

Heart To Art

Mobile Application

Aguas, Carl Patrick Adrian

Carbonell, Angela Gabrielle

Guerrero, Vladimir Al

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Introduction

This section provides an overview of the development process of our mobile application. We will discuss the background of the project, the problem it aims to solve, the objectives of the application, as well as the scope and delimitation of the project. This information will provide a clear understanding of the development journey and the purpose of the application.

Background of the Study

The background of our study is rooted in the growing concern over the difficulty that artists face in finding clients in the current market. Several studies have highlighted this issue, including the research by Orion Brook et al. in 2020, which found that many artists struggle to make a living wage through their art. This is due to various factors, such as the rise of digital platforms, which have made it easier for consumers to access art and harder for artists to stand out. Furthermore, a study by Buchholz et al. in 2020 found that most artists need help connecting with potential clients, with many relying on social media and personal networks to find work.

Given the pressing need for a platform to help artists connect with clients, we decided to create a mobile application that serves as a marketplace for artists. The app will provide a platform for artists to showcase their work and accept requests from clients. This can be a valuable tool for artists to find new clients and expand their reach. The app can also provide an easy way for clients to discover new artists and commission custom works.

Statement of Objectives

General Problem

Creating a piece of art is more challenging than it seems; at some point, we have this scenario where our drawing or painting differs from how we imagined it. Artists exist for us to translate our imagination into art; they are people who can turn our words into visuals. In 2019, COVID-19 greatly affected society, including the artists who commissioned or sold their artworks. The pandemic has changed artists' lives which makes online systems preferable. However, there are numerous reasons and obstacles for artists to sell their artworks (Reasons Why Your Art Isn't Selling, n.d.). The artists' difficulty finding clients and doing commissions decreases their pricing for every job (Maguire, 2019). Hence, the reason why there are artist freelancers that asks for low payment for commissions. The general problem that the researchers aim to address is the difficulty of finding clients in the current market. With the rise of digital platforms, it has become increasingly challenging for artists to stand out and connect with potential clients. This has led to many artists struggling to make a living wage through their art and relying on personal networks and social media to find work. The lack of a dedicated platform for artists to connect with clients makes it difficult for them to showcase their work and reach a wider audience, limiting their potential for growth and success.

Specific Problems

The application aims to tackle several specific market problems that artists currently face. One of the main challenges is the difficulty for artists to showcase their work and connect with potential clients on digital platforms. Furthermore, there needs to be a dedicated platform for artists to communicate with clients, which limits their opportunities. The pandemic has also greatly affected the artist's livelihood, decreasing their income from commissions and sales. This also causes many artists to charge low prices for their work which could be more sustainable for their livelihood. The overwhelming nature of social media for artists is another specific problem that the researchers will address. With the rise of digital platforms, artists have abundant options for showcasing their work and connecting with potential clients. However, this can also lead to a saturation of content and make it difficult for artists to stand out and be visible among the competition. Social media algorithms and content curation can make it harder for artists to reach their target audience and see their work by potential clients. As a result, many artists may feel overwhelmed by the constant need to create new content and promote themselves on social media, which can lead to burnout and a decrease in visibility.

General Objective

The project's general objective is to create a mobile application that serves as a marketplace for artists to showcase their work, connect with potential clients, and accept requests for commissions and sales. The application aims to provide a platform for artists to reach a wider audience and increase their visibility, thereby improving their income and livelihood. Additionally, the application aims to provide a secure and easy-to-use platform for clients to discover and commission new artists and for artists to manage their commissions and requests. Overall, the general objective is to bridge the gap between artists and clients and create a platform that supports and sustains artists' livelihoods.

Specific Objectives

The specific objectives of our project are derived from the general aim of developing a mobile application that serves as a marketplace for artists, where they can easily connect with clients and showcase their work. Our goal is to create a platform that addresses artists' difficulties in finding clients and making a living wage through their art.

To achieve this, we plan to develop a user-friendly and intuitive mobile application that is easy to navigate for clients and artists. It will be designed to be responsive and usable on Android mobile platforms. The application will include a search and discovery feature that allows clients to easily

search for and discover artists based on their specific needs and preferences. This will enable clients to find the right artist for their project and for artists to reach a wider audience and increase their potential for growth and success.

In addition, we will develop an artist's profile page feature that allows them to showcase their work, highlight their skills and services, and provide contact information. This will enable artists to present their work in the best possible light and make it easier for clients to get in touch with them. We will also implement a system for artists to manage and track commission requests, including the ability to accept or reject requests and communicate with clients directly through the application. This will streamline the process of commissioning art and make it more efficient for artists and clients.

A system for clients to provide feedback and ratings for artists will also be developed to help other clients make informed decisions about who to commission. The feedback and ratings will help to build trust and ensure that the clients can choose the best artist for their project. To ensure that both clients and artists stay updated about new requests, commissions, and payments, we will implement a push notifications feature for both clients and artists. This will help to keep communication open between the clients and the artists.

We will also implement a system to ensure the security of the personal and financial data of the users on the platform. This is crucial to building trust and ensuring that the users' data is protected.

Finally, the application will be tested and optimized for performance and scalability to ensure that it can handle many users and transactions. This will ensure that the application runs smoothly and can handle any potential increase in traffic or usage.

