# Grace

An open-source, cross-platform collection management platform



Presented By: Michael Muzzarelli Presented To: Dr. Samuel Cho

### Introduction

The idea behind Grace began as an observation of a common problem domain: those who enjoy reading and collecting books often wish they had a better way to keep track of what they own.

Other platforms on the market exist to serve this function, but they are notoriously:

- difficult to deal with due to poor user experience
- riddled with unmonitored, inaccurate data
- too expensive or too advertisement-centric

And thus, Grace development began.





### Core Feature Set

Extracted from user requirements to be developed in the first major iteration

#### Addition

**# 1** 

Users should be able to add books to their collection to track what they own and do not own.

#### Overview

Users should be able to access a quick overview of the books in their collection.

#### Detail

# 2

Users should be able to access more detailed information about each book in their collection.

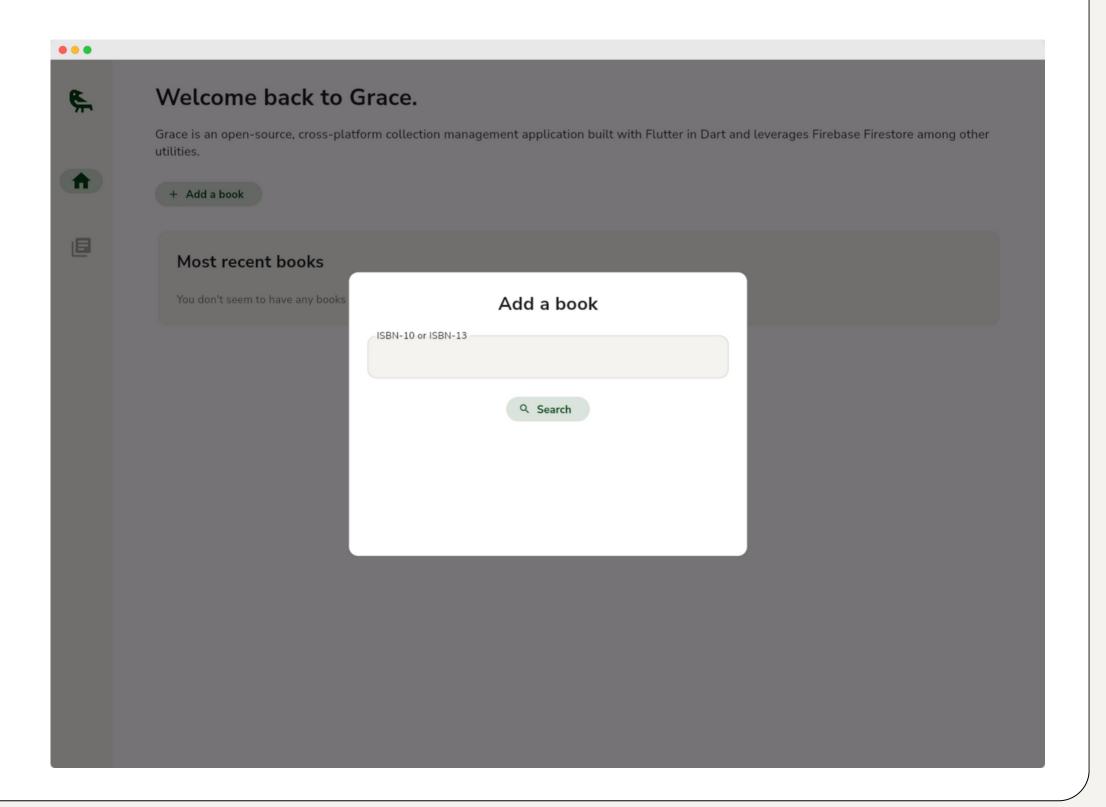
#3





### Addition

Users can click or tap the "Add a book" button to open this resource addition modal, which allows the user to enter an ISBN to add to their collection.

