

BookConnect

Project Proposal

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# Abstract

This document delivers the proposal for an application that allowsusers to buy, sell orexchange books with people nearby through a mobile application, BookConnect. The product targets audiences like students, book enthusiasts and researchers who are searching for affordable and reliable means of acquiring the books they desire in a user-friendly marketplace. Unlike other platforms, this application aims at making the market more lively and realistic by introducing exchange systems and bidding/auction systems for different books giving more freedom and flexibility to the users. Our aim is to allow for a more convenient marketplace for books via an online platform.

# Introduction

Books are an essential part of our culture and necessities despite the changes over the years and leather-back covers still hold a deep place in many enthusiasts, researchers and students’ hearts. However, this precious resource is often tainted due to a lack of available platforms that are both convenient and cost-effective. Currently, there are no available online platforms that allow for an exchange option or flexible pricing.

These are the concerns that we wish to address through the mobile app, BookConnect. Some of its notable features include allowing users to list books for sale or exchange, searching for different books online by title, author, category or location, Negotiating prices through the bidding process, communicating through the in-app chat feature.

Unlike existing apps like LetsRead, this mobile application will focus on peer-to-peer exchange, focusing on user satisfaction and interaction allowing competitive pricing. Thus, making it an optimal and cost-effective solution.

# Goals and Objectives

Our Project’s objectives include:

- To provide a marketplace for buying, selling and exchanging books.

- To allow a book exchange system for swapping books.

- To implement an efficient and effective search system for books available.

- To introduce a bidding system for competitive pricing

- To integrate an in-app chat feature for seamless communication

- To develop a scalable and secure backend using Java and database management and authentication using Firebase.

# Scope of the Project

Our project mainly targets audiences like students who are in regular need of new books for each semester, enthusiasts who revel in the thrill of indulging in book reading, may that be for research or entertainment purposes. This app will be developed using Android Studio and the backend will be prepared using Java, while Firebase will be utilized for authentication, real-time management and such. Users will be able to search for books in their local surroundings via the app but future updates may increase the reach and limitation making it a nation-wide product. Freemium model may be adopted allowing all the basic features to be available for free but some features may be restricted to premium access. Transaction commission and advertisements are also side options that can be integrated in the future as a different source of revenue.

# Initial Study and Work Done so Far

As far as our research is concerned, we have looked through some existing applications that deal specifically in online book marketing. Majority of our research is based on the features present in an application [1] and BookConnect will be optimized to learn from those features and further implement its own features that would help it surpass the prior app. These features will include the objectives that have been mentioned above. Java will be used for backend to ensure scalability and high performance as seen through [2]. Firebase will be utilized for database management and cloud storage following the instructions provided by [3]. Lastly, this project will be implemented in Android Studio as the source for the development of the app [4].

# References

1. LetsRead - Books For Everyone. [Online]. Available: Google Play Store.
2. Java for Backend Development. [Online]. Available: <https://www.oracle.com/java/technologies/javase/>
3. Firebase Documentation. [Online]. Available: <https://firebase.google.com/docs>

[4] Android Studio Developer Guide. [Online]. Available: <https://developer.android.com/studio>.