

Team OLC
ITSC 3155 Final Project Report

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Date: 8th December 2024

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The Online Literary Club (OLC) was conceptualized to provide an engaging digital platform for book enthusiasts to connect, share, and discuss literature. Inspired by the need for a modern, interactive book club experience, OLC bridges the gap between traditional book clubs and the convenience of online communities. By incorporating innovative features like themed clubs, discussion boards, and book recommendations, OLC promotes reading habits while fostering meaningful connections.

1.1 Product Vision

OLC's vision is to become the go-to platform for literary collaboration, encouraging readers worldwide to engage, learn, and grow together. Through robust features like thematic clubs and interactive discussions, OLC empowers users to explore literature in an inclusive and dynamic environment.

1.2 Customer Description

Primary Users:

Readers seeking virtual book club experiences tailored to their literary preferences.

Secondary Users:

Educators, book reviewers, and literary influencers looking to facilitate discussions and engage audiences.

1.3 Project Scope and Objectives

Scope:

OLC focuses on facilitating meaningful book discussions and fostering a collaborative environment for users to share and explore literature.

Objectives:

1. Enable users to create, join, and manage book clubs based on themes.
2. Provide tools for interactive discussions and real-time engagement.
3. Integrate book recommendations and voting systems for group consensus.
4. Ensure seamless navigation and user-friendly design.

1.4 Ethical concerns

Privacy: Protecting user data and preventing misuse of personal information.

Inclusivity: Ensuring accessibility for users with diverse needs.

Content Moderation: Safeguarding the platform against inappropriate content.

2 Project Resources

2.1 Group Members

1. Udoeyop David (Full Hours)

2.2 Data

- User-generated content: Discussion posts, book recommendations, and comments.
- External sources: Bootstrap styles and icons.

2.3 Hardware and Software Resources

Hardware:

- Laptops/desktops for development and testing.

Software:

- **Backend:** Django Framework
- **Frontend:** HTML and CSS
- **Database:** SQLite
- **Tools:** Figma for UI design, GitHub for version control

