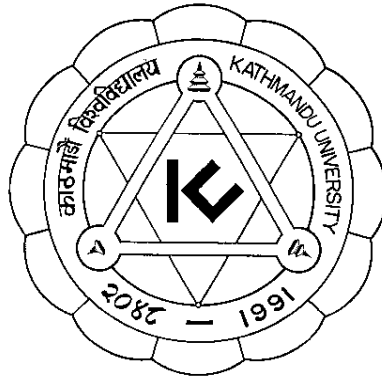# Kathmandu University

Department of Computer Science and Engineering

Dhulikhel, Kavre

A Project Proposal

On

Creo

[Code No: COMP 206]

(For the partial fulfillment of 2nd Year/ 1st Semester in Computer Science)

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Submission Date: 4th October, 2018

Cover Letter

October 4,2018

Respected Sir,

This proposal has been submitted for the partial fulfillment of the COMP 206 course, which consists of a group project to be submitted under the directions and monitoring of a supervisor. Following are the topics covered under this proposal.

- Introduction to our project………………………….
- Requirements…………………………………….
- System Description and Work Breakdown…………

Thank you for giving us this opportunity.

Sincerely,

Utsav Darlami (14)

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Abstract

Creo, a Latin word for 'creativity', is a web development project with an objective of providing simpler and more meaningful platform for the artists to share their art. The project itself is engraved with an idea of a digital art exhibition. In today's world, where number of followers and likes obscurely dominate the actual content of an artist, Creo will be purely content-driven platform that will allow any user to browse arts on their newsfeed based on their preference, where each art being shown will only disclose its creator's credentials and portfolio once it is actually rated and liked. The idea behind such anonymity is to purely prioritize art content without providing any pre-sub-conscious influence because of artist's established name or internet popularity. Therefore, Creo will be used to establish a genuine connection between artists and consumers/companies that seek to hire them.

The project Creo will be like a web version of Instagram, where the user can browse, inspect different artistic content as well as have their own portfolio for other users to see.

Keywords: Newsfeed, Instagram

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Acronyms

HTML: Hypertext Markup Language

CSS: Cascading Style Sheets

PHP: Hypertext Preprocessor

SQL: Structured Query Language

JS: Java Script

Chapter 1: Introduction

Project Creo will focus on creating a digital art sharing platform/art gallery with the purpose of providing artist the recognition they deserve, not on the basis of their name nor influence, but purely by the level of their work and passion that went into making it.

1.1: Background

If we observe today's social media conundrum, major contents in the platform are driven on the basis of influences and excessive promotions. Looking at the small independent artist, they seem completely oblivious in this digital world, deprived of much needed discovery and recognition. You either have to be a famous person or a person with enough money to drive content in the internet. So, our project Creo will mainly focus to eliminate such barrier between artists and consumer.

Creo is a web-based media sharing platform, where each user can visit the site as a visitor or as a content creator. Either person can view and inspect other person's creation such as photographs, paintings and music. The main aspect that makes Creo different than mainstream platform like Facebook and Instagram is the anonymity of the artist and prioritization of art rather that the name or influence of the artist. Each user will have a clean newsfeed where they can scroll the displayed art, like a visitor in an art exhibition. Once the user like a certain creation, s/he can further click on the art, rate it, and only then will s/he be forwarded to the portfolio of the artist behind the creation. This helps to eliminate certain pre-established persona towards the creator due to their influence or popularity, and provide judgment purely based on the level and passion of their artwork.

1.2. Objectives

➢ Provide all-access platform to content creator and consumers
➢ Establish a link between customers and artist via their portfolio and contact information
➢ Give user and visitor a more in-depth digital exhibition experience.
➢ Promote the local artists with potential
➢ Build a no-discrimination platform.

1.3 Motivation and Significance

The primary motivation behind our web application is to give all the required recognition to the artist and provide a meaningful platform for the people that actually comprehend the artistic values. Alongside, it is an effort to not let go any deserving piece of art unnoticed, which is ultimately an ethical aspect that we are trying to implement against the mainstream social medias.

Such type of platform can influence artists to create something worthy knowing that their creation will be judged purely on the basis of their passion and hard work. It is not only a motivation to create such a platform, but the necessity of time itself.

Chapter 2: Related Works/Existing Works

Offering the opportunity, especially for young artists, to sell their work without having to go through the preparations for an art exhibition, few online art galleries like Artmajeur, Saatchi Art, ART LAB have been created, providing people to view and appreciate art at their own leisure.