Scope and Delimitation

This project's scope includes the development of a mobile application that serves as a marketplace for artists, allowing them to connect with potential clients and manage commission requests. The application will feature a user-friendly interface, search and discovery capabilities, artist profile pages, and a system for managing and tracking commission requests. Additionally, the application will include a feedback and rating system for clients, push notifications, and security measures to protect personal and financial data. The application will be designed for Android mobile platforms, tested, and optimized for performance and scalability.

The delimitation of this project is that it will only be available on Android mobile platforms and not on other platforms like iOS. Additionally, the project will not include a built-in transaction system for the payment process between the client and the artist. It will be the responsibility of each parties involved to handle the transaction. The project will also not cover the promotion of the application. In order to the users to be informed, the developers have created Terms and Conditions (see Appendix _)

The Proposed System

System Overview

Heart To Art is a mobile application that helps to make communication easier for artists and their potential clients. Heart to Art features a general feed page that lists the currently unclaimed general requests that clients have created. Through general requests, it allows artists struggling to find a client to find a request that they would be able to do through the request details entered by the client who put up the general request, such as the art template (such as logos and posters) and target date the client needs. There is also a messaging section that would open between an artist and their client where they can chat regarding other details of the request within the application. Heart to Art also allows artists to create their artist profiles showcasing their past works for potential clients to see on their artist page. Their artist page also includes the artist's price points with prices and descriptions for clients to know before even messaging the artist. Heart to Art also features a searching for artists function for artists to be able to send a direct art request to a specific artist that they would like to commission through messaging them on their artist page. Heart to Art also allows clients to rate an artist based on their output and service after the client is done transacting with the artist.

Functional Requirements

Name	Description	Version
Functional Requirements		
Sign Up	<p>This function allows the user to create a new client or artist account.</p> <p>Required Information:</p> <ul style="list-style-type: none"> - Username - Password (2x) - Email address - First Name - Last Name - Mobile Number - Date of Birth - Account Type (Client or Artist) - Payment Details 	Version 0.1
Login	This function allows the users to log in to their client or artist account.	Version 0.1
View Profile	This function allows the users to view profiles.	Version 0.2
Edit Profile	<p>This function allows an artist to add their artist information and commission details.</p> <p>Required Information:</p> <ul style="list-style-type: none"> - Commission Price Levels <ul style="list-style-type: none"> - Prices - Art Specialization - Previous Works 	Version 0.1
General Request	<p>This function allows a client to send in an art request open for all artists.</p> <p>Required Information:</p> <ul style="list-style-type: none"> - Art Details - Art Field - Target Date 	Version 0.1
Generate Feed	This function allows artists to see all the available art requests sent by the clients.	Version 0.1
Claim Request	This function allows an artist to claim a request seen on the art feed.	Version 0.1
Messaging	This function allows the client and the artist to chat once the art request is accepted.	Version 0.1
Search for Artist	This function allows the user to search for a specific artist or art style.	Version 0.1
Sort Artists	This function allows the system to sort and classify all artists.	Version 0.1

Direct Request	<p>This function allows a client to start a request for a specific artist.</p> <p>Required Information:</p> <ul style="list-style-type: none"> - Commission Price Level (Artist) - Art Details - Art Field - Target Date 	Version 0.1
Process Transaction	<p>This function allows the client to send their payment to the artist after the artist has completed the art request.</p>	Version 0.1
Rate Artist	<p>This function allows the client to rate the artist after they have completed the transaction.</p>	Version 0.1

Table 1: Functional Requirements

Non-functional Requirements

Name	Description	Version
Non-functional Requirements		
Ease of Use	The system shall be easy to understand and use.	Version 0.1
Fast System Load Time	The system shall be able to load within 3 seconds.	Version 0.1
Fast Page Generation	The system shall be able to load all pages within 2 seconds.	Version 0.1
Client-only Request Creation	Only clients shall be able to create or send art requests.	Version 0.1
Artist-only Request Claim	Only artists shall be able to claim art requests.	Version 0.1
Request Availability	The system shall make the request unavailable for other artists to claim on the general feed page when the deal is accepted.	Version 0.1
Artist Penalty	There must be a fee/penalty if the artist is not able to provide an output after the agreed target date.	Version 0.1
Message Confidentiality	The conversations shall be secure and confidential. No other users except the client and artist at hand shall see the messages.	Version 0.1
Account Security	In creating an account, the user's payment details shall be requested, recorded, and secured.	Version 0.1
Artist Payments	The system shall release the payment to the artist when the deal is completed.	Version 0.1

