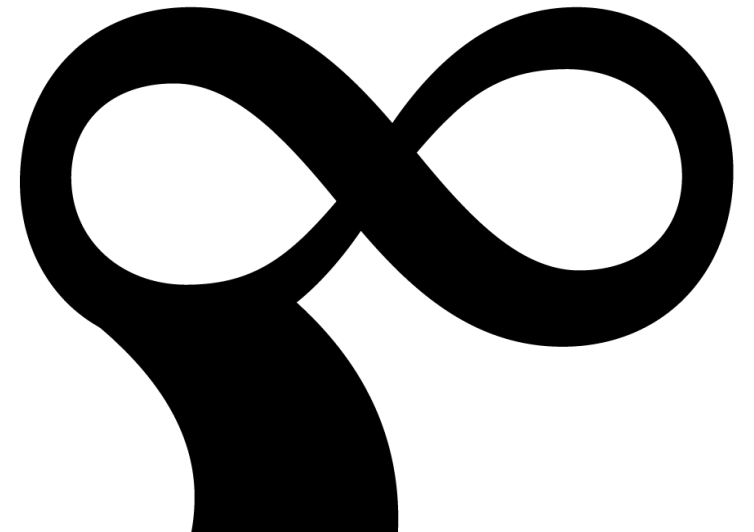
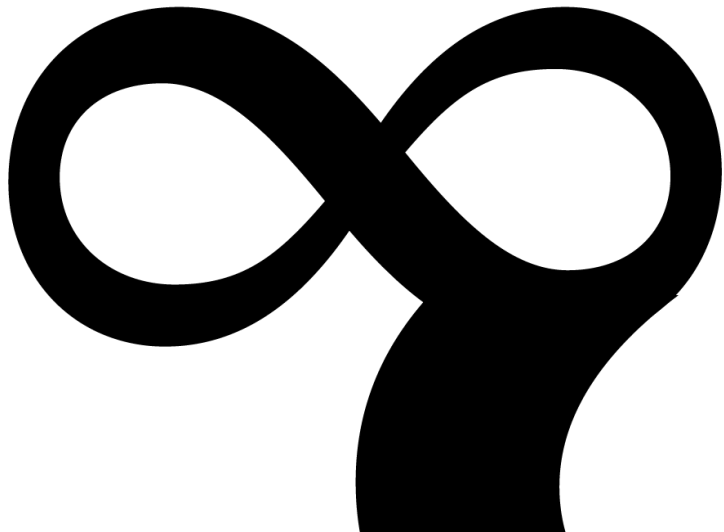


Custom platform to showcase and sell hyperrealism charcoal sketches

Art E-com Website

for Gapris:



INTRODUCTION

- The Artwork E-commerce Website is a custom-built platform designed to **showcase** and **sell** my **hyperrealism charcoal sketches**.
- *It provides a user-friendly interface for art collectors to explore unique artworks inspired by real-life stories and emotions.*
- *The platform solves the challenges of traditional art sales by offering an efficient online alternative.*



PROBLEM STATEMENT

- **Problem 1:** Showcasing artwork on social media results in reduced quality and limited descriptions.
- **Problem 2:** Managing transactions through messages causes **inconsistent information** and delayed communication.
- **Problem 3:** Difficulty tracking inventory and orders manually.



OBJECTIVES

- To create a platform where I can **present my hyperrealism artwork** with **high-quality images** and detailed descriptions.
- To provide a smooth, organized system for handling **orders, payments, and inventory**.
- To reach a broader audience and enhance the transaction process for both art collectors and casual buyers.



AGILE METHODOLOGY:

I. Planning Phase (Sprint 0)

- *Define project scope*
- *Create a backlog*
- *Prioritize features (**MVP: Minimal Viable Product**)*
- *Set timelines*

II. Design Phase (Sprint 1)

- *UI/UX design*
- *Database design*
- *Backend design*



METHODOLOGY:

III. Development Phase (Multiple Sprints)

- *Sprint 2: User Authentication & Admin Panel*
- *Sprint 3: Artwork Listing*
- *Sprint 4: Shopping Cart & Checkout*
- *Sprint 5: Payment Integration*
- *Sprint 6: Order History & Notifications*



METHODOLOGY:

IV. Testing and Feedback Phase (Ongoing)

- *Sprint 7: Testing and Bug Fixing*
- *User Feedback*

V. Deployment Phase (Sprint 8)

- *Deploy to production*
- *Final testing*



METHODOLOGY:

VI. Maintenance and Iteration (Ongoing Sprints)

- *Sprint 9 and beyond: Continuous Improvement*
- *Regular updates and maintenance*



DELIVERABLES:

- **Requirement Analysis:** *Document outlining all project requirements.*
- **Design Mock-ups:** *Visuals of key pages and user interfaces.*
- **Backend & Frontend Development:** *Complete functionality for user authentication, artwork management, and transactions.*
- **Payment Integration:** *Secure online payment processing.*
- **Testing Reports:** *Functional, security, and usability testing outcomes.*
- **Final Report:** *Summary of the project phases and results.*



THANKYOU !



PRESENTED BY:
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