whose work they find interesting.
- **Author Collaboration**: Users can co-author books with others on the platform.
- Interactive Reader Community: Readers can comment on and rate books.
- Community Groups:
 - Each book has a dedicated group for discussion.

- o A default group exists for physical book exchange.
- Users can create custom book groups and invite others to join.

• Profile View:

- Modify personal information
- View history, saved books, and supporter records
- o Track created books, drafts, collaborations, and group memberships

Weekly Genre-Based Contest System

- Contests are available for 4 genres: **Fantasy**, **Thriller Mystery**, **Youth Fiction**, and **Crime Horror**.
- Each user can participate once per week.
- Voting is only available during the current week.
- At the end of the week:
 - o Contest results are shown in a "Previous Week" section.
 - o Top 3 winners are determined by vote count and ranked accordingly.
 - These winners are temporarily restricted from participating for the next two weeks to ensure fairness and variety.

• Rules and Logic:

- o Entry submission and voting are disabled after the week ends.
- o The previous week becomes read-only to display results without allowing further interaction.

Multithreading Implementation

Multithreading is used to manage real-time communication without freezing the UI and to handle multiple users simultaneously:

• **Server-Side**: A fixed-size thread pool manages incoming client connections efficiently. Each client connection is assigned to a handler running in a separate thread. Messages are read and broadcast to the correct group while being saved in the database. A thread-safe structure ensures that multiple users can be managed reliably in parallel.

• **Client-Side**: A dedicated thread listens for incoming messages from the server. This background thread ensures that the JavaFX UI remains responsive, and messages received are updated on the UI safely without interrupting user interactions.

Socket Programming Implementation

Sockets enable real-time interaction between the server and clients using TCP-based communication:

- **Server-Side**: The server listens for client connections and assigns each new client to a communication handler. Clients are grouped by book discussion groups. Messages are received, broadcasted to the group, and saved in the database. When a client disconnects, they are removed from the group safely.
- Client-Side: Clients connect to the server and identify themselves with user and group information. They can send messages to the group and receive real-time updates. The chat interface updates messages in real-time, distinguishing between the sender and other participants.

Game Section

To keep the platform engaging, two simple but enjoyable games are included:

1. Puzzle Game:

- o Users can solve puzzles using book covers.
- o Multiple difficulty levels are available: 3x3, 4x4, and 6x6.

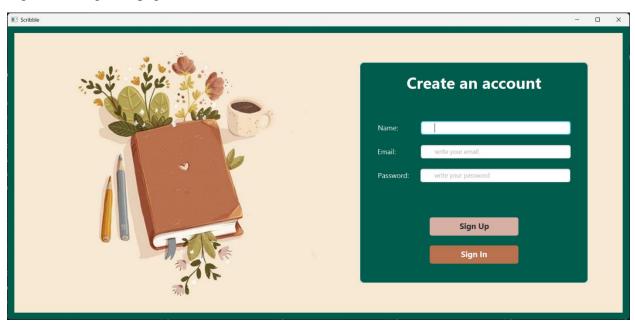
2. Tic-Tac-Toe Game:

- Users play against the computer.
- o Input is automatically cleared after 20 seconds.
- The computer is designed with slightly higher chances of winning using strategic logic, making the game more challenging and engaging over time.

Screenshots of UI

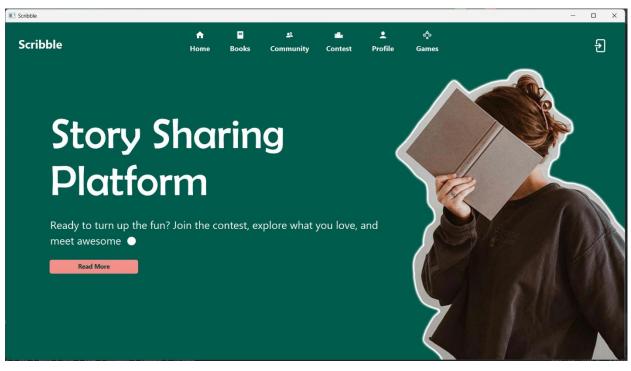
These are the UI design Screenshots of Scribble