Table 2: Non-Functional Requirements

Use-case Diagram

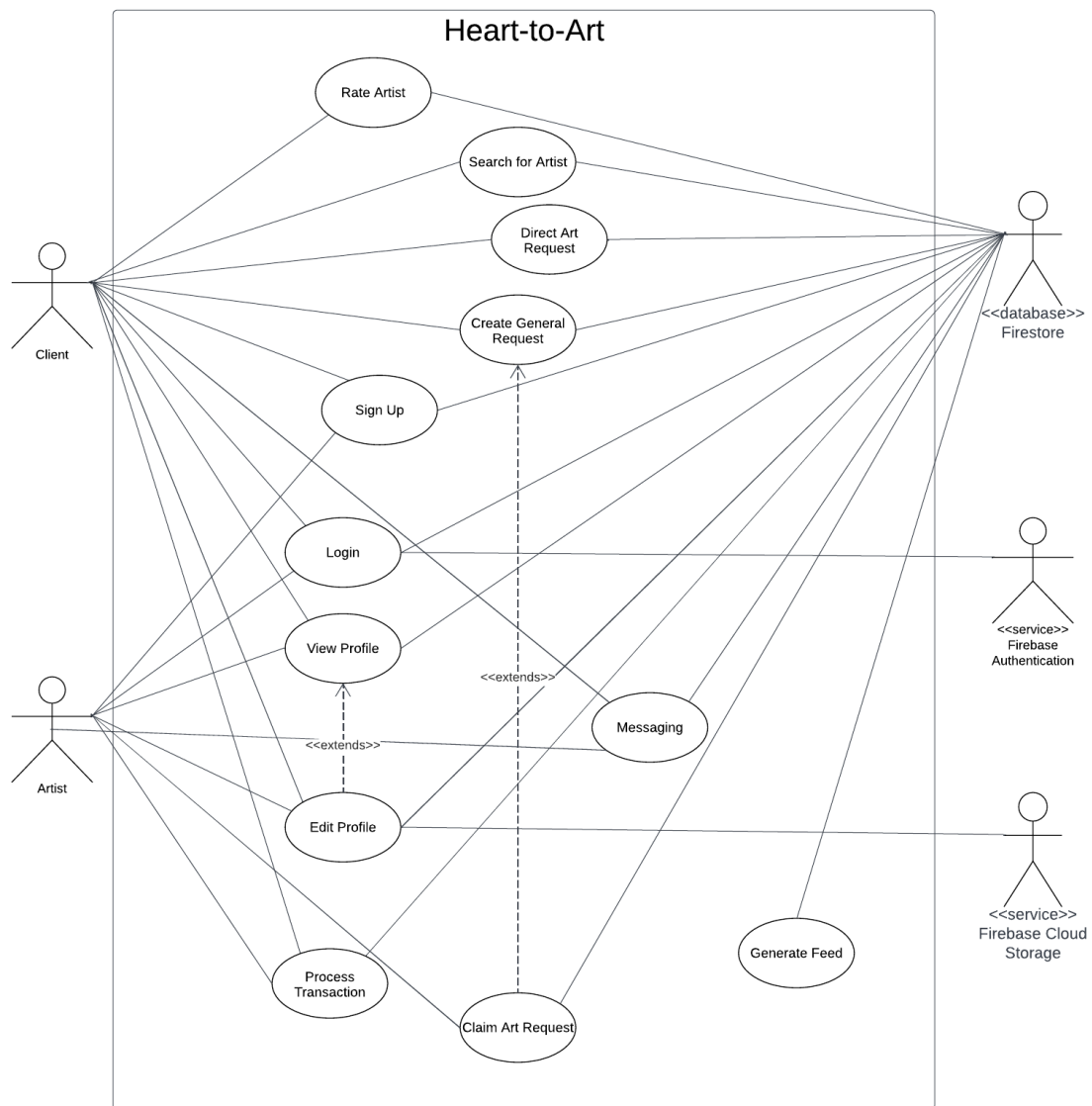


Fig. 1. Use Case for Heart-to-Art Version 0.2

Use-case Narratives

Sign Up (Client)

Actor Actions	System Responses
1. User chooses account type Client 3. User inputs First Name 4. User inputs Last Name 5. User inputs Date of Birth 6. User inputs Mobile Number 7. User inputs Username 8. User inputs Email address 9. User inputs Password 10. User reinputs/confirm Password 11. User clicks Register Button	2. Displays an empty field of information or form. 12. Prompts a confirmation message "Registered Successfully!" 13. Redirects the user to client home page.
Alternative Scenarios	
11. User clicks Cancel Button	12. Prompts a confirmation for canceling the account registration 13. Redirects the user to select account type page.

Sign Up (Artist)

1. User chooses account type Artists 3. User inputs First Name 4. User inputs Last Name 5. User inputs Date of Birth 6. User inputs Mobile Number 7. User inputs Username 8. User inputs Email address 9. User inputs Password 10. User reinputs/confirm Password 11. User clicks Register Button	2. Displays an empty field of information. 12. Prompts a confirmation message "Registered Successfully!" 13. Redirects the user to the feed page.
Alternative Scenarios	
11. User clicks Cancel Button	12. Prompts a confirmation for canceling the account registration 13. Redirect the user to select account type page

Login

Actor Actions	System Responses
---------------	------------------

1. User clicks Login Button in the home page 2. User inputs Email 3. User inputs Password. 4. User clicks "Login".	5. Checks if user is matched to the database. 6. Redirects in their specific feed page.
Alternative Scenarios	
2. User inputs invalid Email 4. User re-inputs Email. 5. User inputs Password. 6. User clicks "Login".	3. Prompt a dialog box "Email data not found". 7. Checks if user is matched to the database. 8. Redirects in their specific feed page.
3. User inputs invalid Password 5. User re-inputs Password. 6. User clicks "Login".	4. Prompt a dialog box "Invalid Password." 7. Checks if user is matched to the database. 8. Redirects in their specific feed page.

