THE NEEDS DOCUMENT

OF

4RTIST PROJECT

I.   INTRODUCTION

According to Smart Insights' statistics, more than half or roughly 4.70 billion of the world population uses social media platforms. They spend about two and a half hours browsing and exploring. It would be sensible for visual artists to join in and use these platforms to spread influence and gather followers. After all, with billions of users, it wouldn't be that hard to have people interact or be interested in your art. However, it is proven otherwise based on what they experienced.

Mainstream social media platforms have varied content and usually caters different interests of the users. Visual artists may attempt to garner attention by posting and even using features such as hashtags to be relevant, however, the posts are ultimately short-lived and soon will be buried under new content. The algorithm is also to blame. It favors content which people engage the most and is from a prominent user thus bringing aspiring artists lower and decreasing exposure.

4rtist aims to empower artists. It aims to create a space where artists feel like they belong no matter the medium they use and to discover other artists kindred to their interests. It strives to build connections between artists so that they may grow and learn alongside each other.

II. MISSION STATEMENT
☐ An application that showcases works of art by visual artists.
☐ An application that allows artists to register, login, and logout an account.
☐ A platform for visual artists to be able to interact with others whose interests are similar to them.
☐ An application that is User Friendly and contains key factors of the UI/UX and should be tailored to every audience.

III. TECHNICAL OBJECTIVES

An Application that showcases works of art by visual artists.

Technical Objectives	Performance Objectives

Create an App that allows only the Registered User to post artworks	Presence of an Artwork Feed Module but with functionality to Post. Artwork Feed Module are accessible by everyone

An application that allows artists to register, login, and logout an account.

Technical Objectives	Performance Objectives
Create an App that can either prompt users to register or continue as Guest.	Presence of a registration, and login module. Users must be able to login and logout of the system as well as continue as guest if logging in is not an option

A platform for visual artists to be able to interact with others whose interests are similar to them.

Technical Objectives	Performance Objectives
Create an App that can allow Registered Users to comment on artwork.	Presence of an interaction functionality. Users can like and comment on artworks.

An Application that is User Friendly and contains key factors of the UI/UX and should be tailored to every audience.

Technical Objectives	Performance Objectives
Create a Front-end with the discretion of the Developer.	User Experience should be desirable and should be tailored to every audience, especially old artists that may need a platform to share their artworks.

IV.   SCOPE AND LIMITATIONS

4rtist pursues helping visual artists extend their reach. It should provide a portfolio or collection where the artists can put their works and be seen and interacted with.

They might be doing it in hopes of being able to profit from their art which our application is willing to be of assistance in achieving. However, this application does not offer features in relation to possible transactions. Commission and pricing sheets might be posted but the payment, meet-ups or delivery, and negotiations will not be of the application's concern.

The time frame of which the application to be done is within the first semester thus it is expected to be finished within 3 months.

CONCEPTUAL FUNCTIONAL MODEL
OF
4RTIST PROJECT

Technical Objective 1: An application that showcases works of art by visual artists.

OPERATIONAL SCENARIO:

The users visit the website using the browser, there are showcase artworks posted by various visual artists on these platforms. On these websites, there is a "login and sign up" button for those users who have not yet logged in or registered here on these platforms.

**Technical Objective 2:** An application that allows artists to register, login, and logout an account.

OPERATIONAL SCENARIO:

The users visit the website using the browser. On the homepage of a website, the user can see the "Login" button to register their account on the form provided, if they already have an account, to see the showcase works of artworks by the visual artists.

If the users have no account, the homepage was presenting a "sign up button". This form asks for a username and password. When it is done signing up, they are taken to the homepage for having already logged in and being able to see the

showcase works of artwork by the visual artist. If there's an error, you are directed back to the registration page.

