## *Group member details: names and SIDs*

Our group will consist of three members. Bradley Thurlow (44779496), James Ridley (44805632) and Bryce Altman (44914792).

## *Project title*

BookBarter

## *Introduction: description of the project.*

BookBarter in its simplest form allows authors, publishers and bookstores to distribute its e-books to various consumers on the network. BookBarter essentially allows for businesses to connect to it, sign up and start distributing a book to anyone who is using the service. BookBarter will also aid in facilitating the back end purchase of the e-books on its platform. This means that any purchase made via the site will all be handled via BookBarter so the vendor can focus on what they do best,  writing and selling books.

## *System overview: high-level description of the system including design philosophy, considerations and constraints*

BookBarter will have many aspects which connect it all together. Since it is a retail SaaS we will need to connect businesses onto the platform whilst managing the connections via the cloud on services such as AWS. BookBarter in its fullest capacity will need to serve the B2B application of serving the operational needs of its clients by distributing the e-book variant over its network, facilitating both distribution of content and the payment for the vendor.

The preliminary design for this systems will consist of many  smaller components which will need to work in order to build this one desired product. These components will all need to be connected and working in order for the system to be used in its full functionality. The system will be broken into different aspects in order to meet the various needs of the subsystems. The subsystems goals can be achieved by placing it in its respective category of front end and back end development.

Firstly we will need to implement the front end, including aspects of UI allowing for not only functionality but we must also take into consideration UX into the design. If the service isn't user intuitive or simple to use, it will ultimately lead to a terrible user experience thus hurting the business.

## *System architecture: description of the system including subsystems/components of the system and their design and functionalities; preferably, with a figure showing these components and their relationships (this figure may be in System overview).*

## *Implementation plan: brief description of technologies/techniques to be used with respect to each of system components described in System architecture and the timeline of implementation.*

## *References including Bitbucket project repository/wiki*

## 