Project Bookstore

Draft I:
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(currently in development)

We are not solely developing this to go against the bookstore but rather to just try and help people.

Table of Contents

(not accurate)

I. Summary

What?

An exchange system immediately focused at the University of Maine campus. This system will match up university attendees with larger scale classroom needs in the goal of saving money. This system will concentrate on supplies such as textbooks and Iclickers over less essential items such as binders, paper, etc. The way this system is to work is by "matching" users with whoever can offer what they need at the lowest price. When this happens the users will then be able to workout a price and place to exchange the item(s) bypassing a third party company that would inflate the costs of said transaction. This system is meant to allow students to find and/or dispense essential class resources without traditional third party taking large fees or overcharging for what the user needs.

Why?

The developer, a student, became frustrated with how much he current spends on school especially for the extra materials in each of his classes after already paying to take the class. This developer on average spends a couple of hundred dollars every semester for needed class resources. He has also observed some of his friends / classmates spend an upwards of $400 to $500 every semester. This immense cost is not needed and should be cut down.

Goal:

Go fully develop this idea at a minimum to the minimum viable product (MVP) by the end of the April 23 / 2017 (MPV goals and definition to be defined later in this document.) This will allow for a week of final user feedback and bug fixing for a possible launch in early May. Ideally this system would be available for use to the student body for the last day of classes on May 5th 2017.

Side note

Could this be connected with the tutor program? Instead of just helping others find class resources would we help nurture an education?

Side Ideas:

Develop an Iclicker type system to record class attendance and to interact with the professor during lecture (this could turn into a suit of classroom tools). The developer has already been doing tests and he believes that this is very capable of being achieved at a price reduction of up to 70%.

System that would allow students to communicate with one another during lecture or just during the course of semester.

Integration with ASAP Medias project Haggis?

Could we turn this into a larger platform that could tailor to most all students needs on campus?

II. Design Process

Each of the steps outlined below will be executed in order to complete this project. This document is only a rough outline. What is actually done will be outlined in separate documents with the most important information being transferred back to this one. As development occurs steps might become a little blurred together. This document is meant to be referenced as steps to take to make this system not the only way to develop it. Until a better definition or process of developing comes to light these outlined steps should be followed.

For the development of everything this project will follow Agile and Scrum workflows and methods. More on this another night.

We will create a slack channel for communication and use Google Drive for the ability for all of us to work on one file at a time. As well as easy file sharing. I will share files with each of you soon.

i. Foundation of this document

- Getting all ideas written out and consolidated into one place (this document).
- Is this goal really achievable? Do I as a developer think that all of the time, effort and funds will be worth it?
  - Yes or no decision.

ii. Timeline

- How long is it going to take to do each step?
- How much time do we have vs our goals?

iii. Development team

- What parts of the project will be encountered?
- Who can best cover these positions?

iv. Business

- Can this system be used for?
- What can be gained for those who embark in the challenge of pursuing this project.
- Budget Considerations. For the rest of the project will be reconsidered with each step. If this project is to fail no debt would be ideal.

v. Ethics / Legality

- Ethically how are we going to handle this system? The developers will have access to a lot of personal information.

- Legally what are we required to do? How does this project not get sued?

vi. Budget

- What expenses are going to show?
- How can we best prevent costs?
- Where is money going to come from?

vii. Promotions

- How is the word to be spread around campus? How we are supposed to reach possible users? Stickers? Facebook ads? Ect...

viii. Research

- Peer research talk to those on campus and see what they would like included in this system. Find out if potential users would even like to see something such as this developed.
- What already exists? What works well in other systems? How can this system plan be improved from what was found?
- Developer reflection – ultimately what does the developer think should become of the final result. This will prepare the current stages of the project for the next step.

ix. Functional requirements

- what is to be put into the system

x. Meaningful Unique?

- Why would users want to use this system over that what currently exists? Is this system able to offer anything new? Why should this project be pursued?

xi. MVP + add later features

- What should be in V1 and what shouldn't

xii. Storyboarding (what is this idea going to look like)

- Rough paper
  - Self revision
  - Peer revision
- Illustrator/Invision – final mock ups. What is produced here is what v1.0 of the system will look like.

xiii. Peer testing

- Getting out from just the development team, showing "the public" what we have and getting user feedback. This are out of house tests to receive public final opinions.

xiv. Final check

- Can this actually be built?
- What issues if any could emerge?
- How can this be countered?

xv. Structural Definition

- How will the workflow for project be managed?
- What tools and or resources are we going to use?

xvi. Build it

- This section will be populated upon completion of previous steps
- What steps will need to take place? How will it all happen?

xvii. BETA

- Self Testing
- Peer Testing

xviii. Launch

- V1.0 Completed

xix. Addition of additional features   (CONTROL)
- Needed features / updates and whatever else may pop up along the way.

xx. Peculiar Information

III. Timeline

Creation of Gantt chart.

Agile and Scrum workflow

End time frame goals were already mentioned in goals.

