Release Plan

Share Yourself Artists

Team : SYA

Release Name : Share Yourself Artists

Release Date : 7/28/18

Team Members :

Scott Davis (Product Owner)

Yujin Chung (Initial Scrum Master)

Joo Yon Kim

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### High Level Goals

#### Chat System

* + Be able to communicate with other users using chat room

#### Payment System

* + Artists can buy credits / memberships, and pay for each review.
  + Paypal APIs are used.

#### Social Media Integration

* + Authentication with social media such as Google, Facebook, Tumblr is available.

#### Server Image Resizing

* + Be able to use the capacity practically by resizing the image.

#### Debugging, Styling, and Deployment

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### User Stories

#### Sprint 1

* + (5) As an artist I want a direct line of communication with those within the art profession in order to receive feedback on my work.
  + (5) As someone in the art profession I want to profit from my expertise in the field by being paid to provide artist feedback.

#### Sprint 2

* + (3) As an artist or business I want the ability to link my profile with my social media accounts.
  + (2) As an artist I want the art upload feature on the site to be intuitive and hassle free.
  + (2) As a DB manager I want all the images to be sized neatly so that I can use the capacity practically.

#### Sprint 3

* + (5) As an artist or business I want the platform to be aesthetically pleasing and intuitive and its features bug free.

### Product Backlog

#### Mobile version of Share Yourself Artists

* + Provides simpler version of the product, mostly targeted for businesses(blogs & magazines)
  + User Stories
    - As a business, I want mobile application so that I can use the application in a better accessibility.
    - As a business, I want notifications from the application when new work is up.

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