

FYP Proposal Submission Form – FA’22 & onwards

DO NOT SUBMIT HANDWRITTEN FORM

FYP/CUI/CS-WAH/024

*** Project Title:**

(150 characters)

Readinook: A social Media platform for Readers

*** Which real world problem shall be solved by this FYP?**

(800 characters)

Readinook works as a mediator eradicating any barriers between likeminded readers. *Readinook* provides a platform to connect with a community of bookworms and literature enthusiasts. *Readinook* allows location-based community building, easing the act of socializing for readers. Moreover, *Readinook* promotes reigniting the flame of literature, while connecting with others on a deeper level.

Detail of Project Members:

1: CIIT/FA20-BSE-022/WAH

Nouman Khaqan

2: CIIT/SP21-BSE-064/WAH

M Anees Ur Rehman

Supervised By:

Ms. Maha Rasheed

Project Streams:

☐ Web-based FYPs

☐ Desktop Applications

☒ Mobile Apps FYPs

☐ Game-based FYPs

☐ Hardware-based

*** Project Description:**

(3000 characters)

Note: Login/logout and authentication/authorization shall be the default functionalities of Web/Gaming/Mobile/Desktop FYPs.

(a) What is the overall working/summary of this FYP? (1000 characters)

Readinook is an android based mobile application developed for readers. It works as social media platform allowing readers to share their thoughts and connect with each other. This application provides readers the ability to post reviews about their recent reads. The users can also rate and review authors and literary works other than books. Users will also be able to make textual posts. Users will be able to create online communities based on themes and genres of interest as well as geolocation. Readers can create lists in order to efficiently organize their books and can also set reading goals. Users will be able to add friends and chat with them through the application. Users can create live reading channels in which they can start reading together in a group and share their thoughts in real time. Furthermore, the application allows users to monitor their reading time and take notes while reading. The application allows authors to share their work as well.

(b) Write name and detail of each module in your FYP.

In *Readinook* the main modules are, (i) Readers, (ii) Authors, (ii) Books, (iv) Connect, (v) Reviews, (vi) Posts, (vii) Lists and (viii) Live Channels

1: Which module shall be developed by student-1?

(500 characters)

In *Readinook*, Nouman Khaqan will develop,
1. "*Authors*" module which contains, (i) verification, (ii) uploading content, (iii) read own reviews
2. "*Connect*" module which contains, (i) adding friends, (ii) joining communities, (iii) creating communities, (iv) chatting
3. "*Reviews*" module which contains, (i) review author, (ii) review book, (iii) commenting
4. "*Live Channels*" module which contains, (i) host channels, (ii) join channels, (iii) share live thoughts

2: Which module shall be developed by student-2?

(500 characters)

In *Readinook*, M Anees Ur Rehman will develop,
1. "*Readers*" module which contains, (i) start reading, (ii) track reading, (iii) take notes, (iv) Set goals
2. "*Books*" module which contains, (i) add books to different lists, (ii) upload a book's information, (iii) rate books, (iv) add to favorites
3. "*Posts*" module which contains, (i) create posts, (ii) like post, (iii) comment, (iv) reshare
4. "*Lists*" module which contains, (i) create lists, (ii) edit lists, (iii) visualize list data, (iv) share lists

(c) Were similar FYPs already developed on the same topic in your department?

☒ Yes ☐ No

(d-1) Copy name(s) of latest one or two similar FYPs from RMS student console and paste below. (150 characters)

1. Online Book Reselling
2. Pick a Book (Online Book Store)
Both of these are related to books, but these are simple buying and selling systems, while our project offers a wider range of features like, being able to connect with others, tracking reads and reviewing books etc.

(d-2) Mention below the three (3) new, but main, functionalities you are adding to this FYP. (600 characters)

1. Users can use the application to track their reading progress.
2. Users can connect with each other using this application as a social media platform.
3. Live channels allow group reading activities and live discussion.

Development Environment:

- **Tools** (e.g.Dot Net platform, Android Studio, Xcode, Swift, Ionic, Xamarin, PhpStorm
- /Php Laravel, WordPress, Maya, Unity 3D, Photoshop, MATLAB, ns-2, Python,
- Java EE, Java ME, NetBeans, Java Script, Node.js, Angular.js, JSON, OpenCV)
- **DBMS** (e.g. SQL Server, MySQL, SQLite, Oracle, Teradata)
- **Platform** (e.g. Windows, Linux)

Select tools, DBMS and platform as per above stream that you have chosen.

Tool(s): Flutter Framework (Dart Language)

DBMS: Firebase

Platform: Android Application

