CU Boulder
CSPB 3308

TEAM 1

LITFLIX

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PRODUCT VISION

A Binge–Worthy Digital Library for Public Domain Books

Litflix aims to make the world of public domain literature more accessible, discoverable, and engaging by reimagining the reading experience through the lens of modern streaming platforms.

We wanted to give timeless classics a new home—where books can be browsed, added to a personal shelf, and explored like shows on Netflix. Think: binge-reading meets binge-watching.

Designed with usability in mind, Litflix blends aesthetics with function to make digital reading a more immersive experience.

Users have the ability to explore by theme or mood on their homepage, revisit favorites from their personal shelf, and discover new finds from our curated collections.

PRODUCT DESCRIPTION

Litflix is a full-stack web application that curates a massive collection of public domain books from the Project Gutenberg API, presenting them in a simple, modern interface.

1 — HOME

The Home page serves as the main dashboard for users after they log in. It displays the user's recent reading history, a variety of book genres, themes, and collections.

2 — LOGIN

The Login page allows users to access their accounts by entering their credentials, or register for a new account. On successful login, users are directed to their personal shelf.

3 — SEARCH

The Search page allows users to quickly find books based on their search queries. Users can search by title, author, or genre and either add books to their shelf, or start reading immediately.

4 — FEATURED

The Featured page showcases a notable author as well as a curated list of books selected for a specific theme. This page is meant to be regularly updated with new collections and authors.

5 — MY SHELF

The My Shelf page allows users to view, manage, and read from their personalized collection of saved books. When books are clicked, a modal window appears displaying all book details.

TOOLS & TECHNOLOGIES

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Project Management & Environment

- **01** Jira
- **02** Git/Github
- **03** Canva
- **04** Visual Studio Code
- **05** Neon.tech
- **06** Render

Front-End Development

- **01** HTML
- **02** CSS
- **03** Javascript
- **04** Embedded JS (EJS)

Back-End Development

- **01** PostgreSQL
- **02** NodeJS
- **03** Flask
- **04** Project Gutenberg API

CHALLENGES

Distributed Teams

Having an international team across four time zones meant we could not rely as much on synchronous development and pair programming.

New Skills

Many site features relied on skills that were new to team members, which created a learning curve that slowed development.
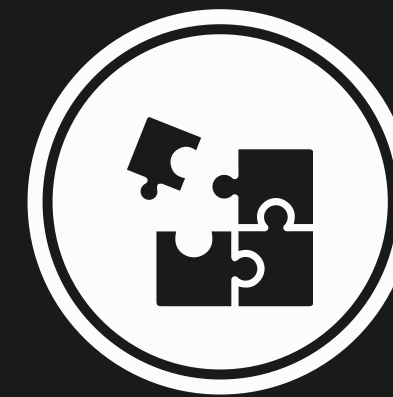
Agile Process Hurdles

Core features being tightly interdependent made it challenging to isolate and deliver incremental, functional components in sprints.
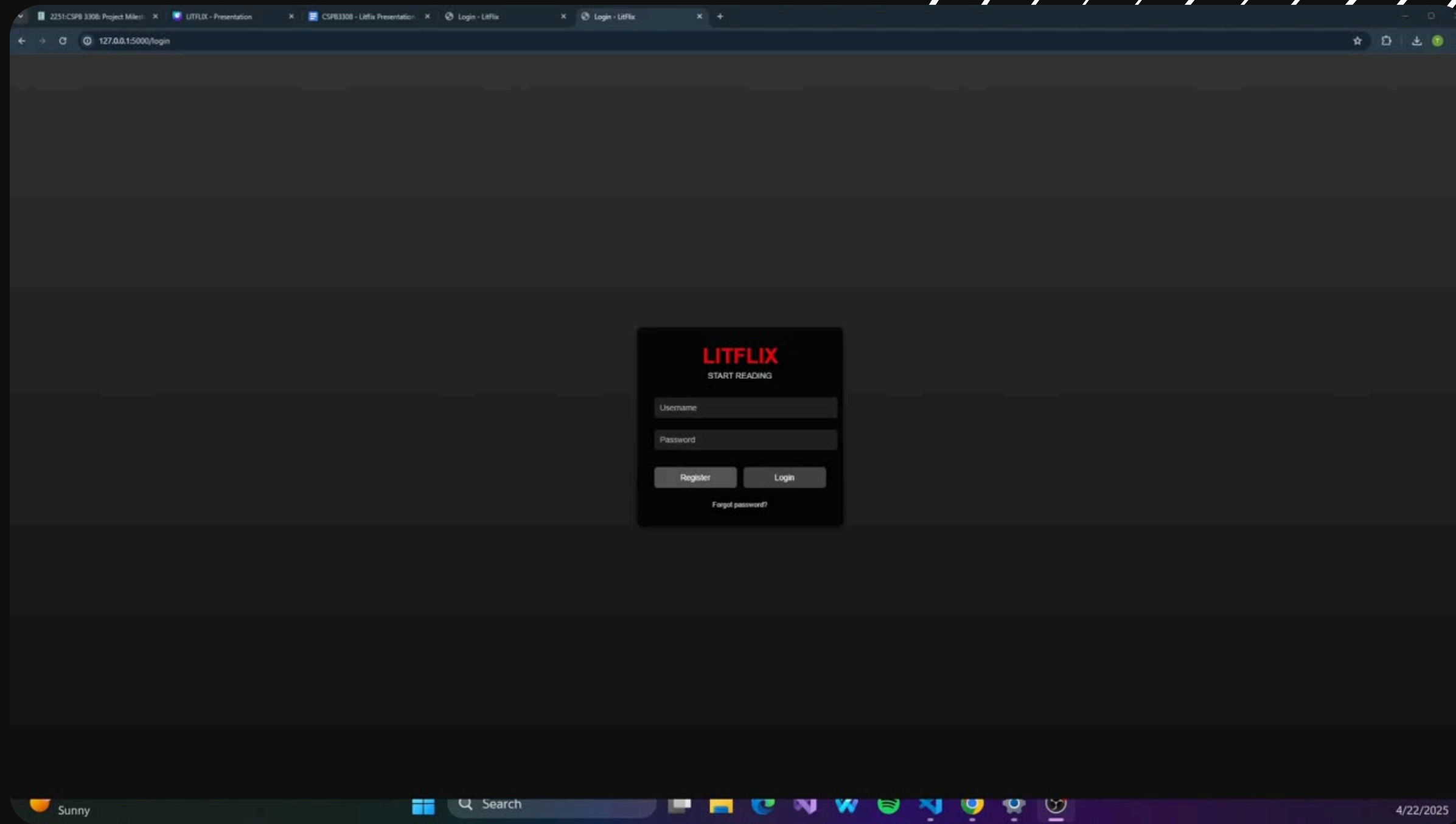
DEMONSTRATION & QUESTIONS