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# UNIBOOKCLUB

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# UniBookClub

## Who

This app will be designed for Students of TUS who are members of the book club named Literary Lounge, at the Technological university of Shannon. It will be available for both existing members and facilitate new members via a registration form.

## What

This app will allow members, both existing and new, to create profiles, find out about book club meetings and the discussions available, while also having the ability to vote in books for upcoming meetings. For this a polling feature will be implemented using Jetpack Compose features.

## When

Students will likely use this app during their breaks or after classes as it will provide a quick and easy way to catch up on any updates on meetings.

## Where

As this will be a mobile app, it will be accessible to members at any time. Whether at home, on campus, commuting on the train/bus, etc.

## Why

With this app, students can meet like-minded individuals that share the same likes and dislikes in terms of literature. A stronger sense of community as it will keep members connected both within meetings and outside of them as friendships are born.

It will also help in support for Academic and personal growth as, for students with a passion for literature, this app will provide and organized and engaging way to deepen their knowledge, share insights and broaden their reading.

When students have a group or event in these area's, it is more encouraging for them to remain engaged with their reading habits and can actively participate in discussions.

## Report

This app is being developed as there had been no established book club in TUS thus far. And so, after speaking to a few students to obtain a general consensus of just how popular a book club app would be, this was the decided upon application to be developed. There was a high demand for events and community interaction as students expressed their desire to have a way to organize meetings and to be able to engage with others of similar interests.

Through this research, it was conveyed that some of the aspects students wanted, was to be able to create their own accounts on the app, be able to view what meetings were being held where, when, and for what book.

Some students also suggested a way to be able to have their say in what books they would like to discuss. For this, a Polling page will be implemented with suggested books and times/locations for the following meeting.

There is no pressure on students to attend these meetings, as the Events page is more an information page as to where and when these meetings take place.

It was also expressed that students wanted a simple, easy-to-use and easy-to-navigate application. Hence why vibrant buttons were implemented, though not so vibrant that they would be over-powering.

The first step with the development of this app was to create wireframes using Figma. To ensure consistency and flexibility, Atomic Design methodology was implemented in that atoms, molecules, Organisms and templates were created.

## LoginPage

### Atoms:

LoginTextLabels used for the labels Username and Password.

LoginTextBox used as simple input fields for login credentials.

### Molecules:

HeaderLogo used to combine the logo image and layout elements for the top headerbar.

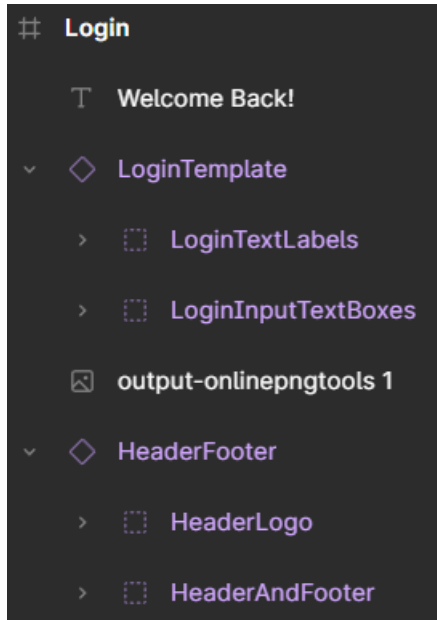
HeadAndFooter used by grouping elements for the header and footer of the page.

### Organisms:

LoginTemplate which is the main structure for the login form, combining labels, input fields and header and HeaderAndFooter elements.

Text Input field **atoms** were created for both of these pages; registration and login.

**Molecules** were created by combining these atoms to create the templates for the registration and login pages.



## RegistrationPage

### Atoms:

RegisterTextLabels used for the labels Name, Location, Email and Password.

RegisterTextBox used as simple input fields to enter users information.