Entity-Relationship Diagram
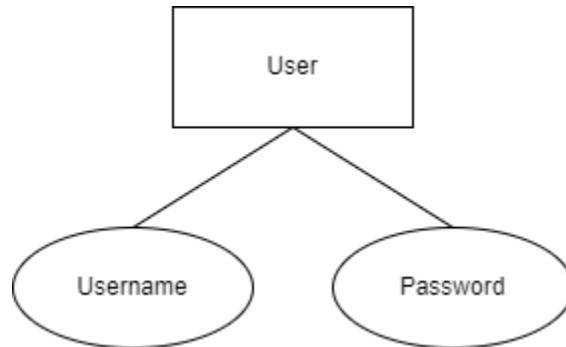
Use-Case Diagram
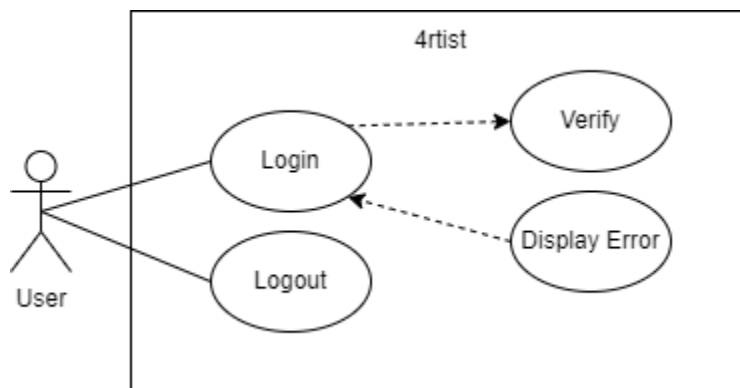
Technical Objective 3: A platform for visual artists to be able to interact with others whose interests are similar to them.
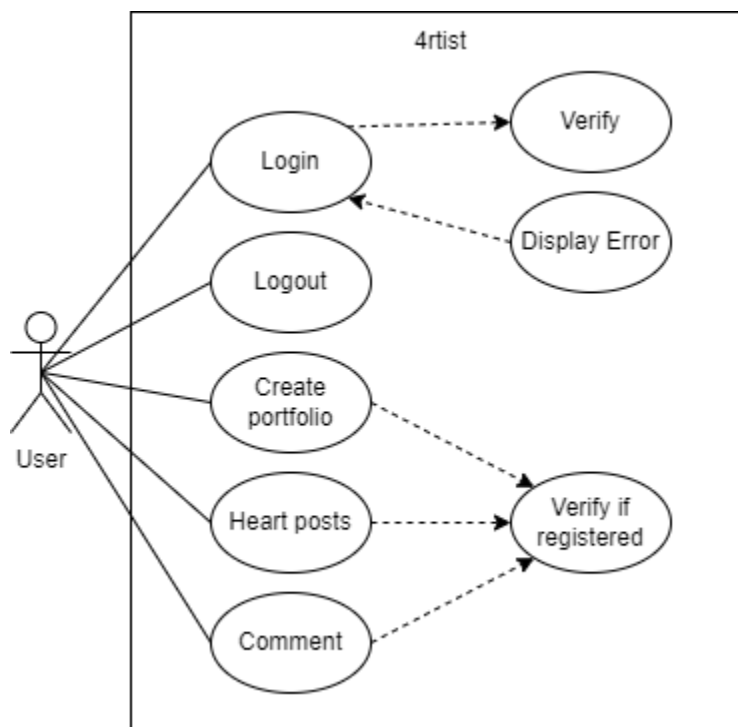
OPERATIONAL SCENARIO:

When browsing through the art, the user is able to interact with the post using a "heart" feature. Additionally, they are also able to comment under the post.

Entity Relationship Diagram
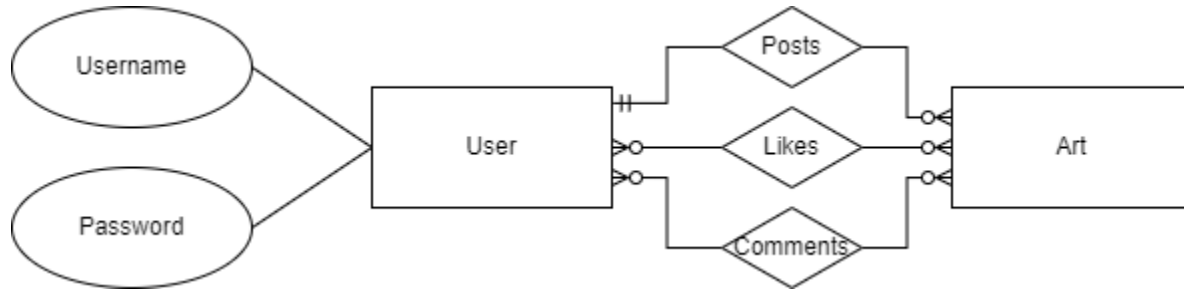
Use-Case Diagram

Technical Objectives 4: An application that is User Friendly and contains key factors of the UI/UX and should be tailored to every audience.

