## SPEC-1: Custom Artistic Press-On Nails E-commerce Platform

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## 1. Background

The press-on nail market is growing rapidly as more consumers seek convenience without sacrificing style or individuality. This project aims to launch a user-centric e-commerce platform focused on selling hand-made, artistic, and reusable press-on nails. Unlike standard online beauty stores, this site will offer customizable designs where customers can either drag and drop components to design their own sets or submit reference images for a completely custom set.

The platform will serve two major user groups: beauty-forward femmes (ages 18–40) and beauty professionals needing unique nails for editorial shoots, performances, or promotions. The experience will evoke the feeling of a digital nail salon, offering aesthetic freedom, size inclusivity, and community-driven exclusivity. To foster brand loyalty and recurring revenue, a membership system with tiered discounts and exclusive designs will be integrated.

The site will initially target North America with international expansion planned. Its long-term vision includes being a digitally immersive beauty club that redefines personalization in beauty accessories.

## 2. Requirements

The platform will prioritize user experience, customizability, and recurring revenue through subscriptions. Requirements are categorized using MoSCoW prioritization:

#### 2.1. Must Have

- · User registration and authentication system
- Product catalog with high-resolution images, variants (length, shape, design)
- Purchase flow with shopping cart and secure payment gateway
- Drag-and-drop custom nail design interface
- Custom design submission form with image/file upload
- · Tiered membership subscription system with recurring billing
- User dashboard for order tracking, subscription management, and custom design history
- Mobile responsive UI optimized for beauty/fashion standards
- · Basic size kit purchase option for trial and sizing
- Admin dashboard for product uploads, order management, and custom design intake

#### 2.2. Should Have

- · Inclusive sizing system with selectable nail sizes for each finger
- · Product tagging by color, style, shape, and collection
- Email notifications for order status and membership updates
- · Integration with social media for user-generated content and promotion

- · Membership-exclusive product visibility and pricing
- Discount logic engine tied to membership tiers

#### 2.3. Could Have

- AI-assisted style suggestions based on user preferences or past purchases
- AR/3D preview of nail sets on virtual hand
- Community features (e.g. wishlists, user reviews, shareable designs)
- Affiliate program for beauty professionals or influencers

#### 2.4. Won't Have (Initial MVP)

- Native mobile app (web-optimized site only)
- Full internationalization/multilingual support (initially North America only)

### 3. Method

#### 3.1. Overview

The system follows a modern web architecture using a JAMstack approach: - **Frontend**: Next.js + TailwindCSS for responsive UI and drag-and-drop designer - **Backend**: Node.js + Express or tRPC (API layer) - **Database**: PostgreSQL with Prisma ORM - **Auth**: Clerk or Auth0 for user management - **Payments**: Stripe for one-time and subscription payments - **Hosting**: Vercel (frontend) and Railway/Supabase (backend and DB)

#### 3.2. Component Diagram

```
@startuml
package "Frontend" {
    [Landing Page]
    [Shop Catalog]
    [Drag & Drop Designer]
    [User Dashboard]
}

package "Backend API" {
    [Auth Service]
    [Order Service]
    [Design Service]
    [Membership Service]
    [Admin Panel]
}

package "Infrastructure" {
```

```
[PostgreSQL]
[Stripe]
[Image CDN]
}

[Frontend] --> [Backend API]
[Backend API] --> [PostgreSQL]
[Order Service] --> [Stripe]
[Drag & Drop Designer] --> [Design Service]
[Admin Panel] --> [PostgreSQL]
@enduml
```

## 3.3. Database Schema (Simplified)

```
users: id, email, password_hash, subscription_tier, created_at
products: id, name, price, type, design_image_url, tags[]
nail_designs: id, name, design_type (e.g., "cat-eye", "french"), image_url, creator_id
custom_sets: id, user_id, name, nail_layout (JSON of 10 nails), created_at
```

- orders: id, user\_id, product\_ids[], status, total\_price, created\_at
- subscriptions: id, user\_id, tier, start\_date, end\_date, stripe\_customer\_id

## 3.4. Drag-and-Drop Design Logic

The nail designer will be implemented as a grid of 10 nail placeholders (2 hands). Each nail has the following configurable slots: - **Shape**: square, almond, stiletto, etc. - **Length**: short, medium, long, XXXL - **Design**: applied from preset assets in nail\_designs

The state is stored as a client-side object:

```
{
  "thumb": { "shape": "almond", "length": "medium", "design_id": "abc123" },
  ...
}
```

User can save this set as a custom\_set, which is linked to their account and optionally added to cart for purchase.

## 3.5. Membership Tiers

Stripe will manage recurring subscriptions. Tiers will be: - **Basic** (Free): Access to size kit and public products only - **Club** (\$10/mo): Access to exclusive designs and 10% discount - **Elite** (\$25/mo): All Club benefits + 25% discount + priority for custom requests

Business logic will gate product visibility and discounts based on tier.