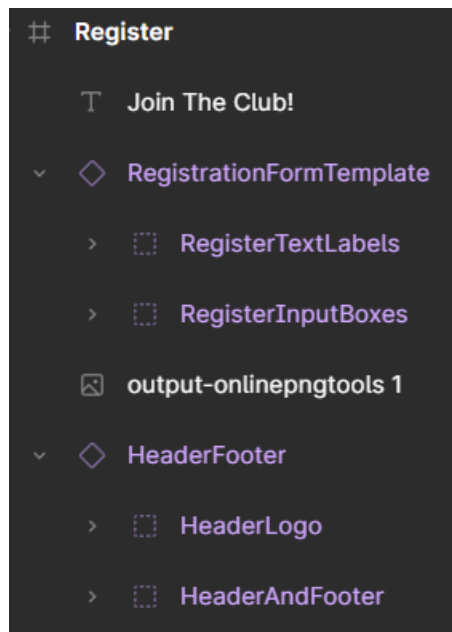
### Molecules:

HeaderLogo used to combine the logo image and layout elements for the top headerbar.

HeadAndFooter used by grouping elements for the header and footer of the page.

### Organisms:

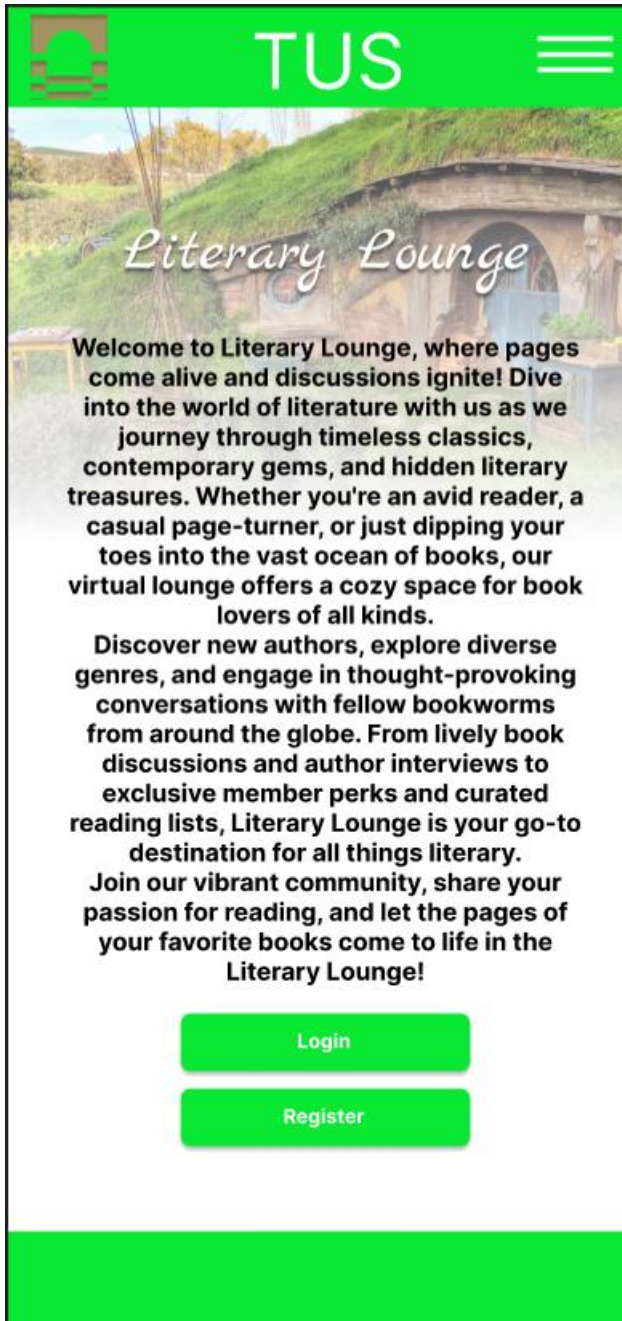
LoginTemplate which is the main structure for the login form, combining labels, input fields and header and HeaderAndFooter elements.