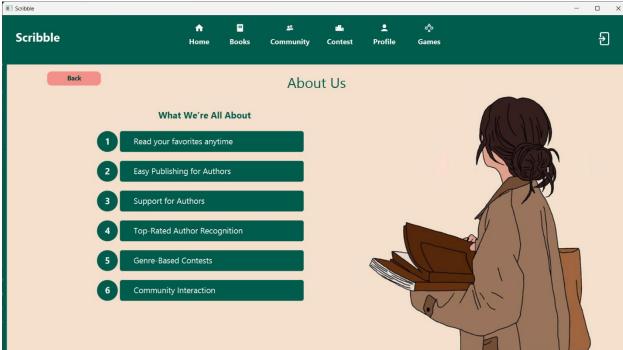
SignIn and SignOut page





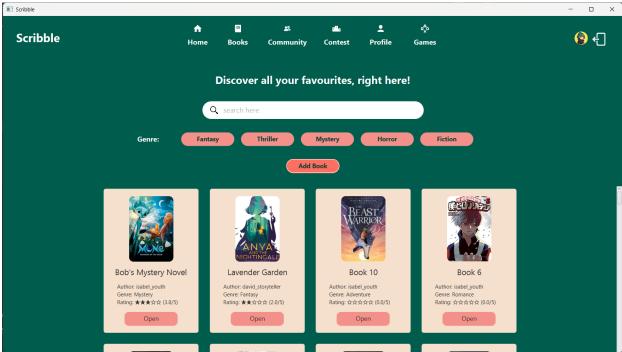
This is the Home page and about page without any user signed in



