

Virtual Art Gallery

1. Introduction

- **1.1 Purpose**
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- **1.2 Intended Audience**
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- **1.3 Intended Use**
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- **1.4 Product Scope**
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- **1.5 Definitions and Acronyms**

2. Overall Description

- **2.1 User Needs**
 - Team 3 to simulate and come up with some 'customer pain points' /
 - User stories'
 - Reference to UI wireframe
 - The Mentcare system shall generate monthly management reports showing the cost of drugs prescribed by each clinic during that month
- **2.2 Assumptions and Dependencies**

3. System Features and Requirements

- **3.1 Functional Requirements**
- **3.2 External Interface Requirements**
- **3.3 System Features**
- **3.4 Nonfunctional Requirements**

OUTLINE ONLY 1ST WEEK

Purpose

- Art gallery e-Commerce for purchasing
- Focus is on Singapore and Asia
- Types of art focusing on painting, sculpture, eco-friendly crafts, historical, food art
- Novelty: Artists can directly upload their own art pieces, and manage their own space (hybrid between an art gallery & ebay)
 - Online exhibition

End User

The composition of the audience for a virtual art gallery can vary significantly based on the specific context and objectives of the exhibition.

Here are some potential segments of the target audience:

- Art Enthusiasts: Individuals who appreciate art and will often visit exhibitions and events. They can be contacted through established arts organisations, various social media platforms, and subscription-based email newsletters.
- Art Learners: Individuals seeking to expand their knowledge of art, whether for personal enrichment or professional growth. Tailoring outreach to specific groups interested in particular art genres can enhance engagement and learning outcomes.
- Art Buyers: Individuals who are interested in collecting and purchasing art.
- Connections of Featured Artists: Friends and acquaintances of artists featured in the exhibition.
- Educational Groups: School classes visiting the virtual art exhibition as part of field trips, contribute to enriching the educational experience through interactive engagement with artistic content.

User Requirements

- As an artist, I require a platform where I can upload and showcase my artwork to a global audience.
- As an art enthusiast, I require a platform where I can share and explore artwork with others, fostering a community that appreciates and engages with diverse artistic expressions
- As an artist selling my work online, I require a platform where I can easily monitor and track my sales.
- As an artist, I need to gauge the level of interest in my art through metrics such as likes and views.
- As an art enthusiast, I require a user-friendly platform that allows me to easily discover and access local art from Singapore and Asia, enabling me to support and appreciate homegrown talent.
- As an emerging artist, I require a platform that enhances my visibility and promotes recognition of my work, enabling me to expand my audience reach effectively.

- As an administrator, I need a comprehensive moderation mechanism that allows me to carefully manage access permissions, ensuring that only verified and approved individuals are granted entry to maintain security and integrity.

System Requirements

- Admin can restrict artists to only be from Singapore and Asia (restriction page) + extra module to vet uploaded artwork (5 to 6 hours before artwork is posted)
- It should provide a user-friendly interface for navigating exhibitions and interacting with artworks, including features for zooming, rotating, and viewing in different contexts (e.g., virtual rooms or curated collections).
- The virtual art gallery system must support high-resolution images and videos to accurately showcase artwork details.
- System should include robust security measures to protect intellectual property and user data, along with scalability to handle increasing visitor traffic and content uploads without performance degradation.
- System should integrate with social media platforms and analytics tools for tracking visitor engagement and artwork popularity are additional functionalities needed to enhance user experience and support artists' promotional efforts.
- System should be able to track likes and views, visible to users for interactive engagement with the artwork. Artists should have access to analytics that display the number of likes and views for each artwork, with the capability to sort artworks by the most liked to effectively gauge popularity and audience preferences. This functionality enhances user engagement and provides artists with valuable insights into the reception of their artwork.
- System should include an artist wallet page that provides secure and transparent management of financial transactions for artists, including functionalities for receiving payments, tracking earnings, and managing withdrawal requests.

Functional/Non-functional requirements

Functional

Home Page:

- Links to About, Gallery, Artists, Exhibitions, Contact Us, User Account, and Purchase Page.
- Contains sections for Featured Art Pieces, Upcoming Exhibitions, and Artist Spotlight.

Gallery:

- Links to Art Piece Detail pages.
- Search Art function

Art Piece Detail:

- Accessible from the Gallery page.

Artists:

- Links to individual Artist Profile pages.
- Search Artist function

Artist Profile:

- Accessible from the Artists page.

Exhibitions:

- Links to individual Exhibition Detail pages.

Exhibition Detail:

- Accessible from the Exhibitions page.

Contact Us and User Account:

- Direct links from the Home Page.

Purchase Page:

- Accessible from the Home Page or after adding items to the cart.

Admin Dashboard, Content Management System (CMS), Order Management, and Analytics:

- Accessible by admin users only.

Non-functional requirements

- **Ease of use:** Our system should be able search each art piece/artist using the search function by typing their keywords. System interface will be clutter-free, with well-organized menus, icons, and toolbars. Visual hierarchy helps users quickly identify and access commonly used features without unnecessary distractions. User intuitive - Web app should be nice and neat to look at, simple and smooth to click around and discover.
- **Size:** Our system should be able to handle large amounts of data, minimally 10TB worth of size , we need to maintain the size of the database to store the data and limit the size of the image uploaded from the artists.
- **Reliability:**
Our system should run without crashing or freezing during normal usage. Stability ensures uninterrupted workflow and prevents loss of unsaved work due to unexpected failures.

- Security:
Transactions should be secure, vetting process for new artwork. Our system should be able to be highly secure to keep our users' credentials safe. Security updates will be made every end date of the month. And, by doing collaborative and reliable penetration testing.

Plan (schedule)

tin)	- Backend/frontend coding development begins - Drafting of testing criteria begins - Drafting of documentation begins (what project management methodology will we use)						
ond, Thalhan)	22 Jul	23 Jul	24 Jul	25 Jul	26 Jul	27 Jul	28 Jul
	- Testing of app begins - Continuous refinement and app fixing based on feedback						
, Thalhan)							
	29 Jul	30 Jul	31 Jul	01 Aug	02 Aug	03 Aug	04 Aug
	- Setting up of GitHub repo - Uploading to GitHub - Decide how to present app during presentation						
nary (Desmond, Thalhan)							
	05 Aug	06 Aug	7 Aug	8 Aug	9 Aug	10 Aug	11 Aug
	- Coursework 1 (iteration 1 complete) - Submission						
	12 Aug	13 Aug	14 Aug	15 Aug	16 Aug	17 Aug	18 Aug
	19 Aug	20 Aug	21 Aug	22 Aug	23 Aug	24 Aug	25 Aug