View Profile

Actor Actions	System Responses
1. User clicks account	2. Show user the account page
Alternative Scenarios	

Edit Profile

Actor Actions	System Responses
1. User views profile (see View Profile use case) 2. User clicks "Edit Account" Button 4. User edits the specific details 5. User clicks "Save" button	3. Show the edit account page 6. Update the changes in the database.
Alternative Scenarios	
6. User clicks "Cancel" button 8. User clicks "Confirm" button	7. Prompt a message "Exit without saving changes?" 9. Direct to account page

Search for Artist

Actor Actions	System Responses
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1. Client searches for a specific artist or artstyle.	
3. Client clicks the “search in artists”	2. Display dropdown with choices “search in artists” or “search in art style”
5. Client selects the artist of their liking.	4. Display artists that corresponds to the input.
	6. Display the artist’s account page.
Alternative Scenarios	
3. Client clicks the “search in art styles”	
4. Client selects the art style of their liking	5. Display art style that corresponds to the input.
	6. Generate artists with specialization that matches the chosen art style.
7. Client selects the artist of their liking.	8. Display the artist’s account page.

Generate Feed

Actor Actions	System Responses
1. Artist clicks the home page	2. Display home page or feed.
Alternative Scenarios	

Create Direct Request

Actor Actions	System Responses
2. Client clicks the avatar of Artist	1. Display feed page (see Generate Feed Use Case)
4. Client clicks “direct message” button	3. Show artist page
	5. Generate a conversation page for client and artist
Alternative Scenarios	
4. Client unables to click “direct message button”	5. Prompt a dialog box “The person is currently unavailable.”
5. Client clicks the “Cancel” button	6. Display feed page

Messaging

Actor Actions	System Responses
1. User clicks chat.	2. Connect client and artist in a P2P network.
	3. Display chat page.
Alternative Scenarios	

2. User clicks "Enlarge" button.	3. Connect client and artist in a P2P network.
	4. Display customizable chat section.

Create General Request

Actor Actions	System Responses
1. Client clicks "Request Art" button 3. Input art style 4. Input request description 5. Input target date 6. Client clicks "confirm" button	2. Show art request form to ask request details 7. Prompt a message to client: "Request Posted!" 8. Post the requested art in the feed.
Alternative Scenarios	
3. Client clicks "Cancel Request" button	4. Direct user to feed page
4. User did not input request description 6. Input request description 7. Input target date 8. Client clicks "confirm" button	5. Prompt a warning message "Please input request description" 9. Prompt a message: "Request Posted!" 10. Display the requested art in the feed page.

Claiming Art Request

Actor Actions	System Responses
1. Artist clicks "Accept Request" 3. Artist clicks "Confirm" button 6. The client clicks the "Confirm request" button	2. Prompt message to artist; "Are you sure you want to accept this request?" 4. Prompt a message to artist; "Request Accepted!" 5. Notify the client that the request has been accepted 7. Create a discussion page for the client and the artist
Alternative Scenarios	
1. Artist click "Decline Request."	2. Notify client that the request was not accepted.
3. Artist clicks "Cancel" button.	4. Direct artist to the feed page
6. The client clicks the "Cancel request" button	5. Notify the client that the request has been accepted 7. Notify the artist that the request has been canceled.

Process Transaction

Actor Actions	System Responses
1. Client clicks the "Proceed Payment"	2. Prompt message to client; "Are you sure you

3. Client clicks "Confirm"	want to proceed with the payment?"
5. Artist sends final output	4. Transaction process will proceed holding the payment for the artist
7. Client clicks "Accept and Confirm"	6. Prompt message to client; "Do you accept the final output?"
	8. Release payment to artist's account.
Alternative Scenarios	
4. Artist failed to send output before or on the target date	5. Terminate the deal and messaging section of the artist and client.
	6. Notify the client and artist that the payment has been returned to the client's account.
6. Client clicks "Decline Output"	7. Notify the artist that the final output has been declined.
8. Artist sends revised final output	9. Prompt message to client; "Do you accept the final output?"
10. Client clicks "Accept and Confirm"	11. Release payment to artist's account.

Rate Artist

Actor Actions	System Responses
3. Client rates Artist based on the rating scale	1. Confirm if the payment of the client has been received by the artist.
4. Client writes a feedback	2. Display a pop-up rating panel
	5. Store client's rating to the artist's account
Alternative Scenarios	
	1. Checks if client didn't have a transaction
	2. Prompts a dialog box "You are not currently transacting with (artist name)".
	3. Redirects Client to the feed page.

GUIs

Heart To Art uses Material Community Icons for the icons which follows Google's Material Guidelines for designing system icons. The icons feature symbols that are generally well-known for the ease of use of anyone who would like to use the application, so that they would not be confused about what would happen for each button that they click. Heart to Art features a cool and cohesive color palette of blues, light grays, and whites that would make it

easy to look at for the user. Heart to Art also has a navigation bar that links to the main pages of the application, namely the home, inbox, and profile pages. The navigation bar is placed at the bottom for ease of access to the user that would not require them gliding their hand across the screen. The application uses the default Android system font Roboto with its clear design to make it friendly for the user.