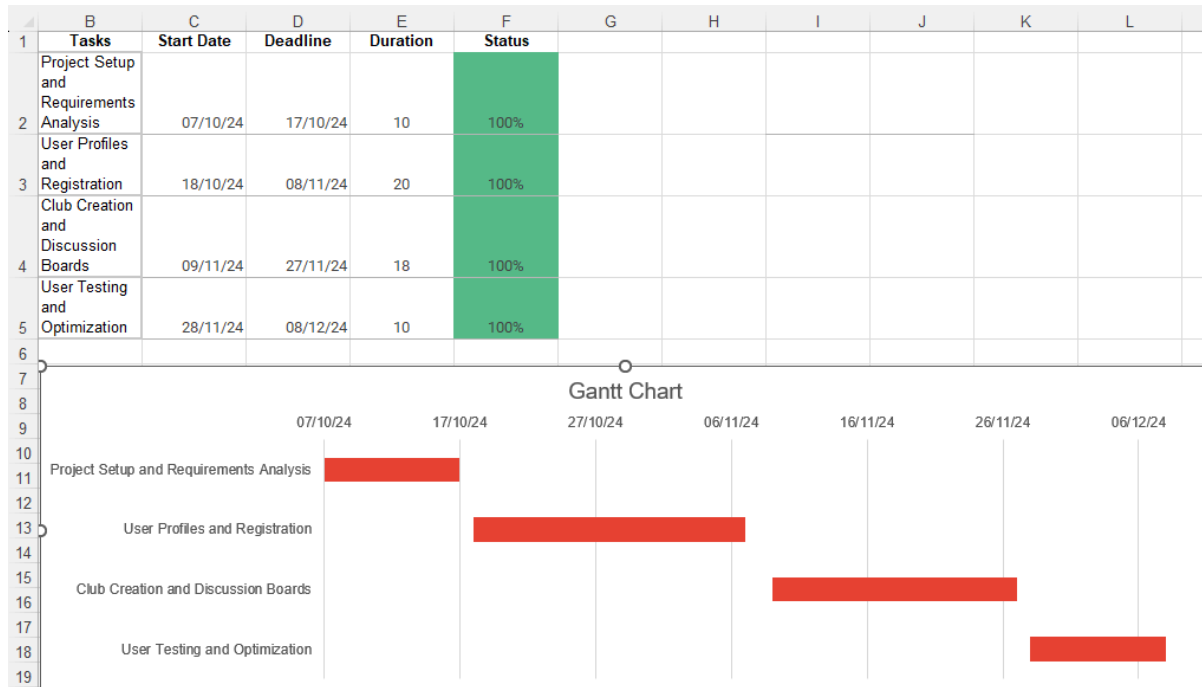
2.4 Special Resources

None that were out of the scope of the project.

3 Plan

This section contains a list of tasks and deliverables associated with the project, a Gantt chart depicting task durations, dependencies and completion dates, and a summary of resource requirements and assignments for each task.

3.1 Timeline Chart



3.2 Task/Milestone Descriptions

- **Milestone 1:** Basic user registration and profile management.
- **Milestone 2:** Implementation of club functionalities and discussion features.
- **Milestone 3:** Testing and integrating feedback for improvements.

3.3 2.3 Resource Table

Task	People
Backend Development	Udoeyop David
Udoeyop David	Udoeyop David
UI/UX Design	Udoeyop David

4 System Design

4.1 User Stories

- **As a user**, I want to register and create a profile so I can access personalized book recommendations.

- **As a User**, I want to be able to post book recommendations.
- **As a member**, I want to join book clubs that match my interests.
- **As a moderator**, I want to manage my club and monitor discussions.
- **As a Moderator**, I want to be able to create, edit and delete book clubs
- **As a member**, I want to vote on books and engage in discussions.

4.2 Feature List

- **User Registration and Profile Creation:**
 - Each user creates a profile with personal information and book preferences.
- **Book Club Management:**
 - Create or join book clubs based on genre, theme, or author.
 - Club admins can manage members, schedules, and discussions.
- Thematic tagging of clubs.
- **Reading Sessions:**
 - Club moderators can post books for members to read and centre discussions around them
- Discussion boards with comments and voting.
- Book recommendations postable by members in clubs.
- **Book Club Search:**
 - Users can search for book clubs based on interests, genres, and location (for physical clubs).

5 User Tests

5.1 Test procedure

- Identify key features and simulate user interactions.
- Gather feedback on functionality and ease of use.

5.2 User Test and Results

Test ID	Action	Performance	Notes
T1	Register and create profile	Intuitive	Add confirmation messages for updates.
T2	Creating a club	Needed minor guidance	Improve error handling for invalid form fields.

T3	Post and comment in boards	Smooth	Features were well-received.
T4	Making Recommendations	Smooth	Features were well-received.

5.3 Conclusion

User testing validated key features and identified areas for enhancement, including navigation and feedback mechanisms.

6 Lessons Learned

1. Iterative design improves user satisfaction.
2. Early testing helps uncover usability issues.
3. Collaboration ensures steady progress.
4. User stories helped a lot
5. Leave a lot more time for design aspect
6. Next time create views for error handling

7 Future work

- Develop a mobile version for improved accessibility.
- Add gamification, such as badges for active participation.
- Refine book recommendation algorithms.
- Add a book section

8 Appendices

8.1 Team Charter

8.2 Sketches

- Sketches:
<https://drive.google.com/drive/u/1/folders/1KxnS-mYKKxkjV6Gd87aUxUFLGqZO9p2ohttps://drive.google.com/drive/u/1/folders/1KxnS-mYKKxkjV6Gd87aUxUFLGqZO9p2o>

8.3 Software Repository

- Github Repo: <https://github.com/djud6/SWE-project>

8.4 WBS Tool

- Github/Trello

8.4 Meeting notes [Example meeting notes here](#)

This section contains any additional information that you would like to include in the project proposal and plan.