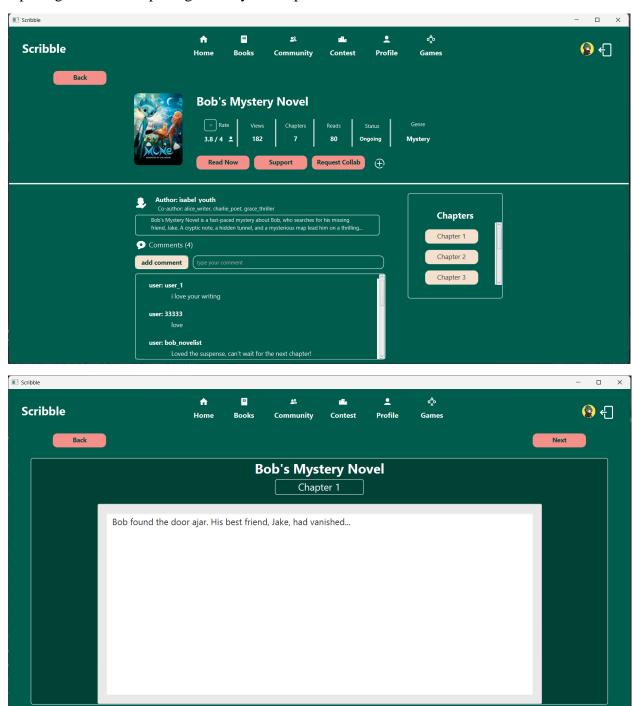


After a user signed in Home page view and Books library view

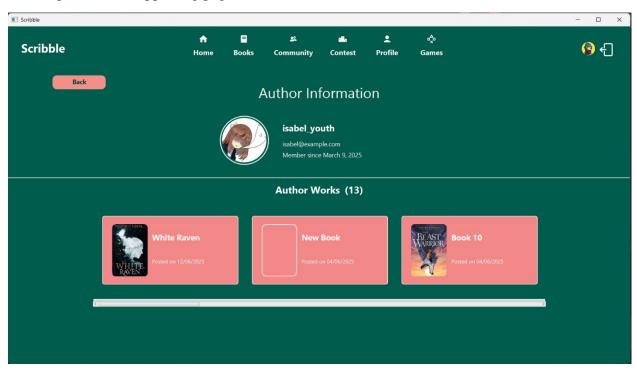


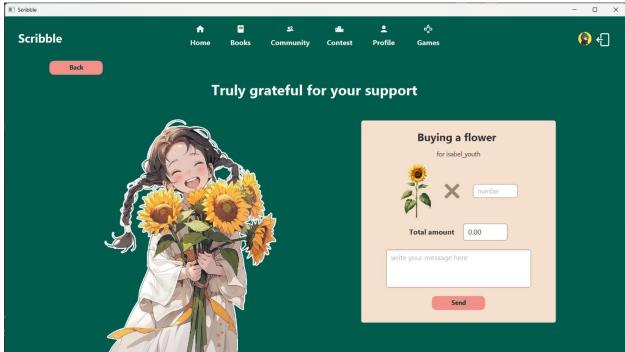


Opening a book and opening the very 1st chapter

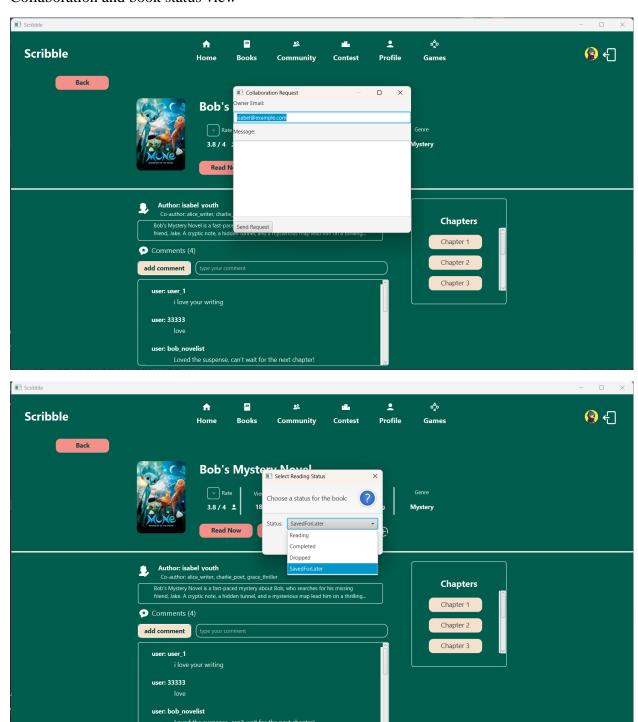


Author profile and supporting page

