

## Deliverables

Before starting this discussion, assign a scribe who will start a document and take notes on the items listed below. The team will proofread and submit this document as your deliverable for this week. Please refer to Canvas for the due date.

### **1. Team Number: (#5)**

### **2. Team name: (The bookaholics)**

You will collectively choose a name for your team to represent a vision you have for the application you're creating. It can be used in addition to your Team Number for all deliverables and presentations.

### **3. Team Members:**

Name	Github	Email	Discord Username
Oscar	TheBenchwarmer21	osgu7204@colorado.edu	TheBenchwarmer#3557
Yusef Al-Balushi	yusefbaluch	yual1945@colorado.edu	
Suman upreti	suman421159	suup2300@colorado.edu	suman421159
Tristan Barnes	twisty13	trba3871@colorado.edu	twisty__
Ben Garmon	bennettgarmon	bega7279@colorado.edu	bengarmon
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### **4. Application Name**

The Bookaholics

## **5. Application Description**

The Bookaholics is an application that empowers its users to be more than passive readers; it invites them to become active community participants and trusted reviewers. Our application will be designed to be intuitive and is a method in allowing users to establish their literary journeys and meaningful dialogue or insight into the community. With a smart recommendation system, the app caters in helping users find, review, and talk about books from all kinds of genres.

Nevertheless, The Bookoholics is an application that brings a positive twist to the book lover's digital experience on this platform. This fun-filled application is an all-in-one platform that also allows users to discover new reads across diverse genres, share their thoughts through reviews, and engage in lively discussions.

## **6. Vision Statement**

A simple, one or two sentence statement describing the clear and inspirational desired state resulting from your team's efforts to create your application. Following is a template you might want to use:

For [target customer], Who [statement of the need]. The [product name] is a [product category] that [key benefit, compelling reason to buy]. Unlike [primary competitive alternative], our product [statement of primary differentiation]

TheBookAlcaholics is for passionate book enthusiasts who seek a vibrant and interactive reading experience. It is a platform for discovering, reviewing, and discussing books.

## **7. Version Control**

You are required to create a public GitHub repository and add all the members of the team to it. Share the link to this repository in this document. This repository should have the following folders:

- Team Meeting Logs - The minutes of the meeting with your TA every week will be recorded in a file here. You will be updating the same file every week with the latest updates. Points to include in the minutes would be:
  - i. Decisions made
  - ii. Alternative actions/options discussed
  - iii. Follow-up items, including agreed-on roles and responsibilities
- Milestone Submissions - All course-related documents, including this one, will be stored in this folder.
- All project code/components - The source code and all relevant project documentation for the application will be stored in this folder.
- ReadMe.md - Refer to the project guide for more information on this.

## **8. Development Methodology**

Since this project is scheduled for 4 weeks, we encourage you to use an Agile Methodology. You can also use a hybrid set of practices from different methodologies. For example, you can use Scrum meetings and Kanban boards to track the progress of your project. The important thing is to have a plan and stick to it.

- You will create a GitHub project board and link it to the repository you create for this project. The practices you learnt in Lab 2 will be applied in creating and maintaining the board.
- Make sure that the project board is also public since it will be required for grading.
- The board should contain at least 4 columns depicting the stages of development.
- Create a few Epics for the project.
- For this deliverable, the backlog column should have a minimum of 5 user stories.
- You will continue adding user stories to the current backlog as you keep advancing through the weeks.

Your board will be monitored by your TA, each week, and you are required to regularly update it as your project progresses.

## **9. Communication Plan**

Our team will be strictly communicating with each other during the course of the project using Discord, or via Mobile messaging group chat.

## **10. Meeting Plan:**

- Team Meeting: Identify the day(s) and time(s), mode, and location your team has agreed upon for regular meetings. "Modality" refers to how you are meeting (face-to-face), group video chat (like Zoom, Google Meet), etc.
- Weekly meeting with TA: You will also mention the meeting day, time and location (physical or online) for the weekly meeting with your TA here.

Team as agreed upon: Tuesdays 5:30 - 5:45 for TA meeting, through zoom

Team as agreed upon: Tuesdays(before meeting), through zoom.

## **11. Use Case Diagram**

For TheBookAlcoholics, actors or users that interact with our application might include:

- Registered User: A user who has an account and can access all features.
- Administrator: Manages user accounts and moderates content.
- System: Interacts with other systems, like a book database API.

Use Cases: These are the actions that actors can perform in the system. For TheBookAlcoholics, these might include:

- Browse Books: Users can look through a list of books.
- Read Reviews: Users can read book reviews.
- Write Review: Registered users can write reviews for books.
- Rate Books: Registered users can rate books.
- Create Profile: Users can create their own profile.
- Manage Profile: Users can manage their account details.
- Search for Books: Users can search the database for books.
- Recommend Books: The system suggests books based on the user's history and preferences.

- Administer Website: Administrators can perform content moderation and user management.
- Relationships: These are the lines that connect actors to their use cases, indicating who can perform what actions.

## **12. Wireframes**

You will create wireframes for the application. Wireframes are low-fidelity visual representations of the user interface of your application. They are used to plan the layout of the application and to communicate the flow of the application to the team. You can use any tool of your choice to create the wireframes. Hand sketched wireframes are also acceptable. You can refer to [this](#) for more information on why and how to create wireframes.

## **13. Recommended Checkpoints over the 4 weeks**

### **Week 1 - User Interfaces**

In Lab 10, you will have a chance to work on the wireframes for your application. You should have an outline of the UI pages you intend to use in the application. You may implement your pages incrementally as part of individual features as you progress through the weeks.

### **Week 2 - Database and APIs**

You should have a database design for your application and have implemented the database. This design will include all the tables, the columns in each, and their data types. Make sure to identify the necessary keys and set the appropriate constraints on the columns in the tables. You will be including this design in the final project report.

If you intend to use an external API, you should have a plan for how you will use it. You should have a list of the endpoints you intend to use and the data you intend to retrieve from the API. You should also have a plan for how you will store the data in your database, how you will update the data in your database, and how you will handle the rate limits of the API.

### **Week 3 - Application server**

At the latest, in this week you should have your server implemented. Your UI should be able to communicate with the Database. You should be able to perform CRUD operations on the database.

### **Week 4 - Testing**

As part of Lab 11, you will create a Test Plan for user testing your application. You will be required to execute that test plan to test your application present your findings in the final project report. The findings should include the following:

#### Test Cases

A description of the use cases being tested. You should be testing a minimum of 4 use cases. The audience for this activity should be someone outside of your team and preferably the class to receive objective feedback. If you are building an application in a specialized domain, you should be testing it with someone who is familiar with that domain.

#### Observations

When the users are interacting with your application, you should be observing their actions. You should be taking notes of the following:

What are the users doing?

What is the user's reasoning for their actions?

Is their behavior consistent with the use case?

If there is a deviation from the expected actions, what is the reason for that?

Did you use that to make changes to your application? If so, what changes did you make?