Project Proposal

**Body Modifications Appointments (BMA)**

**A website for managing appointments for tattooists, piercers, body modifiers and their clients.**

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BSc (Hons) in Computing – Software Development

October 2019

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# Clarification

|  |  |
| --- | --- |
| Artist | Tattooist, piercer or body modifier |
| Client | Customer of the artist |
| User | Artist and/or a client |
| Shop | Tattoo parlour or piercing studio that does tattoos, piercings and/or body modifications |

# Objectives

## General

The object of this Project is to take a brick and mortar scenario[[1]](#footnote-1) of where artists and clients process appointments and payments manually, and create a website where this can be automated.

There will be two main types of accounts on the website; shops and clients. The shop account can either be a solo artist or a collection of artists.

## Databases

There will be two databases connected to the website. These will be encrypted to avoid leaking private information. There will be a Shop database and a Client database.

## Reviews

Reviews of the shops will be generated by the clients. These will be visible on the Shop’s page on the website. The shop can choose to hide a review. Clients must have at least one previous booking with a particular shop to review that shop. This will avoid people never visiting the shop or artist posting reviews.

## Appointments

Shops will generate what days and times the artist(s) are working. The client will book an appointment that is free with the artist. Sample sizes will be provided to generate the correct amount of time to be reserved. A deposit or full payment will be required from the client to confirm their booking.

## Artificial Intelligence

Artificial Intelligence will focus of individualisation as well as the issue of optimisation.

With individualisation, the client will have recommendations. For example, if they generate a piercing appointment, the likes of piercing jewellery or piercing locations would be recommended to them.

With the issue of optimisation, the likes of security and payment handling will be discussed and implemented.

# Background

I had an idea of creating a social networking Android application in early 2018. I was on a website called Inked-Up.com where the site specifically targets adult men with body modifications such as tattoos and piercings. With this site, I felt that it was dealing with a very specific niche that would not be suitable for everyone. The site was also very outdated and it wasn’t being managed. (Tatú, 2019) Seemingly, it became just a site for just sharing photos. The chat room was always empty and the blogs haven’t been updated in a long time. The site seems like it is dying.

With mobile social apps gaining popularity (look at TikTok for example), I wanted to create an app that was for tattoos and piercings, but for all adults. I was going to try and encourage the users to actually want to use the app by having a section to find and rate tattoo shops.

This was the basis for my Software Project last year, but I was not able to complete it with mental health issues, and honesty, just being burnt out from working 19 weeks straight with college-related projects and assessments. Also, I didn’t have the right computer at home to handle Android Studio.

For this project, I wanted to do something that I could do online and not depend on computers, hardware or software. I had thought about wanting to book a tattoo appointment and realising how much of a pain it is, trying to contact the shop and pay a deposit. I thought that was a good start for this project.

I found that when I was booking tattoo appointments, I felt it was a little more complicated than it needed to be, trying to contact the artist or the shop. Delays in communication were present. There is also an issue with people booking appointments, not paying a deposit and not showing up, wasting the artist’s time.

To remedy this, I thought about creating Body Modifications Appointments (BMA). With BMA, the artist can tell the system what days and times they work and then clients can book a date and time when the artist is free. Clients will also be able to rate the artist and/or shop the artist works in and leave them a review.

I wish to do some Java, JavaScript and jQuery refresher online courses. I feel this will be very beneficial for the project. If I need to learn new languages, I will research the language.

# Technical Approach

For the project to be completed, the Requirements Specifications. Taking previous projects into consideration, it would be best to complete these first. By doing this, goals would be set. Setting these goals later on in the project could be troublesome.

With the coming weeks, I expect to complete the Requirements Specifications and then work on the prototype for the Mid-Point Presentation in mid-December. After this, I will work on the Project and develop it further. (Tatú, 2019)

To deal with version control, I will be using GitHub and Git Bash. (<https://github.com/JoeyTatu/SoftwareProject>)

For the methodologies, I will be using a mix of Scrum and Kanban, I will be using these methodologies to ensure I understand what needs to be done and to be organised and to keep myself correctly on-track. (Tatú, 2019)

