



Goals for BookMe application

Client, Libraries of Zagreb, wants a new and improved way of enabling readers to discover and read book. With this application, users will be able to look for desired books without the need to go to the library itself. This will ensure faster and more efficient way of borrowing books. Currently, there is nothing of the sort in Zagreb and with this application, client will be in advantage among other libraries. To start, we will need to look for similar "Search" applications to discover how and on what principle are they working. Next, we will use open data from data.zagreb.hr to create all the necessary data for our application to work as precise as possible. In order to launch the application, the website will also be created in the same style to enable users to get the information via PC as well as Smartphones. Target audience are students and frequent readers, but also, kids and older people who love books, in one word, all the book-lovers in Zagreb.

Synopsis and how application works

Time table for this project is simple and consists of 3 milestones: 1. Creative Idea, 2. Visual design, 3. Development. To start with this project, we need to do all the necessary research, including target audience, competition, and find applications that can we use as a example or inspiration. Since the application is basically a search engine for book for the Libraries of Zagreb, all the data is aquired via open datasets provided by city Zagreb and it's libraries. Our job is to implement the data in one application using JavaScript, JSON, SCSS, HTML, Jekyll and other tools for our development part while for the design part we will be using Adobe Illustrator, Photoshop, InDesign. First, we have to decide on the structure and connection of the data before we start working on the content and in the end, design. When all the design is finished and approved by profesors we can start on the development part of the project.

