
Book Club Project

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Introduction/ Overview

In today's world there is:

- ❖ A lack of well-organized online book clubs
- ❖ No good way to find good books with solid reviews
- ❖ Limitations in meeting new readers online

We want to change this.

Project Description

Project: Online book club

- ❖ Club can be setup by registered users
- ❖ Within the club, users are able to connect with others to read, set goals, and converse about books
- ❖ There is currently a lack of good book club software
- ❖ This product fills a need in the industry

Functional Requirements

- ❖ Allow users to sign up with email, Google, or social media accounts
- ❖ Users are able to create private/public book clubs
- ❖ Friends can be added/removed
- ❖ Ability to set club moderators for club structure
- ❖ Books are able to be purchased/rented through the app
- ❖ Book recommendations are made based on friends' recent reads
- ❖ Club moderators can set goals for the club to reach by certain date
- ❖ Users can highlight, bookmark, or make notes on pages
- ❖ Location based feature to find local in-person book clubs
- ❖ Review book section for readers to leave their comments

Plus more!

Non-functional Requirements

- ❖ **Scalable:** Application should be scalable and support large number of users/clubs
- ❖ **Cross-Platform:** Users have the ability to use application on different browsers (Google, Firefox, Bing, etc.)
- ❖ **Security:** MFA is implemented to protect privacy and data
- ❖ **Availability:** App will have access to several different languages to meet all user needs
- ❖ **Usability:** Design should be user-friendly to all users (access for disabilities, etc.)
- ❖ **Performance:** All books and features should load within 5 seconds
- ❖ **Data Backup:** Site should implement regular backups bi-daily to prevent data loss

Responsibilities

1. **Project Lead: Jaden Song**

- Oversees project timeline and member workshare

2. **Research and Diagrams: Amanda Wei**

- Responsible for necessary research about project needs and diagramming user needs

3. **UI/UX Designer: Sierra Cumbee**

- Design project site flow and functionality

4. **Front-End Developer: Ty Robertson**

- Develops and implements front-end of application for best user flow/experience

5. **Back-End Developer: Ben Clemons**

- Develops back-end of application, including all user accounts and account data

6. **Security and System Architecture: Skylar Mayfield**

- Tasked with testing for security vulnerabilities and oversees system design

Potential Challenges

01. Supporting app with large number of concurrent users at all times
 - a. User chat, online book downloads, new accounts
02. Funding for Project
 - a. Maintaining servers, etc.
03. Feasibility of complicated features
 - a. Location information, 3rd-party purchasing ability

Strategies to Address Challenges

01. Project management and planning
 - a. Plan for large user base and use scalable technologies
 - b. AWS would be great consideration
02. Keep costs maintainable
 - a. Stay flexible about which resources are used
03. Research technologies capable of handling all functionality
 - a. Tech stack including React, Next.js, etc. brings modern capabilities and allows for more complex features

Questions?