



# BOOKHALLOW

*The Gamified Reading Tracker*



# Welcome to Bookhallow

Welcome to the quiet town of Bookhallow, where bookworm residents spend their time reading, discussing books in local bookstores and cafes, and fighting beasts that threaten their precious books.

Keeping track of their reading is a long-standing tradition for the residents of Bookhallow, but they have not been able to find an appropriate resource to store their ever-growing lists.

The residents of the 'hallow are looking for an alternative to the big-name reading trackers in their literary conquest to rid the world of monsters.



Customer, Project manager, Scrum leader.  
Developer, and Designer

**Jessica Weins**



**Team  
Jaguar**

# The Problem

Traditional web-based reading trackers offer users:

- The ability to track books read, currently reading, and books to read someday
- A partial community through ratings and book reviews
- Book recommendations and often links to buy books

Traditional web-based reading trackers are missing

- The ability to fight monsters while reading books
- Communities that work together and participate in shared challenges
- Earning rewards to reading books and winning challenges

*Bookhallow is a gamified reading experience. Using a web application, users can track books, participate in a community, level up their personalized character and battle monsters threatening the quiet town of Bookhallow.*

**The main features of Bookhallow are:**

- A web based application where users can create accounts and manage their booklists through gamification.
- Characters that level up as books are read, tasks are done, and challenges are won.
- Monsters to battle and challenges to participate in.
- Book clubs to discuss books, challenge each other, and battle difficult monsters together

# The Solution



# Software Engineering

## Life Cycle

- Agile software development operating in 2-week sprints.

## Project Management Tools

- Code repository and version control
  - <https://gitlab.com/bansheep/bookhallow>

## Issue Tracking

- Jira will be used to track stories, create sprints, and to provide data that will be used in a retrospective.
- The Jira and GitLab pages are integrated, allowing easy movement between the two

## Time management tools

- Toggl
- Hours will be tracked per story on GitLab based off Toggl

## Test Driven Development

- This project will operate under a TDD environment, using the appropriate tools/libraries based on programming language

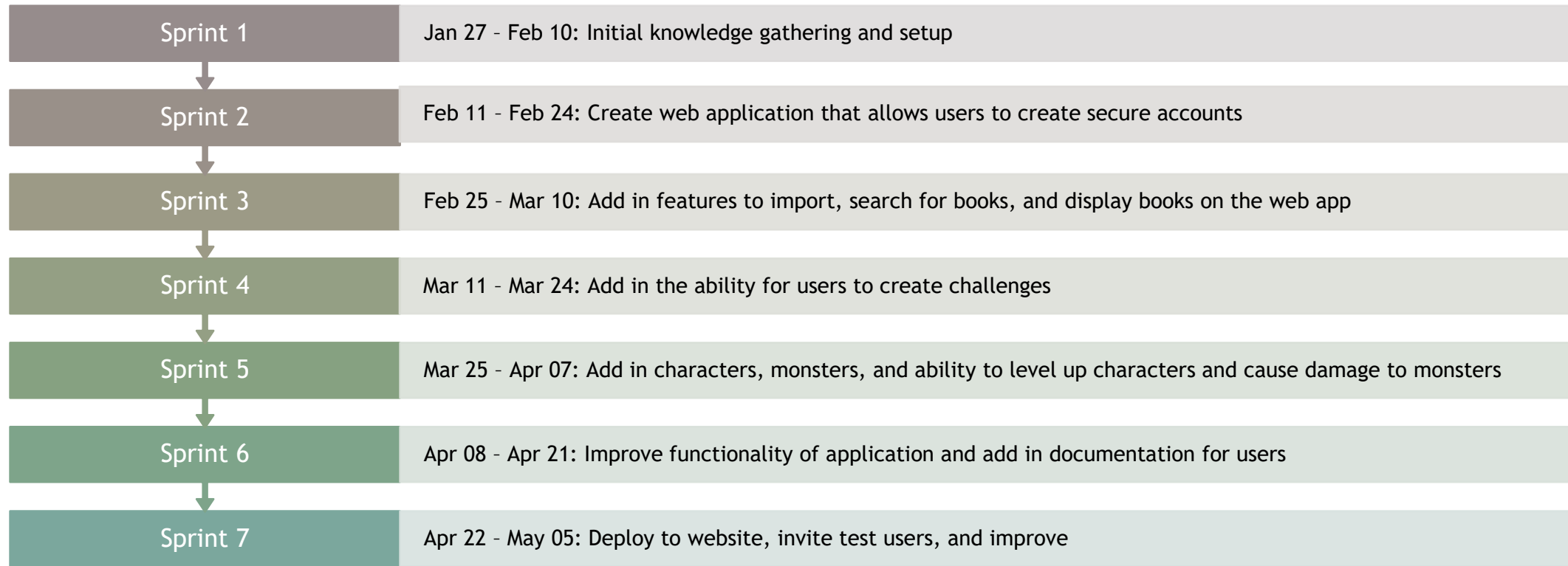
## Continuous Integration/Continuous Development

- GitLab make CI/CD pipelines easy to integrate when pushing code into the repository
  - CI/CD pipelines will be explored to ensure a continuously viable product



# Project Timeline

## January 27 2021 – May 05 2021



# Goals

## Minimum viable product

- Web application that allows users to create and manage an account
- Ability for users to upload data from a csv to populate book information on their account
- Users can search books by title, author, or ISBN to add to their account.
- Users can create a character that levels up based on reading activity
- Characters that level up
- Users can create personal reading challenges
- Web application hosted on “Bookhallow.com”

## Stretch goals

- A marketplace that allows users to spend coins earned from completing tasks
- Enable global challenges and boss monsters
- Community features that allows users to befriend others and search for challenges created by other members
- Community features that allow the creation of “book clubs” that allows users to form small communities to discuss books, participate in challenges together, and battle monsters together.







## Risks and Constraints

### Risks

- Working as a team of one causes all responsibilities to fall on one person
- Not having team members to “rubber ducky” or pair program will increase time spent debugging
- Learning new technologies/tools may take much longer than expected and delay the final product
- Overplanning with time constraints

### Constraints

- Monetary - little to no budget to contribute to technologies
- Time - 10-12hrs/week to contribute to project