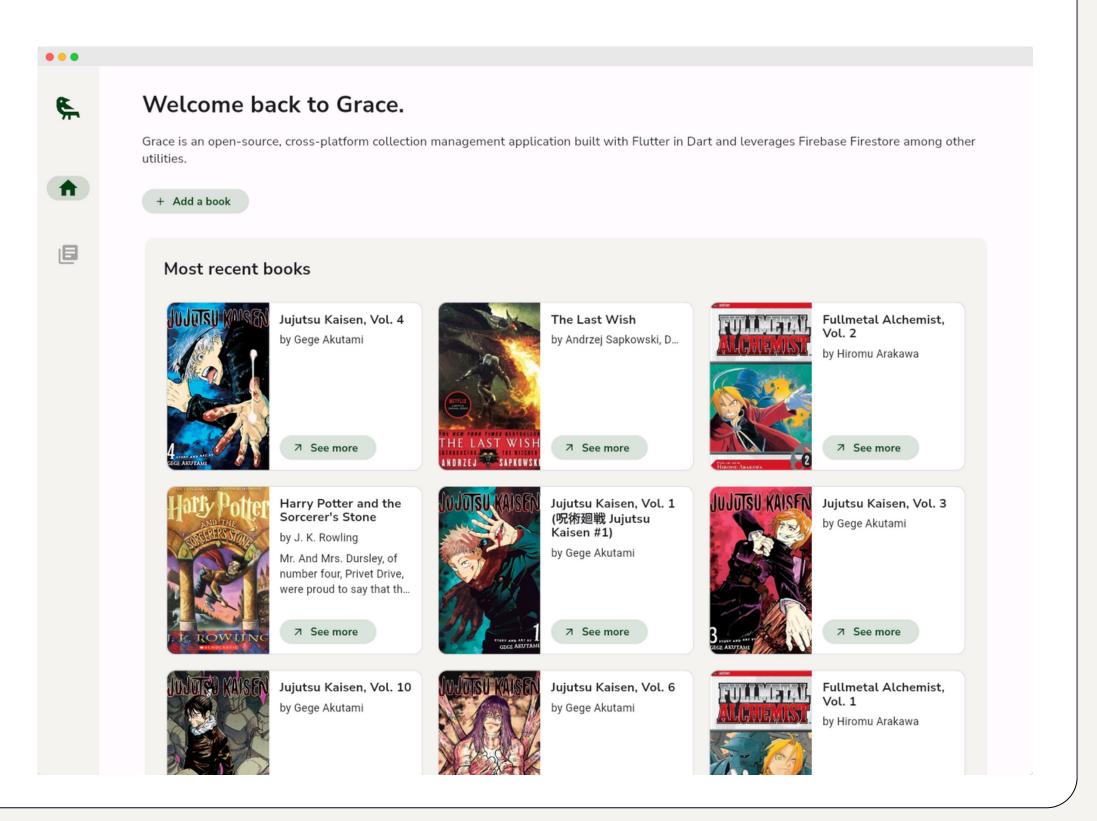






### Overview

Once books have been added to a collection, the home screen presents a quick snapshot of the books most recently added.

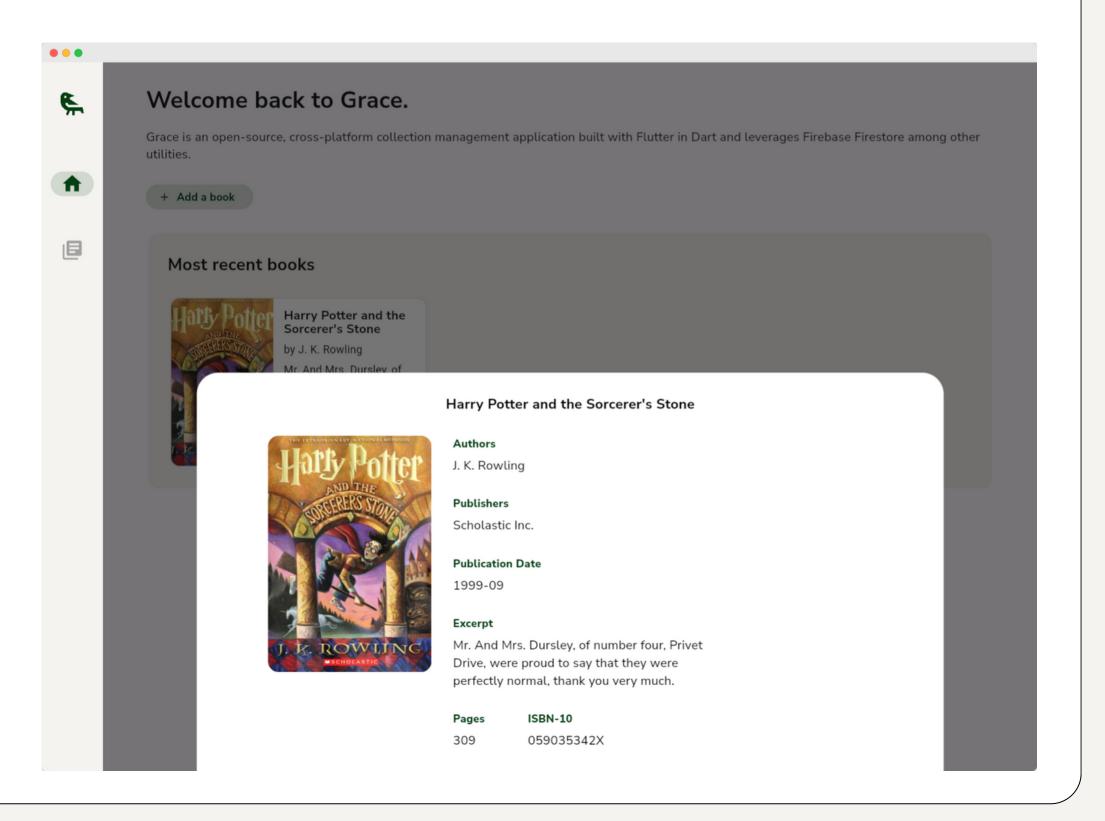






### Detail

Users can click or tap on the "See more" button on each resource card from the home screen, which will open this modal with additional information about each book.



## Learning and the Future

I learned one very important lesson from building this application: cross-platform application development seeks to manage the complexities of building for multiple platforms, but as with everything, there is a trade-off - building all-for-one can result analysis paralysis for how to build:

- flexibly enough that the application can be used across multiple platforms
- not so verbose that a separate codebase would he been justified

In the future, I intend to:

- continue to refine software design patterns to manage this complexity
- seek out packages to accomplish what I need in an effort to "buy, not build"