(ARTLAB, 2012)ARTLAB represents bold new talents from the Middle East and beyond, offering art lovers and collectors opportunities for potential investments. The gallery focuses on contemporary figurative and abstract art that engages the art and soul. From paintings to video art to photography, ARTLAB strives to discover young artists from around the world and bring them to Beirut.

With the purpose of promoting and bringing forward deserving artists and their art, Creo will revolve around the same ideology and motivation. Upon completion of this project, it will feature many unnoticed but deserving artists.

Chapter 3: Procedure and Methods

For completion of our website we have created certain procedure which we will be following strictly. They are:

1) Study and research- Firstly, we have planned to do some research related to front-end and backend development needed for our project by visiting similar kind of websites, by consulting with seniors and teachers.

2) Front-end Development: Front End part i.e.; Visual parts of website is the first thing that will be noticed by user and is responsible for having first impression on a user. So, we will be making our website attractive and user-friendly using HTML, CSS, Bootstrap and JavaScript.

3) Back-end Development: Back End part is the backbone of our website. Without it our website will not work functionally. We will be doing backend programming with the help of PHP and MySQL, where MYSQL is used for designing database and PHP will perform tasks requested on database such as collect form data, generate dynamic page content, or send and receive cookies.

4) Testing and Debugging: It is not 100 percent sure that our website will be built as perfect as we have desired. There can be some syntactical and logical errors. Our website might not be as user friendly we have expected. So, we will be performing tests and debugging to solve it. Also, we will allow a few of our friends to use our website and we will be taking their opinions so that we can improve our front-end part.