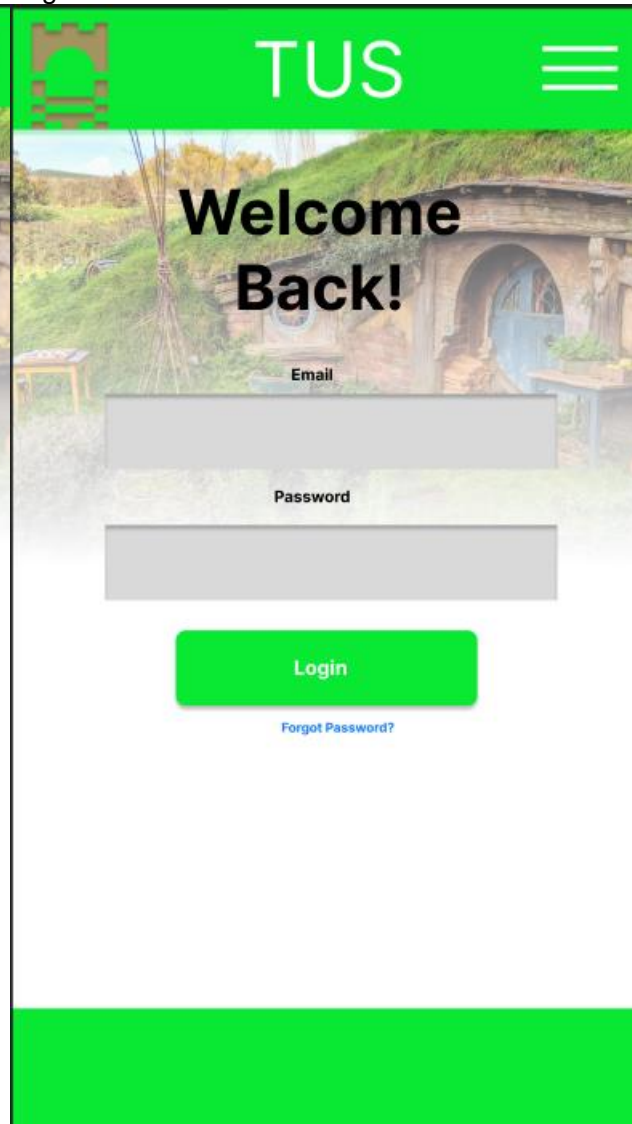
Two **templates** were created for the registration and login pages, to make the development of these pages easier for both scalability and flexibility.





## Figma Wireframes

Home



Login



**TUS****TUS**

# Join The Club!

Name

Location

Email Address

Password

Re-Type Password

☐ I agree to the terms and conditions

## Meet-Ups

Book	Location	Date
Romeo and Juliet	Library	12/11/2024
Call of Cthulu	Room 1A03	22/11/2024
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>



Poll

 TUS 



### What Next?

Book 1

#####

Book 2

#####

Book 3

#####

Book 4

#####

Want to read something else?

Suggestion...

