



## PROJECT DOCUMENTATION

**Project Name:** Nociento (Art Portfolio)

**Problem Definition:** Artists frequently encounter challenges in showcasing their work in a professional manner, thereby impeding their ability to effectively engage with their intended audiences.

**Goal:** Develop a user-friendly web application designed to enable the artist to showcase their work professionally through a website. This platform should facilitate the creation of an online portfolio while also serving as a means to attract and engage potential clients for collaborative opportunities.

**Scope Definition:** The project will center on crafting the essential components of an art portfolio website, encompassing:

- Display and cataloging of artworks
- Pricing details and available services
- Client billing interface
- Feedback mechanism through a contact form

### Requirements Gathering:

- Conduct research of current art portfolio websites
- Conduct user interviews and surveys to gather user needs and expectations.
- Analyze existing art portfolio websites to identify best practices and features.

### Design Alternatives:

- Evaluate diverse UI/UX designs for the web interface, emphasizing usability and accessibility.
- Initially, I attempted to integrate customized CSS with Bootstrap by downloading the JSON file and Bootstrap within Visual Studio Code, as direct downloading from the website did not yield the desired outcome.
- Enhance responsiveness by incorporating customized CSS with Bootstrap 5.3.3.



- Explore methods to enhance element responsiveness, including utilizing the `clamp()` function to adjust font sizes responsively.
- Utilize a variety of `@media` queries to augment website responsiveness beyond the capabilities of Bootstrap 5.
- Dedicate time to comprehensively learn Bootstrap 5 classes, particularly those related to images, containers, display-flex, modals, and forms.
- Initially, I aimed to implement a backend structure using PHP and MySQL, but encountered conflicts with existing scripts, prompting a focus on front-end development.
- Employed editing applications like Ibis Paint and Canva to craft visually engaging backgrounds.
- Considered integrating web-based fonts, but observed a notable increase in website loading times as a result.

#### **Solution Selection:**

- Assess design options using user feedback, feasibility, and alignment with project objectives.
- Choose the design that most effectively meets user requirements and offers a user-friendly and streamlined viewing experience.

#### **Project Planning:**

- Develop a comprehensive project plan that specifies tasks, dependencies, timelines, and resource distribution.
- Divide the project into achievable phases and milestones to monitor progress efficiently.

Task/s	Dependencies	Timeline
<b>Phase 1</b>		
Research/Gathering - Identifying & analyzing the problems.	N/A	Late February
Ideate/Sketch - Think on how to approach the problem and sketch the draft flow.	N/A	Late February



Low-Fidelity Prototype - Create the concrete outlook of the idea created, using the flow as the guide.	General idea of the problem and how to approach it.	Early March
<b>Phase 2</b>		
High-Fidelity Prototype - Writing the codes using HTML, CSS, JS, and Bootstrap 5.	Sketch of the program.	Late March to Late April
Creating/Editing/Gathering the contents - Art works and information of the artist		
<b>Phase 3</b>		
Testing and Iteration - Check for responsiveness and overall functionality.	Functional prototype.	Late April
Develop and Deploy - Asking people to do the beta testing, and record their feedback.	Domain that could host the prototype.	Late April
<b>Phase 4</b>		
Evaluate and Maintain - Evaluate the program's performance and make sure it is meeting the needs of the users.	Domain that could host the prototype.	Late April

#### **Implementation:**

- Develop the front-end of the web application using HTML, CSS, JavaScript, and Bootstrap 5 for responsiveness.
- Creating feedback pages to alert the user that the transaction was successful.

#### **Testing:**

- Validate the functionality of each application component by performing thorough unit testing.
- Assess the interaction among diverse application components using integration testing.



**UNIVERSITY OF**  
**Baguio**

**SCHOOL OF INFORMATION TECHNOLOGY**  
General Luna Road, Baguio City Philippines 2600

Telefax No.: (074) 442-3071

Website: [www.ubaguio.edu](http://www.ubaguio.edu)

E-mail Address: [sit@e.ubaguio.edu](mailto:sit@e.ubaguio.edu)

- Solicit feedback from actual users and identify usability issues through user acceptance testing.

#### **Deployment:**

- Ensure the scalability and performance of the web application by deploying it on a hosting platform.
- Provide users with easily accessible documentation and robust support resources.

#### **Project Closure:**

- Evaluate the project's accomplishments based on predetermined criteria such as user satisfaction, feature implementation, and adherence to budget constraints.
- Document acquired insights and identify areas for improvement in future projects.
- Archive project documentation and source code for potential future reference.