# Special resources required

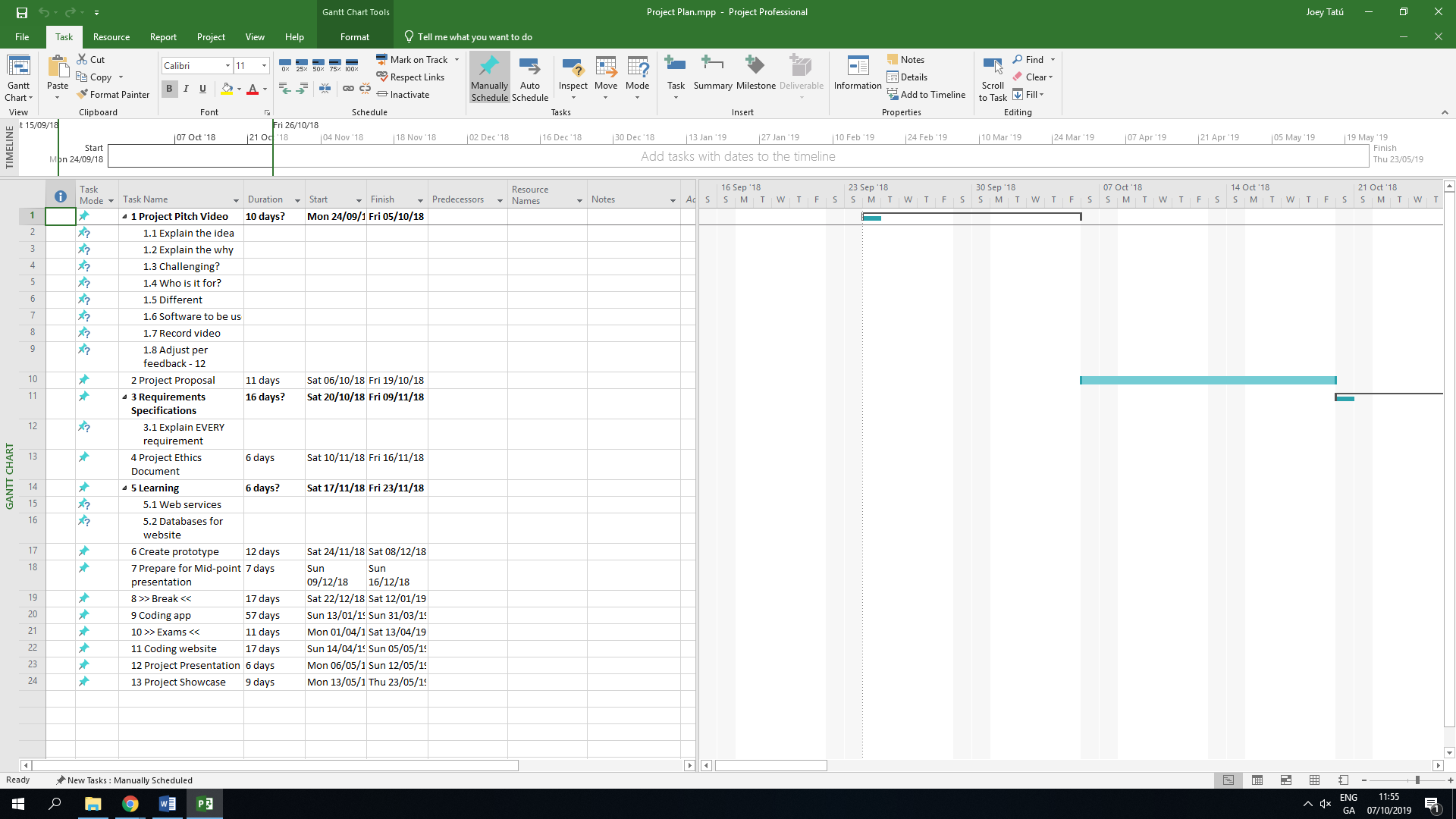
It is expected that the project will be completed using online tools and services, where possible. I would also like to use the likes of Amazon Web Services or similar. (Tatú, 2019)

# Research

[To be added]

# Project Plan

This is the Project Plan. It currently shows all the major milestones and will be updated throughout the Project. (Tatú, 2019)



# Technical Details

Web-coding languages such as HTML, CSS, XML, JavaScript (etc) will be used along with SQL (more than likely SQLite). It is expected that Java will be used for the Artificial Intelligence part, but other languages will be considered. (Tatú, 2019)

# Evaluation

Testing of the general features of the site will be completed by myself. A shop and a client account will be created. Checking API calling and connecting to the databases will also be measured. Junit testing will be dealt with to check how the website responds to different scenarios.

# References

Tatú, J., 2019. *Social Modifications,* Dublin: s.n.

1. A **brick-and-mortar store** is a traditional store that you find (e.g.) in your local shopping centre. [↑](#footnote-ref-1)