Submit

## App ScreenShots

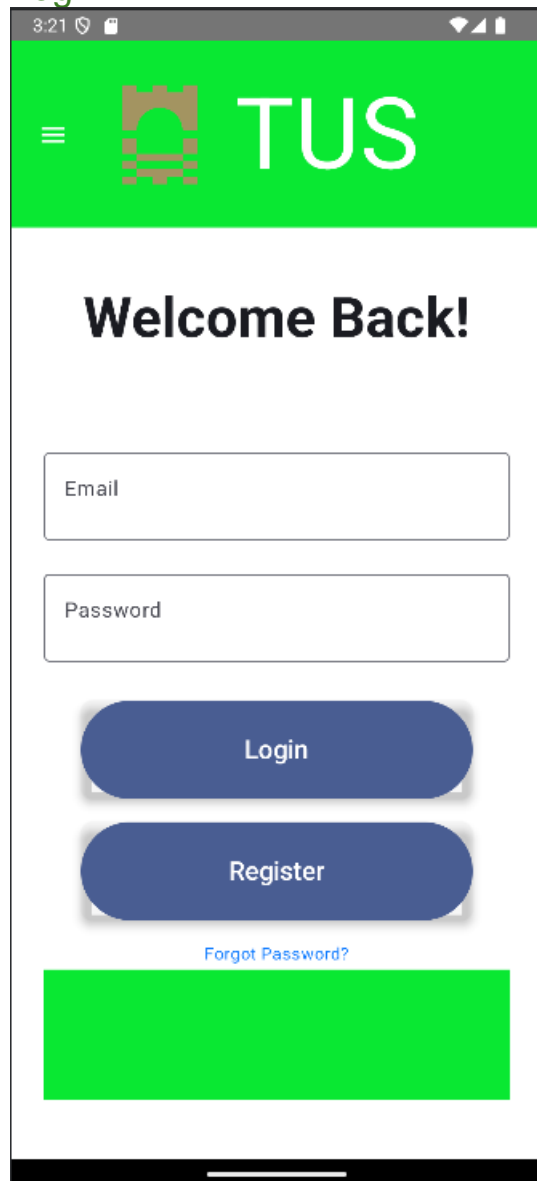
### Homepage



### Registration


The screenshot shows the registration page of the TUS app. It has a green header with a hamburger menu icon, a castle icon, and the text "TUS". Below the header, there are several form fields: "Name" with the value "Test", "Location" with the value "Ennis", "Email Address" with the value "teser1@test.com", "Password" with masked characters "\*\*\*\*\*", and "Re-Type Password" with masked characters "\*\*\*\*\*". Below these fields is a blue "Submit" button. Under the button is a checkbox that is checked, followed by the text "I agree to the terms and conditions". At the bottom of the page, there is a solid green rectangular area.

## Login



The login screen features a green header with a hamburger menu icon, a castle icon, and the text 'TUS'. Below the header, the text 'Welcome Back!' is displayed. There are two input fields for 'Email' and 'Password'. Below these fields are two blue buttons labeled 'Login' and 'Register'. A link for 'Forgot Password?' is located below the 'Register' button. At the bottom of the screen is a solid green bar.

3:21

≡  TUS

### Welcome Back!

Email

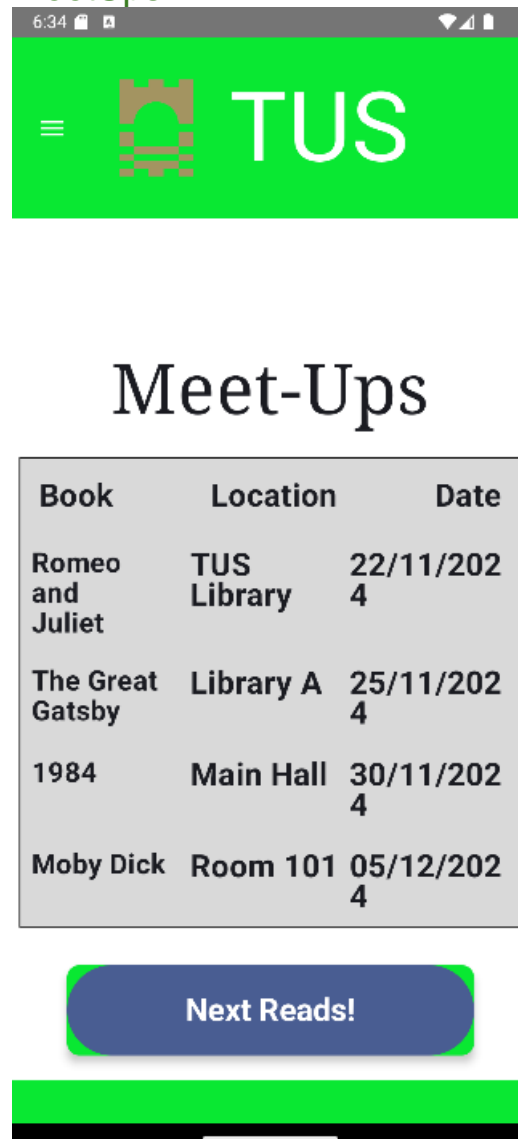
Password

Login

Register


[Forgot Password?](#)

## MeetUps



The MeetUps screen features a green header with a hamburger menu icon, a castle icon, and the text 'TUS'. Below the header, the text 'Meet-Ups' is displayed. A table lists upcoming meetups with columns for Book, Location, and Date. Below the table is a blue button labeled 'Next Reads!'. At the bottom of the screen is a solid green bar.