OPERATIONAL SCENARIO:

This website is focused on the graphic arts, but it is open to all aspiring visual artists to promote their artwork through the different mediums. The visual artists are allowed to post their status with some captions and a variety of artworks which can be seen by art-lovers.

Entity Relationship Diagram
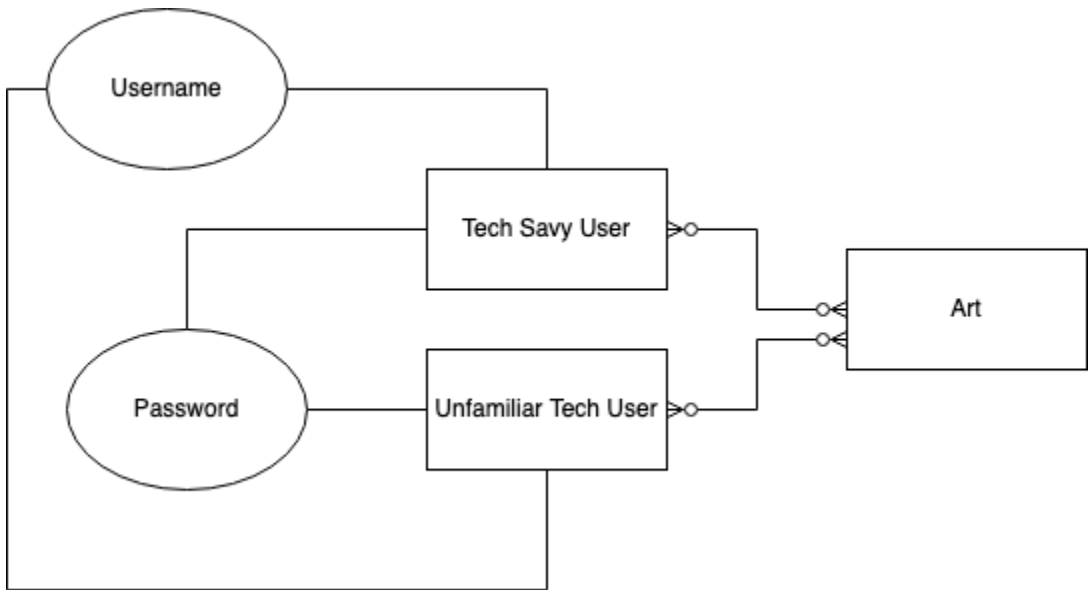
Data Flow Diagram

System Activity Diagram

User Visits the Application

User Clicks the Login Button

Has an Account?

Want to Create an Account?