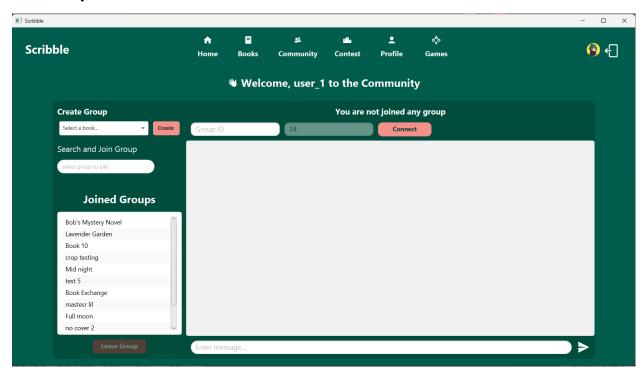




Collaboration and book status view



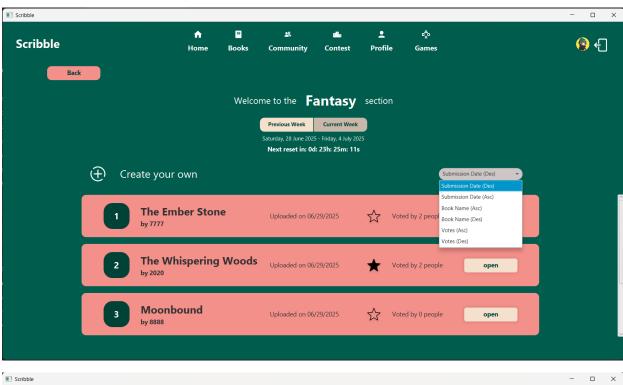
Community section

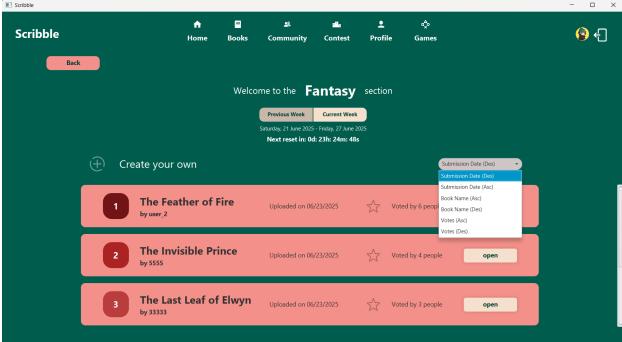


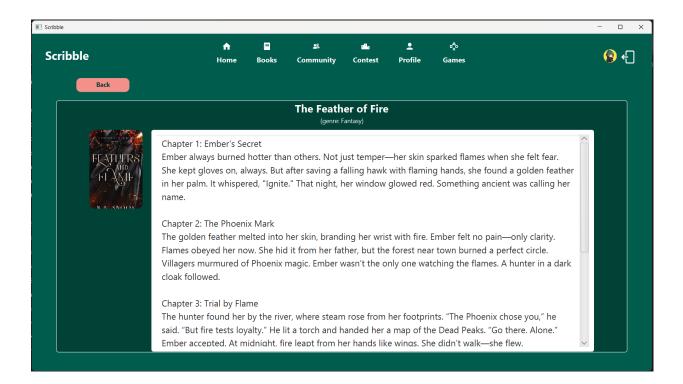
Contest section



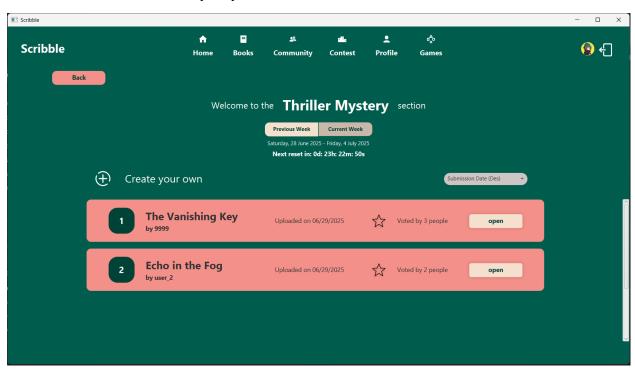
Contest section → Fantasy sub-section view