Fig. 2. Heart to Art splash screen

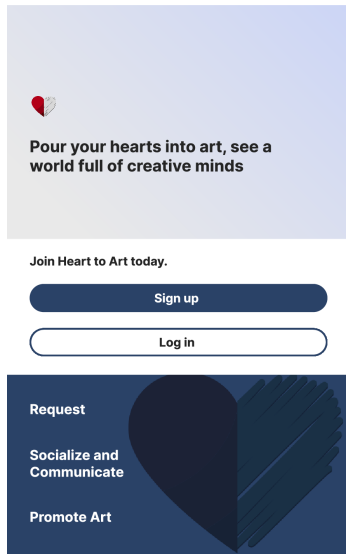


Fig. 3. Log in / Sign up screen

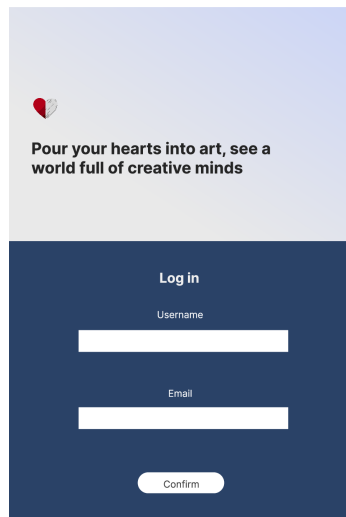
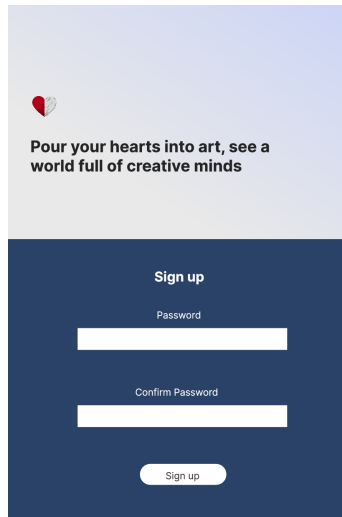


Fig. 4. Log in screen



Pour your hearts into art, see a world full of creative minds

Sign up

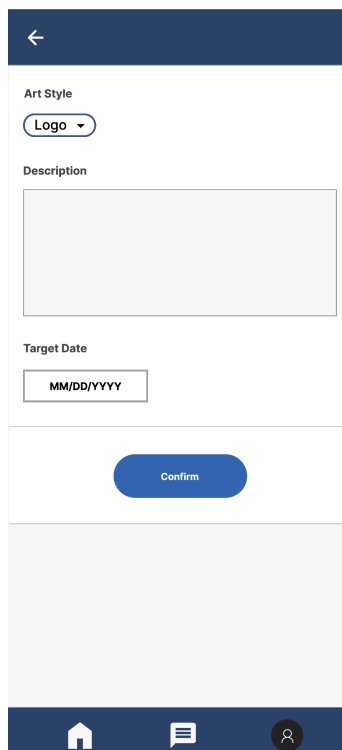
Password

Confirm Password

Sign up

The sign up screen features a light blue header with a heart icon and the text "Pour your hearts into art, see a world full of creative minds". Below this is a dark blue section with the title "Sign up". It contains two white input fields for "Password" and "Confirm Password", followed by a white "Sign up" button.

Fig. 5. Sign up screen



←

Art Style

Logo ▾

Description

Target Date

MM/DD/YYYY

Confirm

The "Create Request" screen has a dark blue header with a back arrow. It contains a form with the following fields: "Art Style" with a "Logo" dropdown menu, a "Description" text area, and a "Target Date" field with a date picker showing "MM/DD/YYYY". A blue "Confirm" button is located below the form. At the bottom is a dark blue navigation bar with icons for home, messages, and profile.

