

# Larté

Artist Portfolio Service

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## Our Vision:

We created this platform to connect artists and employers within a professional setting, aiming to give artists more opportunities and offer employers a space to discover and engage with their work.

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# Tools Used

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Project Tracker: GitHub

Group Rating: 4/5

Methodologies: Agile, Scrum (issue tracking), Peer Code Reviews



VCS Repository (GitHub)

Group Rating: 3/5

Methodologies: Version Control, Peer Code Reviews, Git Flow, Continuous Integration



Database: PostgreSQL

Group Rating: 5/5

Methodologies: Iterative Development, Agile, Data Normalization



IDE: VSCode

Group Rating: 5/5

Methodologies: Individual Development

handlebars



UI: Handlebars

Group Rating: 5/5

Methodologies: Iterative Design, Component-Based Development, Agile



UI: CSS

Group Rating: 5/5

Methodologies: Iterative Design, Agile



UI: HTML

Group Rating: 5/5

Methodologies: Iterative Prototyping, Agile, Responsive Design



App Server: NodeJS

Group Rating: 5/5

Methodologies: Agile, Modular Development, Iterative



Framework: ExpressJS

Group Rating: 5/5

Methodologies: Modular Development, Agile, REST API Design



Testing: Mocha

Group Rating: 3/5

Methodologies: Test-Driven Development, Continuous Integration



API: Google Firebase

Group Rating: 3/5

Methodologies: Agile

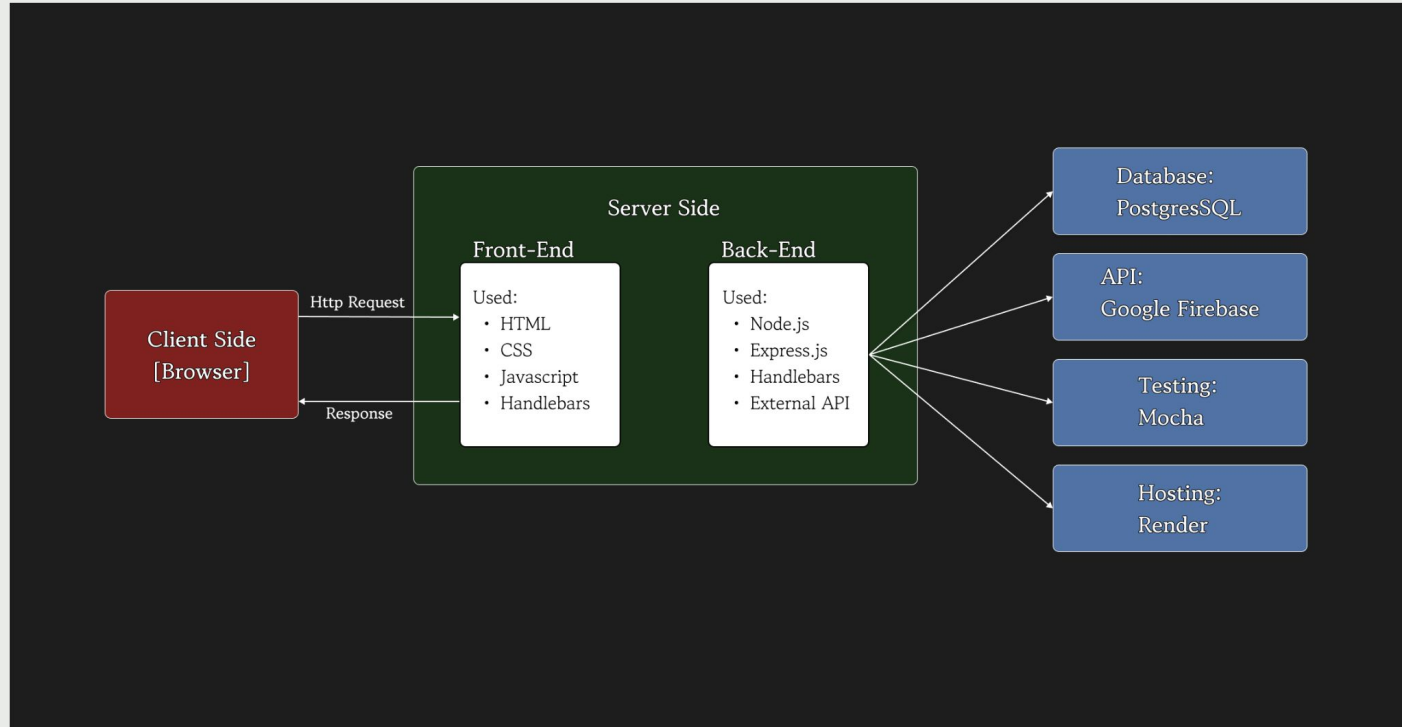


Deployment: Render

Group Rating: 5/5

Methodologies: Continuous Deployment, Agile

# Architecture Diagram



# Challenges

01

## Coordinating Jobs

Throughout the project, finding jobs that were manageable for one person, and ways to split up the work was very difficult. We ended up managing this through group discussions and keeping regular contact. It affected our original plan by changing our warpath multiple times.

02

## CSS Bugs

CSS were postponed to the final stage, which made the fixes very time consuming. Because we were separately working on different pages, there were many inline styles in HTML files, which conflicted with the external css, causing rendering issues which were hard to debug.

03

## Realistic Planning

Underestimated the workload for the whole project and lacked a great realistic plan, causing a last time rush on the cleaning of pages and fixing of bugs. In general, the absence of milestone checkpoints made it hard for our team to maintain a steady development rhythm.

04

## Merge Conflicts and Server-side Logic

We spent a significant amount of time working through merge conflicts and issues with Github which pulled human resources away from actual work on the website. Frequent conflict merges and backend changes made implementation and deploying challenging.

# Future Scope

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## 01

### SHORT TERM

- Improve messaging and connecting with other users
- New features like in-app notifications
- Accessibility support for users with assistive needs.
- Improve the layout of the website to make it more intuitive and aesthetically pleasing.

## 02

### MID TERM

- Expand authentication by integrating OAuth login options (i.e. login with Google)
- Role-based access control to differentiate permissions between admins, clients, and general users
- Improve mobile or third-party use, supported by our existing software.

## 03

### LONG TERM

- Real-time improvements and bug fixes using analytics dashboards
  - AI-based post recommendations and personalized content
  - Complex accessibility features to boost engagement and improve the overall polished look
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# Demo

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Thank You!

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