Artscape

By Elizabeth Eyeson, Kevin Busch, Sophie Ciulla, Timothy Vaught, Ziqi Zhao, Fengwei Zhang

Inspiration

Artscape was inspired by an idea to provide users with an "artistic escape" through a hyper-personalized art gallery experience through the comfort of their screen. We strived towards centering Artscape around the user's creativity and curiosity so they could explore the limits of the art they are currently observing and the art they would like to view in the future.

Methodologies and Tools

VCS and Deployment Environment:

- Github ★★★★★
- Python Anywhere ★★★

IDE:

- VScode ★★★★
- Pycharm ★★★★
- Sublime Text ★★★★★
- Atom ★★★★

Language:

- Python ★★★★★
- HTML/CSS ★★★
- JavaScript ★★★
- MySQL ★★★★

Framework:

- Flask ★★★★
- Jquery ★★★★★
- Node.js ★★★★
- Bootstrap ★★★★

Methodologies:

- Agile ★★★★★

*Meeting method:

- **Zoom** ★★★
- **Discord** ★★★★★
- **GroupMe** ★★★★

Challenges

The first challenge we encountered was overcoming the learning curve of using languages and tools like HTML/CSS and Flask. Many of us did not have advanced experience with these tool so trying to design a functional project while simultaneously "learning the ropes" was difficult at times.

The second challenge is there are no similar products can be a reference for our project. The 'reshuffle' function is original. We have to write those main algorithm by our self.

The third challenge we encountered was the lack of in-person communication and collaboration due to COVID19. Though we were able to supplement some of the collaborative experience through platforms such as Discord and Groupme, it was still difficult collaborating on code remotely .

The final challenge we encountered was Python Anywhere's lack of multiple collaborator option. However, we were able to get around this issue through regular communication and commits.

Time To Demo!