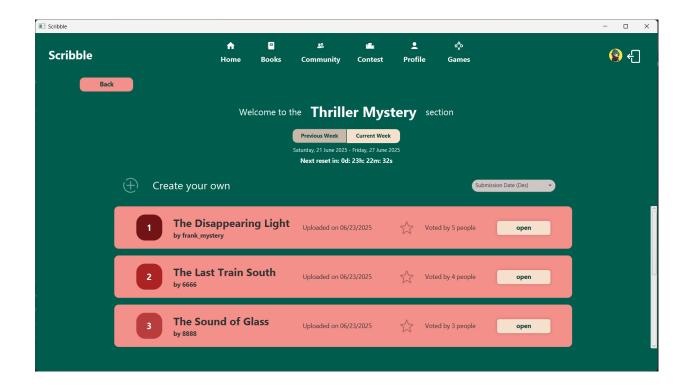




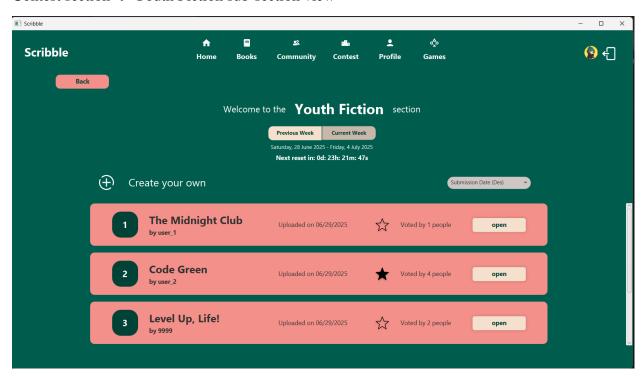


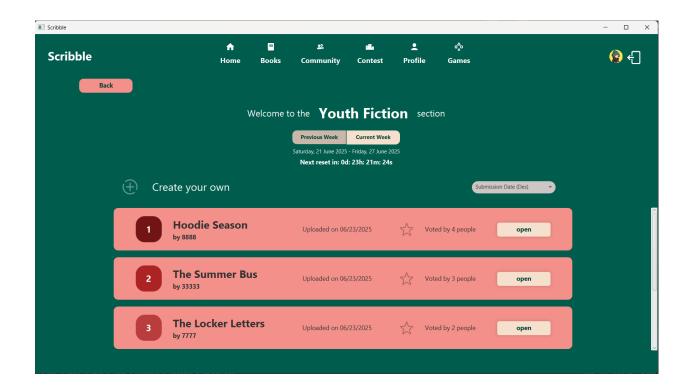
Contest section → Thriller Mystery sub-section view



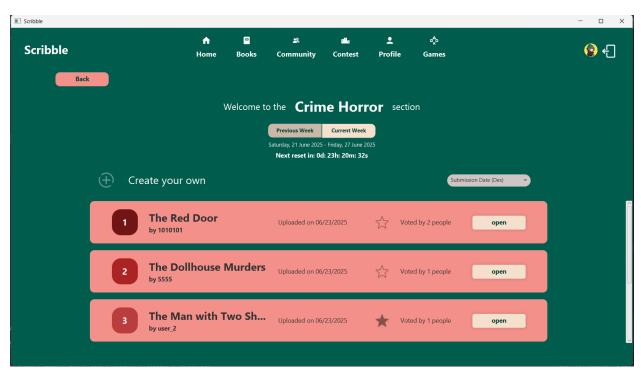


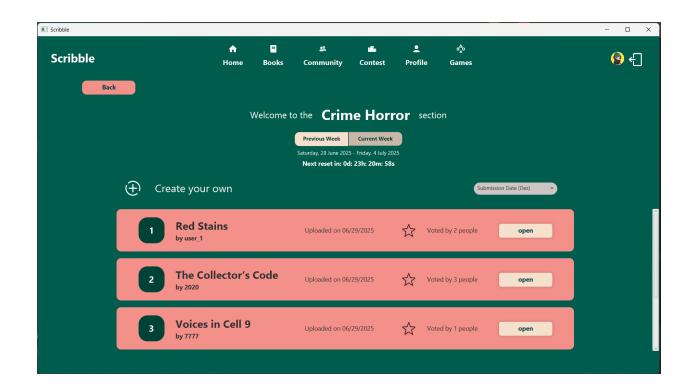
Contest section → Youth Fiction sub-section view



