

Art Up the World

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Intro

ArtUpTheWorld (henceforth referred to as ArtUp) will be a platform developed to connect owners of large “canvases” such as walls and other public infrastructure with artists that wish to “ArtUp” these canvases. Canvas owners will be able to create listings that artists will be able to make bids on. Canvas owners will be able to vet which bids they want to accept.

Technical Plan

This section will describe the software and services we will use when developing the software for ArtUp.

<u>Category</u>	What are we using?
Communication	
Email	Gmail
Web Conferencing	Google Hangouts
Instant Messaging	Slack
Collaboration	
Document Collaboration	Google Drive
File Sharing/Data Tracking	TBD
Developmental Task Delegation	Asana
Web Development	
Environment	Mac OS, Linux, Windows
Browsers Supported	Chrome, IE11+, Safari, Firefox, Edge

Frontend	HTML 5, CSS 3, JQUERY
Backend	TBD
Database	TBD
Android Development	
Environment	TBD
Devices Supported	Phones, Tablets
Device OS Supported	TBD
Software	TBD
Development Language	Java

Team Members

Ana Parra Vera: Team Leader (aparrav1@stevens.edu)

John Pesenti: Documentation Master (jpesenti@stevens.edu)

Chenyue (Catherine) Li: Web Designer (cli37@stevens.edu)

Bryana Atkinson: UI/UX Designer (batkinso@stevens.edu)

Initial Key Milestones

- Tech Stack Decided - September 30
- Database Architecture - October 31
- MVP Decided - November 15
- Frontend Developed - November 30
- MVP/Version 1 - December 31