Fig. 6. Create Request screen

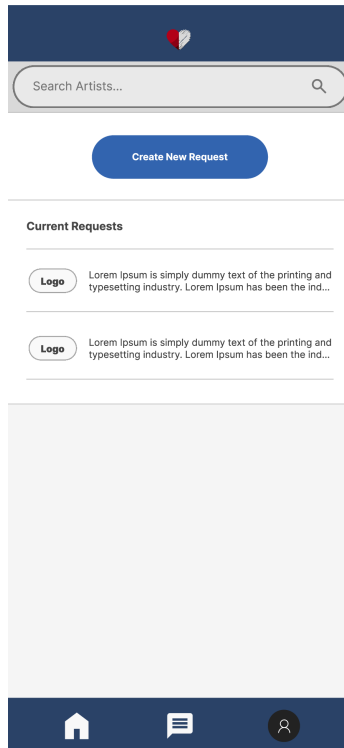


Fig. 7. Client Home screen

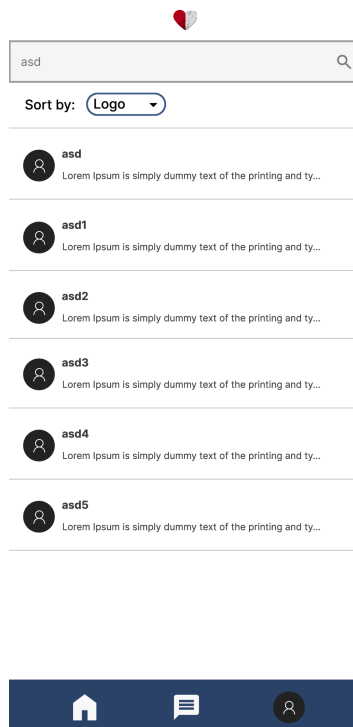


Fig. 8. Searching for Artists screen

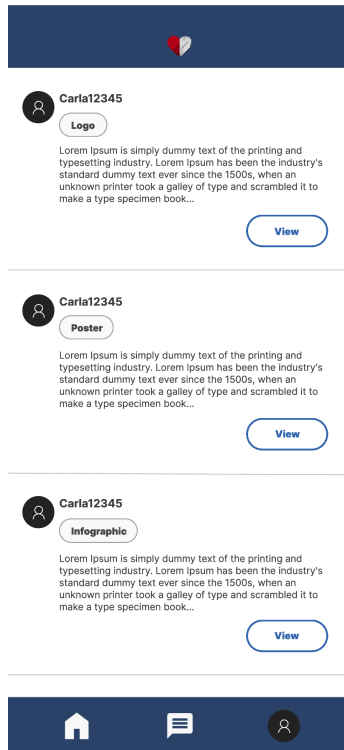


Fig. 9. Artist Home screen

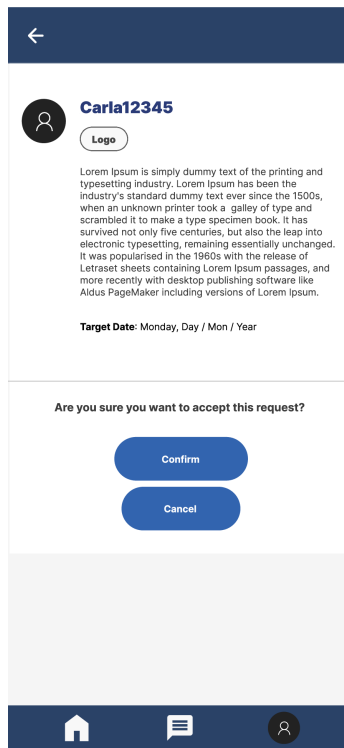


Fig. 10. Accepting Request screen

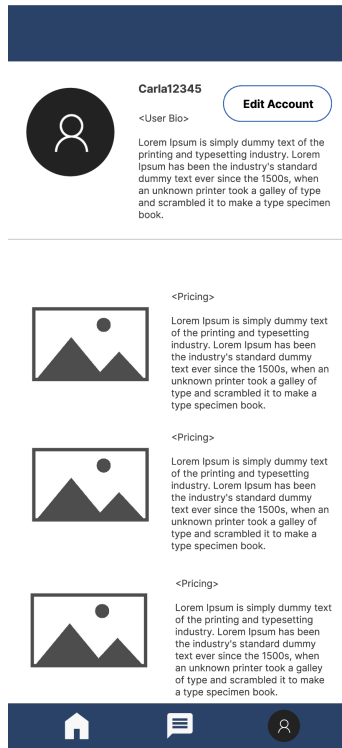


Fig. 11. Artist Account screen

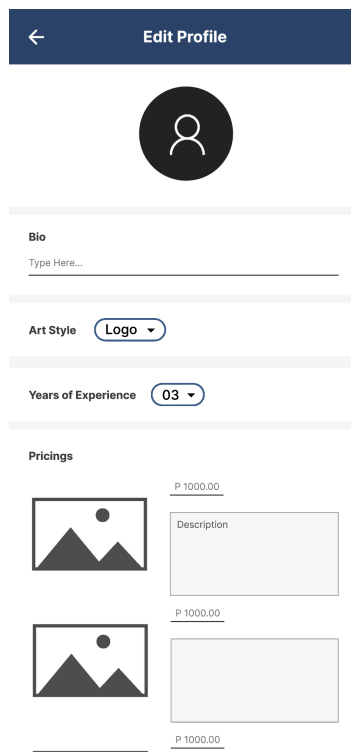


Fig. 12. Edit Artist Profile screen

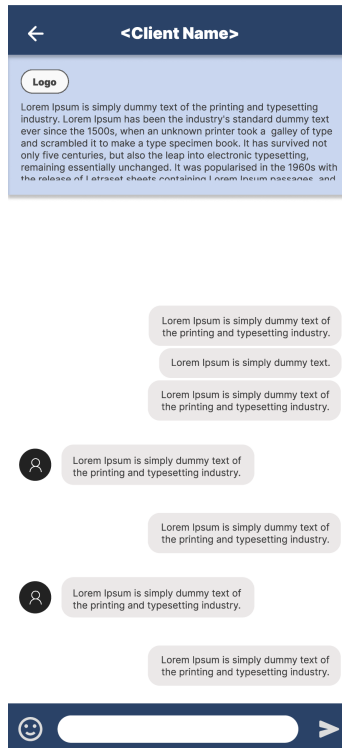


Fig. 13. Artist-Client Messaging screen

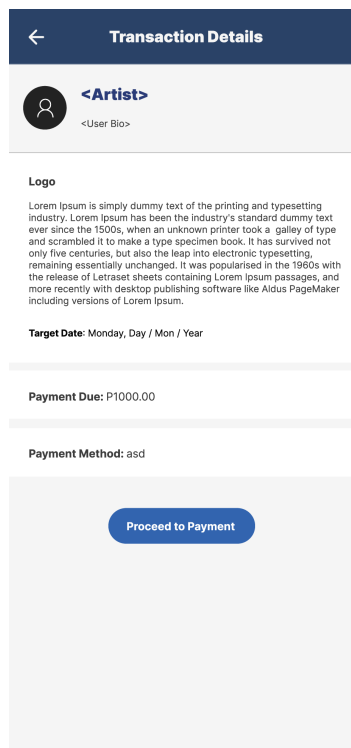


Fig. 14. Transaction Details screen

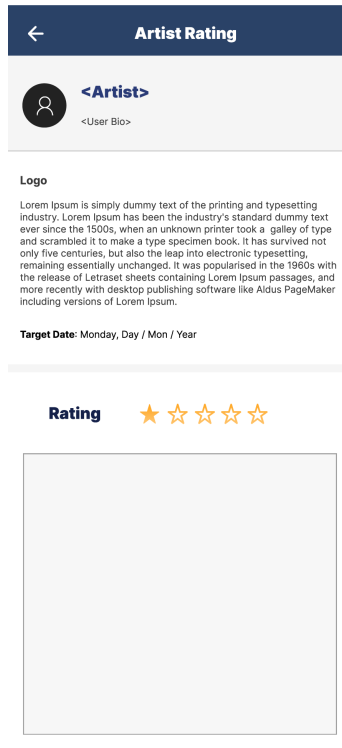


Fig. 15. Artist Rating screen

Screen Layout

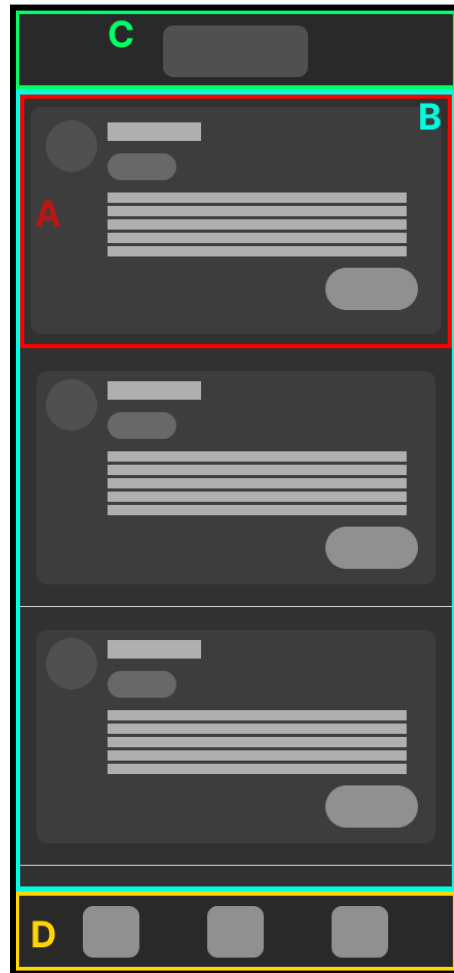


Fig. 16. Artist Home screen layout

Label	Layout used	Description
A	Relative Layout	Container of the client general request details (Client name and picture, art template, description, and view button).
B	Linear Layout	Scrollable View containing all the unclaimed general requests.
C	Linear Layout	Container that has the heading of the current screen.
D	Linear Layout	The bottom navigation bar containing the icons linking to the home, inbox, and profile.

Table 3. Layout

Reports/Forms

User Form	
First Name:	<i>{User's First Name}</i>
Last Name:	<i>{User's Last Name}</i>
Username:	<i>{User's Username}</i>
Email Address:	<i>{User's Email Address}</i>
Mobile Number:	<i>{User's Mobile Number}</i>
Date of Birth:	<i>{User's Data of Birth}</i>
Account Type:	<i>{User's Account Type}</i>

Modules

- react
- react-native
- @react-navigation/native
- @react-navigation/native-snack
- @react-navigation/bottom-tabs
- react-native-vector-icons/MaterialCommunityIcons
- react-native-community/datetimepicker
- react-native-dropdown-picker
- expo-image-picker
- firebase
- firebase/auth
- firebase/app
- firebase/firestore

- firebase/storage

