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Mobile App Dev
Project Plan/Wireframe

For my project in this class, I would like to make a textbook reselling app. To avoid using the database I will build the app as follows broken down by week:

1. Login page/wireframe
 - a. Login with student email
 - i. App will not let you login without a student@colorado.edu address
2. Linking sample books API to represent data
 - a. View api from buy/sell pages
 - b. Use google Book Search API
3. Search functionality
 - a. Search through the book data to find the book you need
4. Post listing functionality
 - a. Make a post by selecting the book you are selling from the API and filling out a listing form with details
5. Sell page functionality
 - a. Posts will be saved so they will remain in the app
 - b. Display contents of listing form with button to contact seller
6. Buy page functionality
 - a. Select books to see if there are people selling them
 - i. Posts will be hard coded since this would otherwise require a database
 - ii. Transactions will be made through student emails which acts as the userID
 - b. View posts made from the sell page
7. Favorites functionality/UI refinement/any other functionalities, updates, or polishing
 - a. Save posts for later by adding it favorites
 - b. Ensure clean app navigation through testing

Login View

A hand-drawn diagram of a login view, enclosed in a rounded rectangle. At the top center is a circle containing the text "BUFF BOOKS LOGO". Below the circle are four rectangular input fields or buttons, stacked vertically. The first two are labeled "username" and "password". The third is labeled "login". The fourth is labeled "login as guest".

BUFF
BOOKS
LOGO

username

password

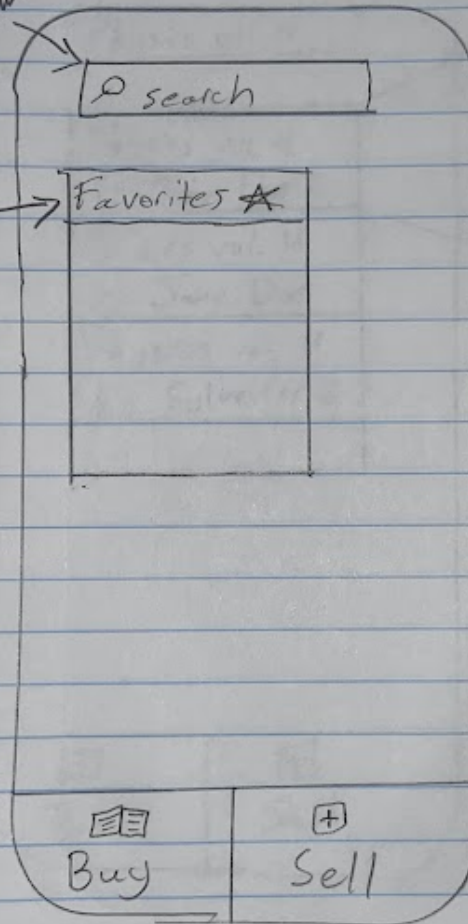
login

login as guest

Buy View

executes
search view

favorites
displayed
here



tab bar

Listing View

Physics Vol. 4

\$100

Good condition

★ Favorite

Buy

Sell

Sell View

A hand-drawn sketch of a mobile app interface for a 'Sell View'. The interface is contained within a rounded rectangle. At the top, there is a form with four input fields labeled 'Book Title...', 'Author', 'Asking Price', and 'Condition'. Below these fields is a 'Publish' button. At the bottom of the screen, there is a navigation bar with two buttons: 'Buy' (with a book icon) and 'Sell' (with a plus icon).

Book Title...
Author
Asking Price
Condition

Publish

Buy	Sell
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