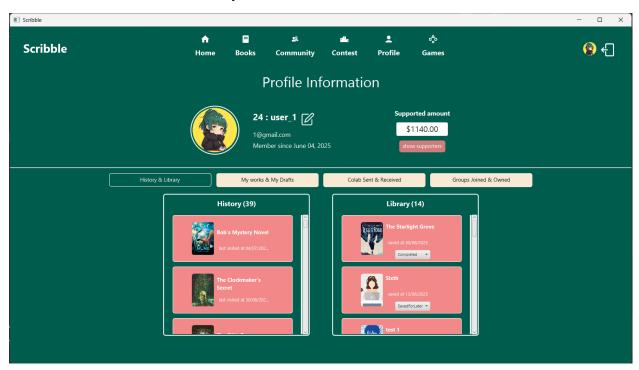


Contest section → Crime Horror sub-section view

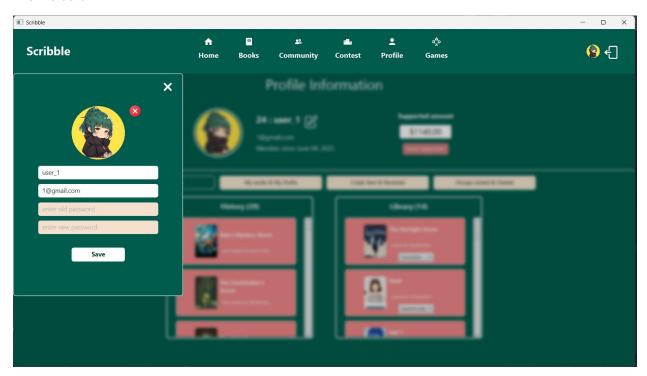




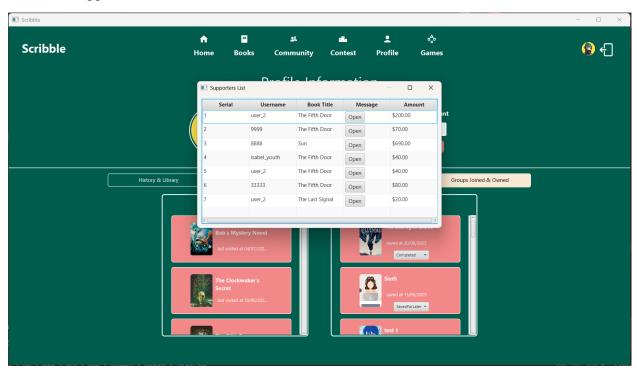
User's Profile view and user history and saved book status records



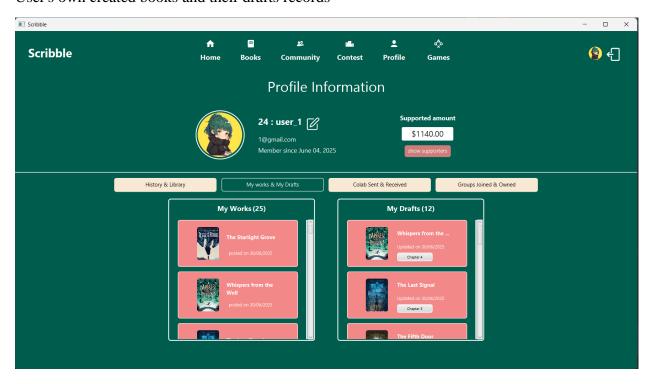
Profile edit



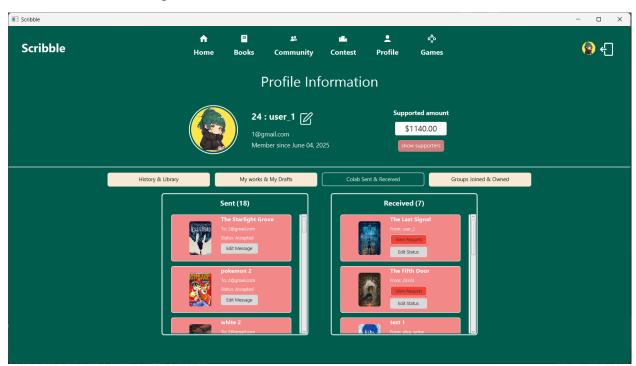
User's all supporter's info records



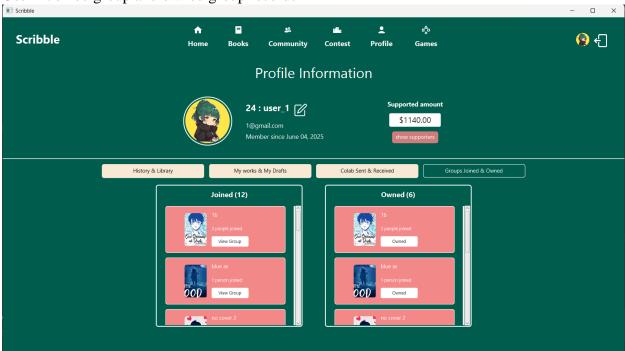
User's own created books and their drafts records



