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CSN -254

REQUIREMENT AND SPECIFICATION DOCUMENT



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PROJECT ABSTRACT:

Basically the software is all about to provide a platform to the artists to showcase their talent on the international stage and on the other hand also provide a platform to the art lovers who are willing to buy some piece of art.

DOCUMENT REVISION HISTORY:

22 march 2022

CUSTOMER:

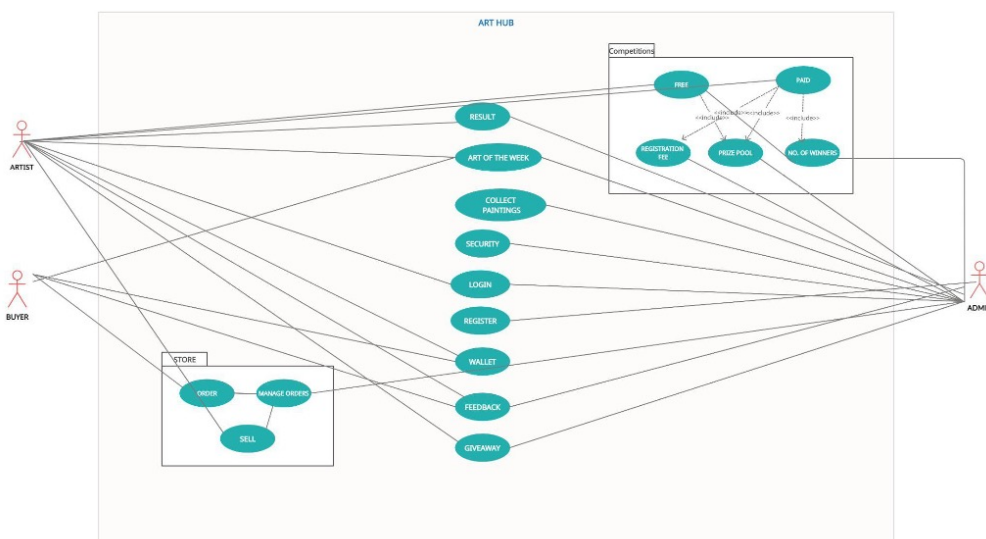
So, generally speaking there are two types of people or customer using it one is the artist and the other one is the art lover and their requirements or expectations towards the software are different according to the art lover the software should provide a healthy competitive environment, it should expose its art to the world in a appealing way, it should be convenient to use and handle, any purchases of his/her art should be directly transferred to his/her bank account whereas the art lover wants that in the store there should be a organised and sequenced arrangement of art from which he/she can choose from and during making an online transaction the transaction window should be safe and secure and also the response time and other non functional requirements of both the users are the same.

COMPETITIVE LANDSCAPE:

vFAIRS

This software also provides artists from all around the world a platform to showcase their talent and make money out of it by organising a virtual fair after fixed intervals of time. The main difference between this and our app is that the art is not sold 24x7 on this app it is only sold during the fair which is held during a particular period of time so whereas in our app it is more like the online shopping apps these days where you can come any time and the things which you want to but are available.

USE CASE:



- Login: Used for security and privacy purpose and to have a unique identify for buyer/artists. Our application must have this feature. Every time the user gets logged-out or want to login to sign up this use case is implemented.
- Competition: There are two types of competitions- Free and Paid. These include registration fee, prize pool and no of winners. Whenever a new competition is announced this use case is implemented.
- Store: Buyers can buy any art style they like and can customise their buy. Sellers can set a prize for their art which can be manipulated by the admin. Whenever there's a transaction of buy and sell, this use case is implemented.
- Result: The admin reveals the result of every competition and hence this use case is used.
- Art of the week: Every week, Admin chooses a painting as the art of the week which is accessible to all the users.
- Feedback: This is an important use case as this helps users to get involved with the system. The admin can change the frequency of competitions and also the types of art styles included bases on the fact that which art style is getting popular among the users.
- Wallet: This is where the money earned by the artist and the money spent by the buyer is storede virtually which can be directly linked to the bank account. Whenever there is a transaction, this use case is implemented.
- Giveaway: Admin controls the giveaways as a special event to earn special prizes as and when sponsored.

WORKFLOW:

When the app runs for the first time, it prompts the user to log in by inputting his credentials. Alternatively, a new user can signup for an account. After successful login, the user has to choose between the buyer and the artist.

Now, the artist can take part in the competition as well as can buy the paintings while the buyer can only buy the paintings. And the buyer has to link his bank account to the app. There is a bidding system for the selling of the paintings. The buyer will have the icon for the orders where he can see all his paintings bought by him.

Now, for the artist, there are two types of competition: free and paid. The competitions are announced by the admin only as well as the winners are also decided by the judges who have access as the admin of the app. The prizes for the winners are also decided by the admins.

We are using the MySQL database to store the data.

The database is required to store the details of the user his past paintings and winning trophies. It also stores the art of the week, top artists, and the paintings available to sell or are in the bidding. The user can store his past paintings and his prizes. The database should allow real-time sync among the user devices for features like bidding system art of the week and the winners of the competition.

NON-FUNCTIONAL REQUIREMENTS:

Coming to non-functional requirements we have not thought of Non-functional requirements and decided to enhance them after implementation. But we have pre-meditated some non-functional requirements. For security and privacy issues we have given each user their own personal credentials which they can change in the coming future. And we have not analysed some requirements like memory and speed till now and kept it for the future. But the memory would not be that high as only the sellable paintings are in the store and the personal past paintings and results of the artists. For data requirements, we will build a database. But we also ensure that we focus on the improvement of non-functional requirements.