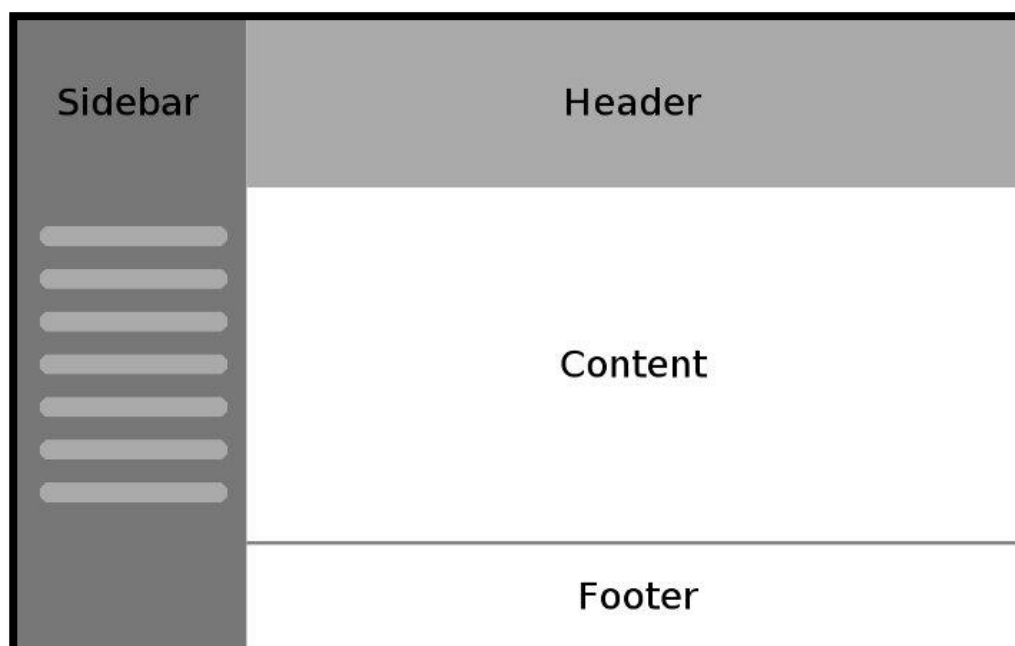5) Documentation: After completion of our above listed task, we will prepare work report and present our project.
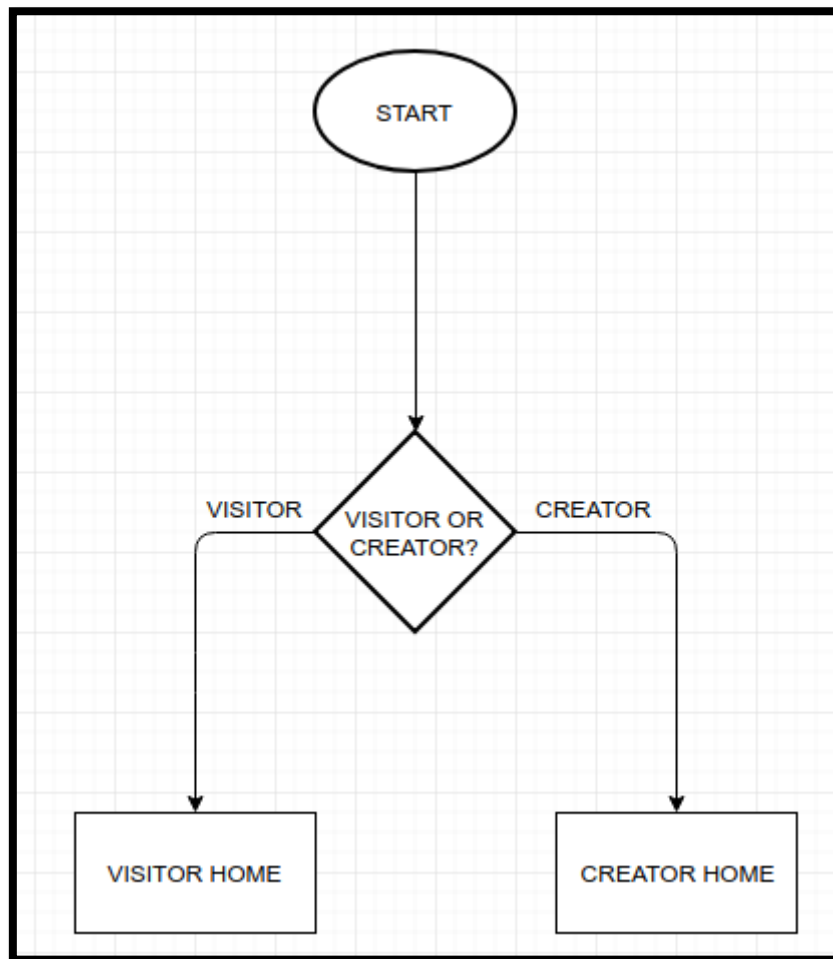
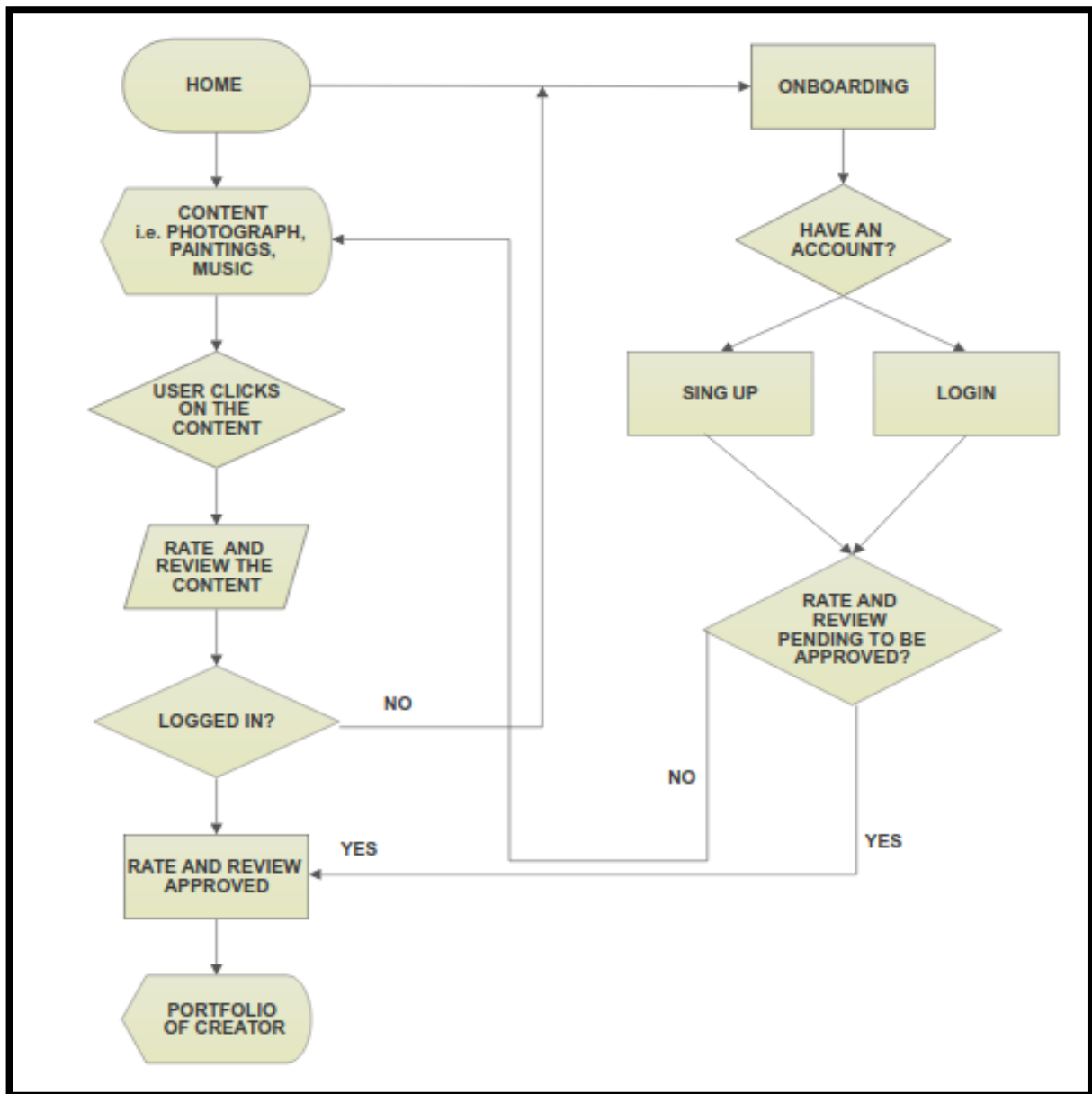**Fig 3.1: Layout of the Website**