Aside from our own application modules, we have made use of external modules in React, React Native, Expo, and Firebase in our development process in order to benefit from their pre-constructed components and tools. By incorporating these modules, we are able to save development time, reducing the amount of effort required to create common features and functionalities from scratch. This, in turn, allows us to focus our time and effort into developing custom components and features that are specific to our application, resulting in a more robust and stable end product.

System Coding

Programming Language

As the realm of programming expands, each individual can execute or carry out a particular task using one of the many programming languages available. Java and C++ are only a couple of examples. The developers have chosen to use JavaScript after carefully considering and comprehending our ultimate goal. JavaScript is now used in web pages to enhance and interface with servers and add dynamic behavior to the system. Additionally, JavaScript can be used to create an application that the developers want. In developing our mobile application, we have carefully considered the technologies we will use to ensure that it is user-friendly, efficient, and secure. One of the critical decisions we have made is to use React Native for building the application. React Native is a popular framework for building mobile apps that allow developers to use React, a JavaScript library for building user interfaces, to build mobile apps. This means that we will be able to use the same codebase for both iOS and Android platforms, making it easier to maintain and scale the application. This allows for a smooth and efficient development process and provides the application with a modern and attractive design. The developers employed a framework called Expo, which is used to create React Native apps, in order to improve their application. Expo is a group of resources for creating React Native-based applications. Moreover, it gives Command Line (CLI), which may be utilized in testing the software program itself. Finally, it may be used to test in many formats, such as Expo Go. Without actually developing locally, Expo Go is an open-source client for testing React Native apps for Android and iOS (Borozenets, 2022).