6:34

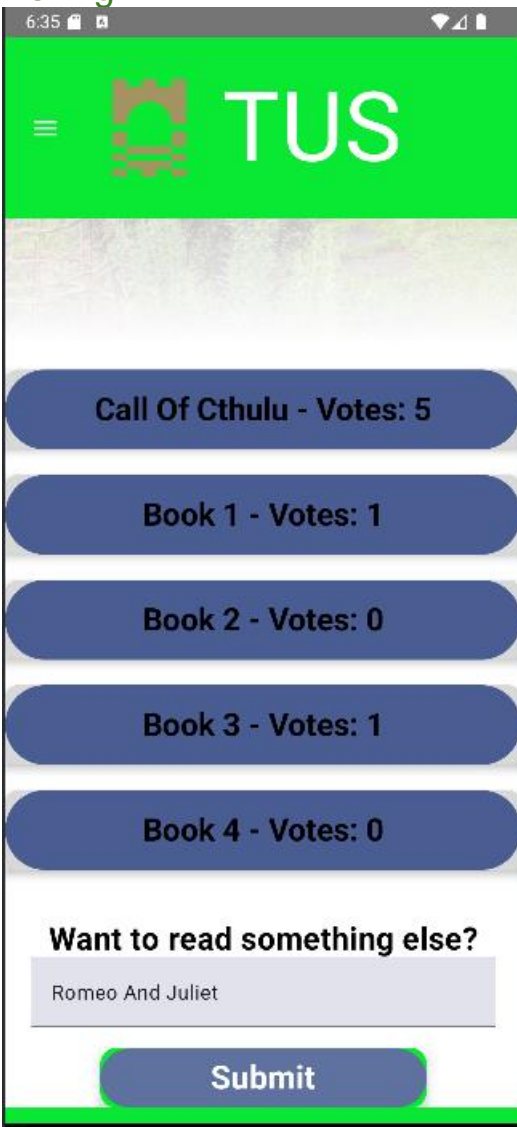
≡  TUS

### Meet-Ups

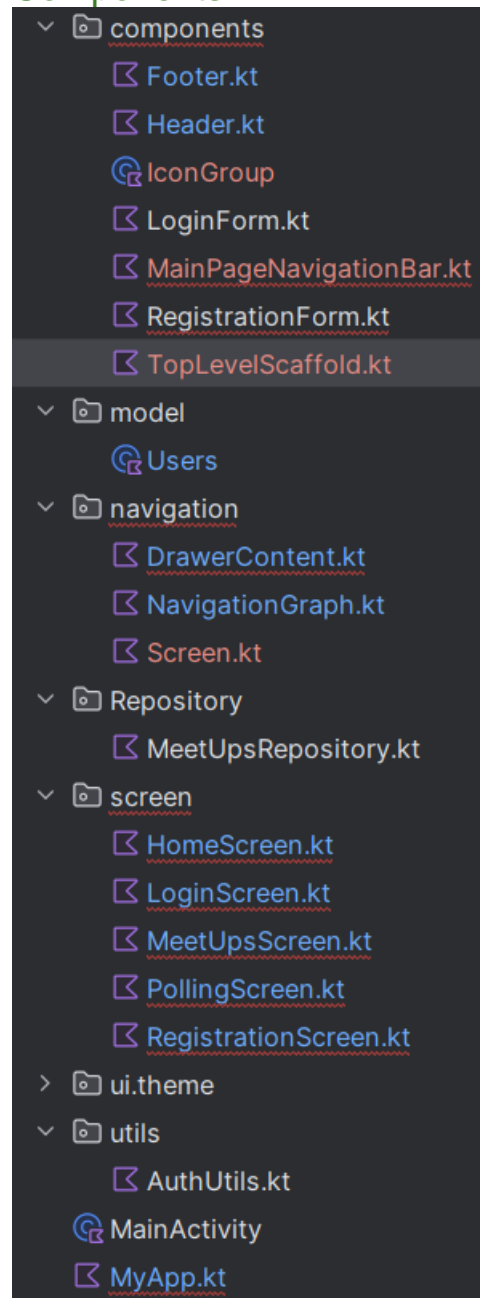
Book	Location	Date
Romeo and Juliet	TUS Library	22/11/2024
The Great Gatsby	Library A	25/11/2024
1984	Main Hall	30/11/2024
Moby Dick	Room 101	05/12/2024

Next Reads!