Fig 3.2: Initial Flow Diagram

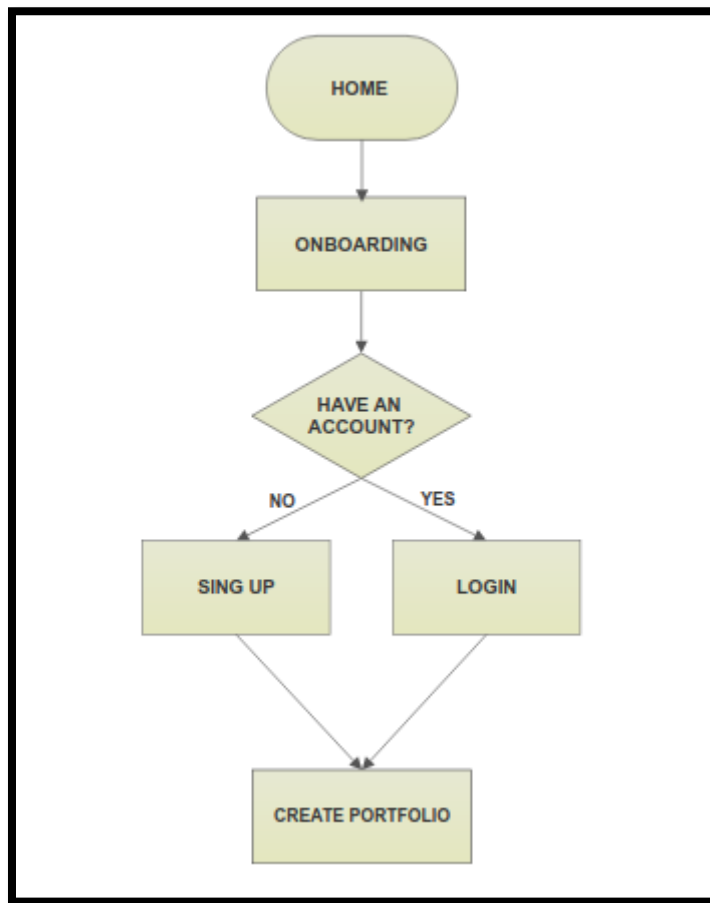**Fig 3.3: Visitor's Flow Diagram**

Fig 3.4: Creator's Flow Diagram

Chapter 4: System Requirement Specification

4.1 Software Specification

4.1.1 Front End Tools: HTML, CSS, JS

4.1.2 Back End Tools: C++, SQLite

4.1.3 Text Editor: Sublime Text/ VS Code

4.1.4 OS: Windows XP+ above

4.1.5 Browsers: IE 8 above, Safari 9 above, Firefox 46 above, Chrome 47 above

4.2 Hardware Specification

Since the website will be simplistic, sophisticated hardware is not required. Any modern PC capable of running a modern OS should suffice.

Chapter 5: Project Planning and Scheduling

The work breakdown and time in weeks required to complete the specific task are shown as in the Gantt chart below: -

Task	1	2	3	4	5	6	7	8	9	10	11	12
Research and study	■	■	■									
Graphic Designing				■	■	■						
Core Programming						■	■	■	■	■		
Program testing										■	■	
Documentation											■	■

Table 5.1: Gantt Chart

Tasks:

1. Research and Study
2. Graphic Designing
3. Core Programming
4. Program Testing
5. Documentation

References

(2012). Retrieved from ARTLAB: https://www.art-lab.me/