Databases

Another vital decision we have made is to use Firebase and Firestore for our databases. Firebase is a comprehensive mobile and web development platform that provides various services, including authentication, real-time databases, and hosting. We will be using Firebase to authenticate and register users, as well as to store their information. This will ensure that the registration process is quick and easy and that the users' information is secure. Firestore, on the other hand, is a NoSQL document-based database that will be used to store the data of messaging and the requests of the users. Firestore is a highly scalable and flexible database that can handle many users and transactions. The data model of Firestore is also a good fit for our application because it allows us to store and retrieve data in a structured way.

Overall, the decision to use React Native, Firebase, and Firestore will enable us to build a robust and scalable mobile application that meets the needs of both clients and artists. With these technologies, we are confident that we can deliver a high-quality product that will make it easier For artists to find clients and for clients to find the artists they need.

Resource Requirements

Hardware Requirements

As for developers, creating an application requires significant resources to ensure it runs efficiently and effectively. One of the essential resources is a sufficient amount of CPU power, as it is responsible for executing instructions and performing calculations. Additionally, a large amount of memory, also known as RAM, is needed to store and quickly access data during the development process. A stable internet connection is crucial as it lets developers download resources and collaborate remotely. Lastly, enough storage is necessary to store the application's code, libraries, and other resources and for testing and deploying the application. These resources are essential for the development process to be easier and more convenient.

The users' smartphones must have at least 2 GB of RAM to operate the software application. Additionally, users must have at least 100 to 150 MB of free file storage space to install the main application file. Also required is a system with at least two cores and a processor running between 1.4 and 1.7 GHz. Additionally, the developers advise their users to have a minimum screen size of at least 5.7 inches in actual diagonal size to appreciate the full benefits of the UI design of the application. Developers can ascertain the modest specifications using an Android Studio emulator, such as the Google Pixel 4.

Software Requirements

As for the developers, the software necessary to develop and run the application includes an integrated development environment (IDE) like Visual Studio Code, Eclipse, or IntelliJ IDEA for managing code, SDKs, and libraries like Node.js, React, React Native, and Android Studio for building and previewing the application. Moreover, a NoSQL database like Firestore for data storage and retrieval, Firebase Authentication for user login and sign up, and an operating system that supports the technologies used, such as Linux or Windows.

For the users' real-time connections to function properly, their smartphones should be fitted with a network coverage type like Wi-Fi, 3G, or 4G. The Android 4.1 operating system, popularly known as Android Jelly Bean, is the minimum requirement required to run a mobile application. The developers employed Android 12.0 API 31 to enhance the UI design and responsiveness between the OS and its app.

Appendices

Appendix A

Appendix A1. Instructions

Art Requests

1. To make a request, log in to the application as a client user.
2. Select the "Post a Request" option on the main menu.
3. Fill out the necessary information for the request, including the type of art desired (e.g. logo, poster, portrait).
4. Submit the request, which will be displayed in the request feed for artists to see.
5. An artist user can then accept the request.
6. Once the request has been accepted, the client and artist can communicate via the in-app chat. This is also where they will handle the transaction for the requested art.

Profile Management

To manage their profiles, client and artist users can simply access their profile page from the application's main menu. On their profile page, they can edit their personal information, such as their name, contact information, and preferences.

Artist users can also showcase their work by uploading sample artwork to their profile page. Additionally, they can indicate their billing or price ranges, giving clients an idea of their

budget for their services. From the artist's profile page, clients can directly request the artist's services and initiate a commission. This allows clients to choose their preferred artist based on their style and portfolio.

Transaction Process

After revisions are completed in the chat, the transaction will be the responsibility of both the client and the artist. They can use their preferred transaction method outside of the app. The artist and client will have buttons on the chatting page indicating when payment has been sent and received. Once payment is confirmed, the final artwork will be released to the client.

Appendix A2. Terms and Conditions

Our mobile application is designed to provide artists with a platform to showcase their work and connect with clients seeking their services. By using our platform, you are bound by the following terms and conditions.

Privacy Policy: We attach great importance to user privacy and will not manipulate or misuse user accounts in any way. The user data we collect will only be used to provide the services outlined in these terms and conditions.

User Accountability: You must ensure that your account information is accurate and up-to-date. Additionally, it is your responsibility to maintain the security of your account by keeping your password confidential.

Amendments to Terms: We reserve the right to change these terms and conditions at any time.

It is your responsibility to review them regularly to stay updated. Your continued use of our platform after any changes have been made will be considered as acceptance of the updated terms.

No Guarantees: Our platform is provided on an "as is" basis, and we do not guarantee that it will be error-free or uninterrupted.

By using our platform, you agree to these terms and conditions and our commitment to respect your privacy.

Appendix A3. Data Privacy Law

In the Philippines, data privacy is regulated by the Data Privacy Act of 2012. As mobile application developers, we are committed to abiding by this law and ensuring the protection of the personal data of our users. This includes implementing appropriate security measures to prevent unauthorized access, use, disclosure, or destruction of user data, as well as providing transparent information about how we collect, use, and share personal data in accordance with the principles of data privacy. Using our platform, users can trust that their personal information is being handled with care and in compliance with the Data Privacy Act of 2012.

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