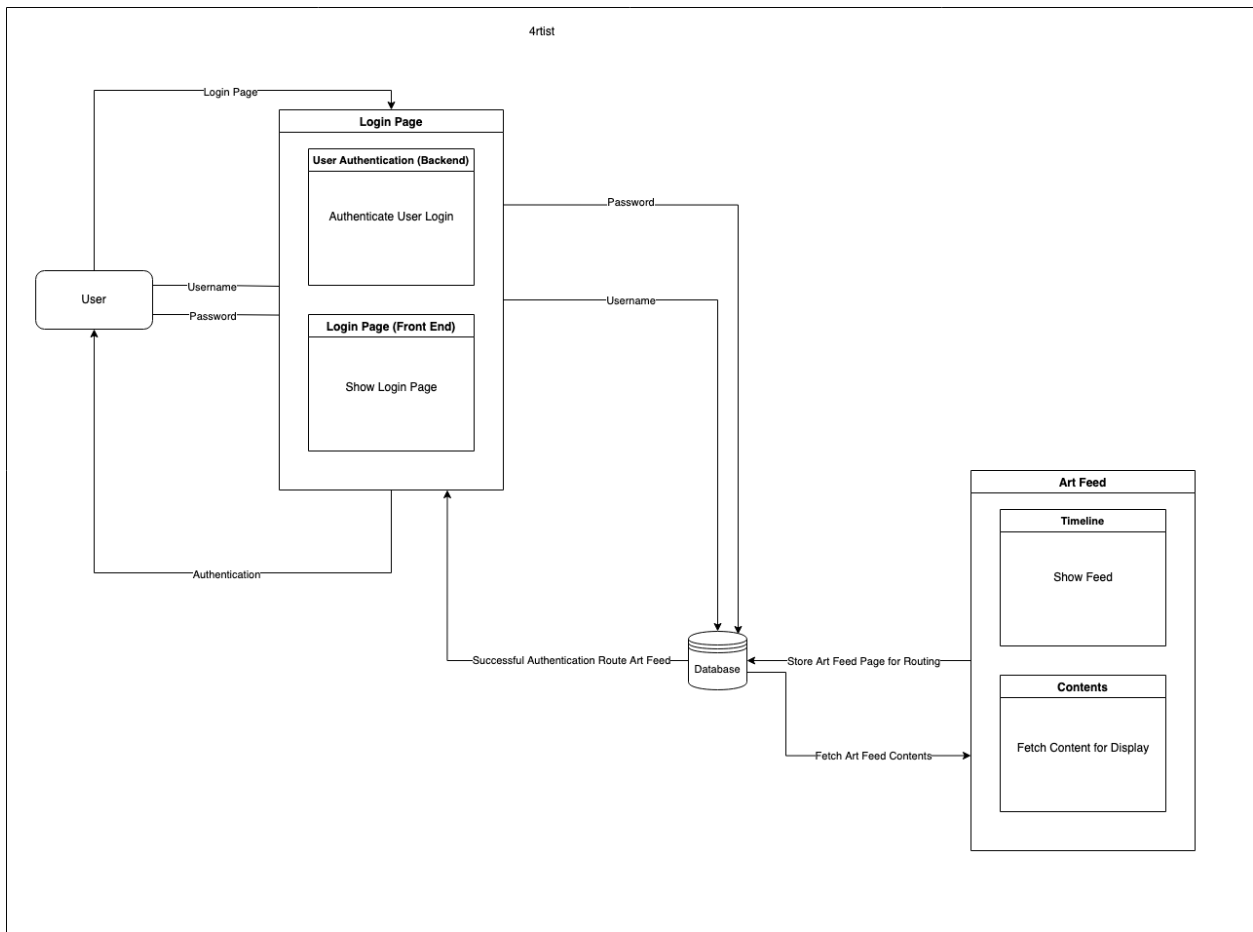Enter Credentials

Correct Credentials?

Proceed to Login Page

Continue as Guest User

Credentials Invalid Error

Correct Credentials?

Project Art Feed

Want to Interact with the Post?

Logged in as User?

Allow to Like or Comment on Post

Done?

Done?

Want to Post?

Prompt Logout Screen

Logged in as User?

Allow to post on art feed

Done?

yes

no

yes

no

yes

yes

yes

no

no

no

yes

yes

yes

no

no

yes

Physical Allocation Model

Assignments

Members	Assignments
Catura, Christian Aris C.	Front-End Engineering, Database Designer, Team Leader
Monge, Alejandro Miguel A.	Programming, Team Member
Pineda, Lennart Austin S.	Back-End Engineer, Team Member

Task Lists

Members	Task Lists	Time to Complete
Catura, Christian Aris C.		
Monge, Alejandro Miguel A.		
Pineda, Lennart Austin S.		

Gantt Chart

Task ID	Task Name	Start Date	End Date (In Days)	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10
T01	Objective 1	9/26/22	10/3/22	■	■								
T02	Objective 2	10/3/22	10/10/22		■	■							
T03	Objective 3	10/10/22	10/17/22			■	■						
T04	Objective 4	10/17/22	10/24/22				■	■					