## 4. Implementation

The implementation will be staged to support rapid MVP delivery using low-cost, developer-friendly platforms that allow seamless migration later.

#### 4.1. 1. Project Setup

- Initialize GitHub monorepo: /frontend (Next.js), /backend (Express API)
- Setup hosting accounts:
- Vercel for frontend
- · Railway for backend
- Supabase for PostgreSQL and file storage
- Configure CI/CD:
- GitHub → Vercel (auto deploy frontend)
- GitHub → Railway (auto deploy backend)

#### 4.2. 2. Database Setup (Supabase)

Use Supabase UI or SQL to set up the following tables: - users, products, nail\_designs, custom\_sets, orders, subscriptions - Create indexes on user\_id, created\_at fields - Use Prisma or Supabase client for integration

#### 4.3. 3. Frontend Development (Next.js)

- Build public pages: Home, Shop, About, Trial Kit
- Build user-only pages: Designer, Dashboard, My Orders, Subscription
- Implement drag-and-drop builder using react-dnd or @dnd-kit/core
- 10 static nail slots → update state on drop
- Save result as ISON and send to backend for persistence

## 4.4. 4. Backend Development (Railway + Express)

- REST or tRPC API:
- /auth, /products, /custom-sets, /orders, /subscriptions
- Implement Stripe integration for:
- Checkout session (one-time and recurring)
- Webhooks to sync subscription tiers
- Image uploads → Supabase Storage
- Limit file size, validate types

#### 4.5. 5. Authentication

- Use Clerk.dev or Supabase Auth
- Social logins + email/password
- · Protect user-specific routes and custom content

#### 4.6. 6. Admin Portal (basic MVP)

- Add /admin route restricted by user role
- · Upload new products or designs
- · Review custom submissions

### 4.7. 7. Membership Gating

- Gate premium designs and discounts by checking subscription\_tier from API
- Implement discount logic on frontend cart and backend total calculation

#### 5. Milestones

## 5.1. Milestone 1: Foundation Setup (Week 1-2)

- Set up GitHub repo and monorepo structure (/frontend, /backend)
- Configure Vercel (frontend), Railway (backend), Supabase (DB + Storage)
- Initialize Prisma schema and DB tables on Supabase
- Implement static pages: Home, About, Trial Kit info
- · Deploy working landing site

#### 5.2. Milestone 2: Core E-Commerce (Week 3–4)

- Build product catalog and product detail pages
- Implement shopping cart and Stripe checkout for guest purchases
- Develop user authentication (Clerk or Supabase)
- Setup admin UI for adding products

## 5.3. Milestone 3: User Dashboard + Membership (Week 5–6)

- Develop user dashboard (order history, profile, membership status)
- Integrate Stripe recurring subscriptions

- Implement membership-based pricing logic
- Email notifications for orders and subscriptions

# 5.4. Milestone 4: Drag-and-Drop Designer MVP (Week 7–8)

- Implement drag-and-drop UI with 10-slot nail canvas
- · Load and apply preset designs from database
- · Allow saving and submitting custom sets
- Backend endpoint to store custom design JSON and preview image (optional)

### 5.5. Milestone 5: Final QA + Soft Launch (Week 9)

- · Cross-device QA
- · SEO and performance tuning
- · Soft launch to limited audience with feedback loop

### 5.6. Milestone 6: Public Launch + Marketing (Week 10)

- Open to general public
- Launch newsletter + social campaigns
- Begin collecting analytics for product-market fit

## 6. Gathering Results

Post-launch, the platform's performance and alignment with user needs will be evaluated through both quantitative metrics and qualitative feedback.

#### 6.1. Success Metrics

- Conversion Rate: % of visitors who become customers or members
- Custom Set Creation Rate: # of users who save or submit a nail design
- Monthly Recurring Revenue (MRR): Revenue from subscription tiers
- Repeat Purchase Rate: % of users making 2+ orders within 30 days
- Average Order Value (AOV): Track spending trends by tier
- Drop-off Points: Use Hotjar or PostHog to identify where users abandon flows

#### 6.2. Feedback Collection

Post-purchase surveys (automated emails)

- Custom design feedback forms embedded in dashboard
- Social media tracking (hashtags, reposts, DMs)
- Manual outreach to first 50–100 customers for deeper insights

## 6.3. Technical Evaluation

- Page load times (Lighthouse or Vercel Analytics)
- API response latency and error rates
- Storage and bandwidth usage (Supabase dashboards)
- Payment success/failure rates (Stripe Dashboard)

Based on this data, the next development cycle will prioritize expanding community features, refining design tools, and optimizing fulfillment workflows.