IV. Development Team

Name	Major	Minor	Experience	Role	NDA signed	Interest Level	Phone	Email
Matthew Loewen	New Media	Computer Science, Human Computer Interaction	ASAP media Services	Team Manager, Back end development, publicity, promotions (basicly everything)		10/10 10 - 15 hours a week	201-232 -3380	matt@mattcodeme.com
Justin Norman	Computer Science, Philosophy	None	Asap Media Services, various other projects	Backend development,API, server manager	YES	7/10 5-10 hours/week	207-651 -9940	endlessxaura@gmail.com
Ashley Duggan	New Media	Computer Science	ASAP media Services, IDEXX UX design	UX design, front end development, promotions	YES	7/10 3-6 hours/week	413-563 -7608	ashduggan@comcast.net
Niki Oakes	New Media	?	Amazing design work	Publicity, Graphic Design, front end development	YES	6/10 2-5ish?	207-316 -0484	nichole.oakes@maine.edu
Jacob Hall	?	?	IOS	API, IOS	NO			jacob.hall1@maine.edu
Michael Fagin	Business	?	Business	Business	NO			michael.j.fagan@maine.edu

Project Management: ML

Business / Public face (publicity) : ML MF [AD OR NO]

API: ML JH JN

Backend: ML JH JN

Server: JN

UX design: AD ML NO

Front end development: AD NO

Promotions: ML NO AD

V. Business

How might we start a business? How does one run a business? At this time of writing I have little funds. The goal of this project is not get rich. It is to make a great service available to umaine students (at first) and then expand. After gaining momentum we will switch business around to start covering expenses as well as pocket change.

All of this being said I will cover expenses. We can always find grants, proposals, etc.

Mikey please talk about your clubs + professors.

VI. Ethics and Legal

Private information such as passwords and conversations between buyers and sellers. This should be protected. duh.

Safety clause, if meeting up with others.

We cannot guarantee results when ordering from other websites.

Policies on sold textbooks?

VII. Budget

The budget for such a project depends heavily on what the result of user feedback comes back as. Roughly put the budget would be 2 – 4 designers and developers working and following the development steps over the course of 2 to 3 months.

If at all possible those involved in the project would work without pay in the founding span of the project. Possible reimbursement would come from donations and awarded grants. I would like to own as much as possible of this project, investors are not welcome. This offers several benefits that I will not discuss now.

I personally have already set up and paid for a server that is currently working and waiting to host any needed parts of the project. The only other additional immediate cost would be the domain name, which would cost roughly $11 per year.

VIII. Promotions

Nearly everyone involved in the project is a new media major. Most of us are trained at the IMRC. We can make goodies pretty easily. About 2 weeks before lunch I'd like to start making stickers, shirts, whatever else you guys think would be good. Right before we start making "swag" we should start social media and have a countdown timer on the website.

IX. Research

i. Peer Research

Current students at the university of Maine were asked the following question,

"let's say you were using an online system to buy / sell / trade school supplies, textbooks whatever it may be. This system would be geared towards saving you money. Would you be interested in using it? If so what kind of features would you like to see it in?."

Those asked ranged from Freshmen to 5th year students New Media majors to Math and Business majors. The widest possible range of student were polled. Answers ranged from some personal thought to obviously spending a couple of minutes pondering over the asked question. The most useful answers were those that contained feature requests and those that showed how they already try to save money looking for class resources. (To see actual answers please review the document labeled "Research".)

ii. Findings:

Users wanted these features:

Communication system between buyer and seller

Search System

Comparison of Prices of places selling these textbooks. (Campus bookstore, online retailers, etc)

Users ultimately want:

Save Money

Free Stuff

Systems like the one that has been discussed in this document already exist. Note the use of "like". Some websites only have price comparison, and those ones are not trying to sell or push any product. The websites that are selling do not have any price comparison features at all. The system so far outlined does not currently exist.

iii. Current systems in use and Observations:

copy paste websites that you've been visiting matt.

iv. Developer wanted features

1. Backend connection to Mainestreet → auto populates lists of needed class resources for students and auto populates who is selling them in the area along with site by site comparisons on price.

X. Functional requirements

What is needed to first launch this website?

What do users need to be able to do?

Sell books

    Search the website for these books

    Contact seller if not buying from an online retailer

Buy books

    List the books

        wait for a response from the seller.

            Barter a place and time to exchange

XI. Meaningful Unique

Is website useful? Are users going to want to actually use this platform? Is it different from what already exists? If we just end up making a new facebook or ebay we are not going to succeed.

Basically here we analyze each feature that we think should be included.

XII. MVP

XIII. Story boarding

Please see what I have already done. It is by no means what should followed.

IV. Peer Testing

XV. Final Check

XVI. Structural Definition

XVII. Build

XVIII. Beta

XIX. Launch

XX. Additional Retirements

XXI. Peculiar Information

TAKE AWAY FOR YOU GUYS:

- I have picked everyone here because I think that they some meaningful skill that could help reach the final project goals.
- if you should join I want us to work as a team, if someone is being a dick especially me please call the person out.
- This is going to require a decent amount of work. Especially in the first couple of weeks.
- I'd love to have you on the team no matter how much or little you can do.
- Again we're working together as a team, this project is still in its infancy please share all ideas no matter how small or unimportant you think they are.
- thanks for coming.

matt, NDA reminder.

- Basically this is just a legal agreement saying that you are free to talk about the project why and what we're doing. However you can not allowed to discuss subjects such as our coding practices and the most current graphic designs unless otherwise already publicly available.

Servies we will use:

Slack

GitHub

Google Drive