Developer details for Bookstore project

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1. Purpose of application

A simple application for smartphones where students can gather to sell and buy used books needed at courses given at Chalmers (and possibly other Universities). Users can register books for sale and other users can search and find these books. The unique selling point compared to existing sites like blocket or tradera is the nische market. When buying from our application you know that the seller is close by and that you can set up a meeting to get the book the same day.

1.2 General characteristics of application

No transactions are handled by the application. The application simply matches buyer with seller and provides the opportunity for market mechanisms to function in the interaction between these two parties.

Functionality to add a plethora of attributes about the book and for users to search for books on these criterias. Also the ability to describe a book in general and to upload a photo of the book taken with the mobile camera. A book could be uploaded by filling in a ISBN-number and then obtaining book title, author and edition.

The ability for other users to comment on the book.

Possible functions to be added in future versions:
- Auctions
- Connection to Cremona to compare price and to buy new books
- A website connected to the application

2 Test environment and installation base

This android-project is preferably tested and run from Eclipse. First step for a new tester or developer should be to install EGit from Eclipse Marketplace and the ADT plugin for Eclipse (http://developer.android.com/sdk/eclipse-adt.html.). Please visit and read the installation guide (http://developer.android.com/sdk/installing.html).

After installation of Android ADT and connection with Github in your Eclipse, import the project in Eclipse: file → import → Git → Projects from Git → next → URL → insert https://emil-nystrom@github.com/oscarbr/Brainiacs-startup.git as URL → next → next → next → finish. Now you are ready to build or run the application.

The test report document to new developers and testers is avaliable on: https://docs.google.com/document/d/1oXC8qSHJzy3TRIEg0nVonFR0eNtPC01yBdP7oxgWOlc/edit.
The test report table is also avaliable at: https://docs.google.com/spreadsheet/ccc?key=0Ao75Xu-pWZuDdGxoc1ZROF9BZXlEUThuUnJ5UUl1OHc.

3. Software, hardware and working platforms

For the tests, three MacBook's and one Dell XPS M1530 have been used. The three MacBooks have the operating software Mac OSX-Lion and the Dell have Windows 8. An android emulator in Eclipse (Target Android 2.1, skin WVGA800) and a real mobile phone (Samsung Galaxy S plus) have been used for the tests.

For every test, the following software and working platforms have been used:

- Eclipse SDK version 3.7.2
- Android Development Toolkit version 18.0.0
- Eclipse Mylyn project version 3.6.5
- Eclipse EGit 1.3.0
- Github
- Google docs

4. Project syntax and standard

This project is using SCRUM as project methodology.

This project uses the following standard for commit messages:

RID: TID: m:
Where RID is Requirement ID, TID is Task ID which is optionally, and then m for message. The message should include what you have done in your commit and in which file.

The project uses Java-doc for commenting code (http://en.wikipedia.org/wiki/Javadoc)

Text in this project is written in Google docs with the following syntax:
Normal text: Courier new, size 12
Headings: Use google docs standard headings 2,3 and 4 (font: arial)

Text documents in this project should be uploaded and distributed in pdf-format.

Communication in this project is made by email and WhatsApp. Please email emil.nystrom@gmail.com for access to the WhatsApp group.