## Polling



## Components



## Firestore

Identifier	Providers	Created ↓	Signed in	User UID
teser1@test.com		1 Dec 2024	1 Dec 2024	2GRUrhZGarWVcgPQqQDN56l...
test@test.com		30 Nov 2024	30 Nov 2024	9TVZP9goh8YInnZ3oafZQeD...
test123@user.com		30 Nov 2024	30 Nov 2024	XCyrT6rD2aQ5uBxKfvm24Usn...
stuart@user.com		30 Nov 2024	30 Nov 2024	DY5lLhqPgN7VbFwfpjaneHC...
sophie@user.com		30 Nov 2024	30 Nov 2024	VfILqzQPA3MF4wpiqFTgxVTH...

## Weekly Report

10-11-2024

### Challenges:

- The biggest challenge I faced in the beginning of this development, was getting feedback from students. While I already had the basics decided upon – home, registration and login – I then had to find other students that would be interested in a book club app.
- I had to ensure consistency across the pages. Where a text font suited one page, it didn't quite feel like it fit all the pages, as I tried to adhere to more accessible methods. Some fonts, while they suited a title like in the home page, I needed to implement what I had learned throughout my education, and this meant using sans-serif fonts rather than serif fonts, as sans-serif are easier read by computers.

### Decisions:

- The decisions I faced came in the form of things like feature prioritization. Based on student feedback, I decided to stick to simplicity in that there would be an Events page to let people know where and when meetings would take place, and a polling page in which students will be able to have their vote/suggestion in what books they would like to discuss next.
- The decision to use the Atomic Design approach helped in that it made reusability of components and templates more convenient. Rather than needing to remake a form multiple times, this approach will help in future if I need it again.

### Lessons Learned:

- It was useful to gain early user input so that I could develop an app that will be useful to other students, and that it will have features that students will interact with.
- I will be utilizing interactive testing throughout the development of this app as I have found the use of agile methodology to be very useful in the past in developing something the users will genuinely appreciate.
- I've learned how useful Atomic Design is in that it will make things easier in further development so that I will not need to remake different components and templates.

## Weekly Report

17-11-2024

### Challenges

This week my biggest challenges faced were in implementing the Room Database and Firebase into my project.

Another challenge was finding the best way to import my figma wireframes for this project into a coded layout for a quicker more efficient use of time.

### Decisions

One decision made was that I would allow users to add their own events to the Events page table. I felt in a real-world setting it would be easier this way for the admin's if users could input their own meet-up events, rather than have people emailing and needing to approve entries in a short time period. In this way it would work somewhat similar to a forum.

### Lessons Learned

This week I learned how to implement Builder.io which made converting my Figma wireframes to code very quick and easy.

I have used GitHub branches so that I can work on different aspects of the project before putting them all together. This way I can also keep track of the changes I have made along the way, and it will make it easier to go back to fix any mistakes or issues later on. It also helps in that it will not effect the overall project that remains in the Main Branch. This week I have been working on my branch labelled 'Room database', in which I am working from a previous lab to set up the Room Database, and will later on implement it into the overall project in the matching style.

## Weekly Report

24-11-2024

This week my biggest challenge has been to get the Room Database operational. I have utilized components made for the header, footer, login and registration form. Using Components, I have found makes the development of this app run a lot smoother. Rather than have the same code copied and pasted across multiple pages, resulting in hundreds of lines of coding, I can simply call each component onto the page with a simple Header(), Footer(), RegistrationForm() or LoginForm().

While I have my Login function working and connected to my Firebase, I have still to get my Room Database working. However I feel that as I have my navigation and Firebase login working satisfactorily, I will be able to get the Room Database operational within the next week.

## Weekly Report

02-12-2024

Changes I have made to the overall App is to secure access by making the starting point/entry point the login page. On this page I have added an option for Login or Register. Upon clicking the submission/Login button, depending on the page, user is then brought to the Home Page. From there they can access an events page labelled Meet Ups which will display a list of book club meet ups. Or they can access the Polling page to have their say on the next book to be discussed in the next meeting. There is also an option for users to add their own suggestion to the polling section.

I have implemented Firebase to store Registration details. Details of users email and passwords will be stored on the Firebase database system and therefore used for security login purposes. This has been tested by a couple of students for effectiveness.