User's Collaboration request sent and received records



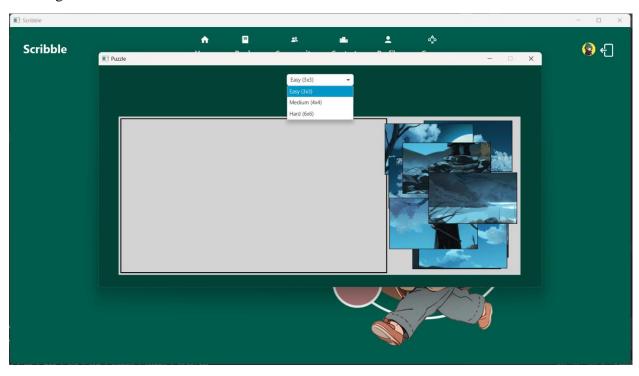
User's Joined group and owned group records

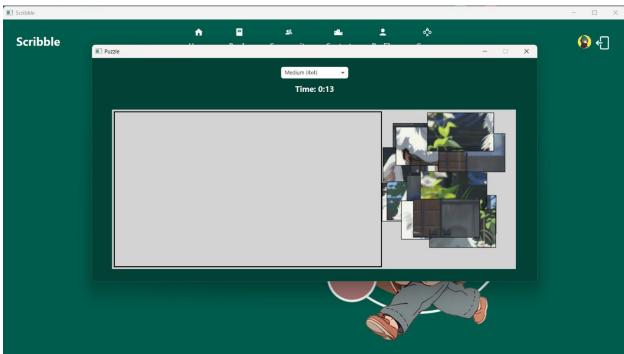


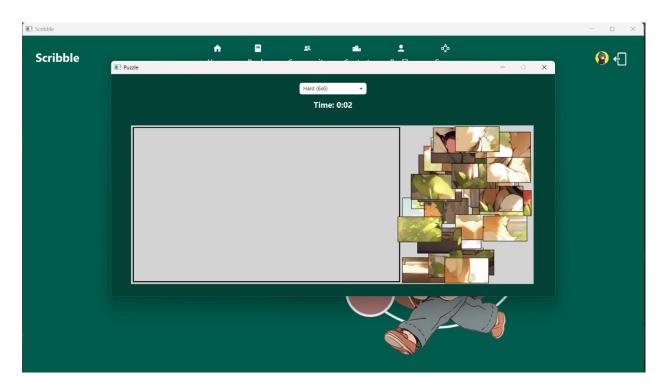
Game section

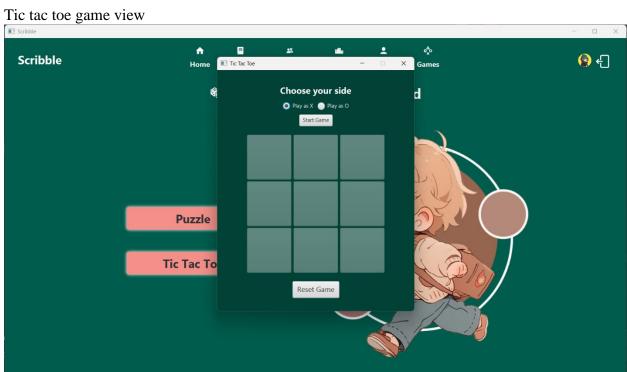


Puzzle game view









Conclusion

Scribble is a community-focused platform that brings together storytelling, collaboration, and real-time interaction. With advanced features like multithreading, socket-based chat systems, and genre-based contests, Scribble is more than just a reading app — it's a creative ecosystem. The inclusion of collaborative tools, support mechanisms, and games ensures that users stay inspired and connected. This project has helped us explore not only the technical dimensions of software development but also the creative and social aspects of building a vibrant digital community.