Software Engineering Summer 2023

Milestone 2

Art Villa

9/3/2023

Kyle Humphrey

History Table

Documentation Version	Date of Submission
M2V1	9/3/23

Table of Contents

Executive Summary	3
Use Cases	. 4
Data Structures & Entities	. 7
Functional Requirements	. 8
Non-Functional Requirements	. 16
Technological Stack	17
Final Note	18

1. Executive Summary

Art Villa is a simple web application designed to provide an online social media network for people who want to display their artwork. Art Villa encourages public posting of artwork, thus users who register have their accounts public by default. Registered users can interact with each other's posts and purchase artwork from one another. Additionally art contests are held each month, where the winner can receive a monetary prize. Art Villa is a website that allows artists to have an engaging social media experience whilst showcasing and selling their artwork at the same time.

2. Use Cases

Use Case Descriptions

1) Users

a) Casual Unregistered User (Bob)

Bob liked to view artwork for inspiration for his projects. Bob can search through Art Villa and find posted artwork that he enjoys viewing.

b) Casual Registered User (James)

James loves to showcase his artwork and view artwork from other people online.

James can register for an account, go to the posting page, post his artwork, and watch the interactions on his post. Additionally, James can view other users' posts and give a Like or Comment.

c) Selling Registered User (Maria)

Maria wants to showcase her artwork and raise some money for her career. Maria can register for an account, go to the posting page, set her artwork to be sold, post her artwork, wait for a buyer to purchase her item, then message the buyer on how they would want the item delivered, and then deliver it.

d) Buying Registered User (Erica)

Erica loves buying art for her art collections. Erica can register for an account, view a sellable art post, purchase it, then message the seller on how they would want the item to be delivered, and then receive it.

e) Art Competitor Registered User (Patricia)

Patricia is a very competitive artist and winning a public contest gives her a special thrill. She can register for an account, and if an art contest is open, go to a contest posting page, pay a contest fee, enter an artwork to be posted in the contest, wait for the contest results, and view the results of the contest and her contest post.

f) Dispute Reporting Registered User (Ocelia)

Ocelia sees another user is harassing her, engaging in underhanded/fraudulent practices, or is posting inappropriate content, she can contact the site admins to mention her dispute. The site admins would investigate the matter, possibly inquire more from Ocelia about the situation, and ultimately resolve the issue.

2) Admins

a) Contest Creator Admin (Regina)

Regina's role in the company is to create art contests. Regina's account is created as a super user within the system. Regina can log in, go to the contest creating page, create a post with a picture and description, and post it.

b) Contest Judge Admin (Wesley)

Wesley's role in the company is to manage art contests. Wesley's account is created as a super user within the system. Wesley can log in, go to the contest viewing page, view the latest contest, view the posts of each entered artwork, and select a winner.

c) Dispute Admin (Randall)

Randall sees a contact message from a registered user about a dispute. Randall's account is created as a super user within the system. Randall can log in, inquire more about the dispute, investigate all parties of the dispute, and resolve the dispute by a warning, correction, and/or termination.

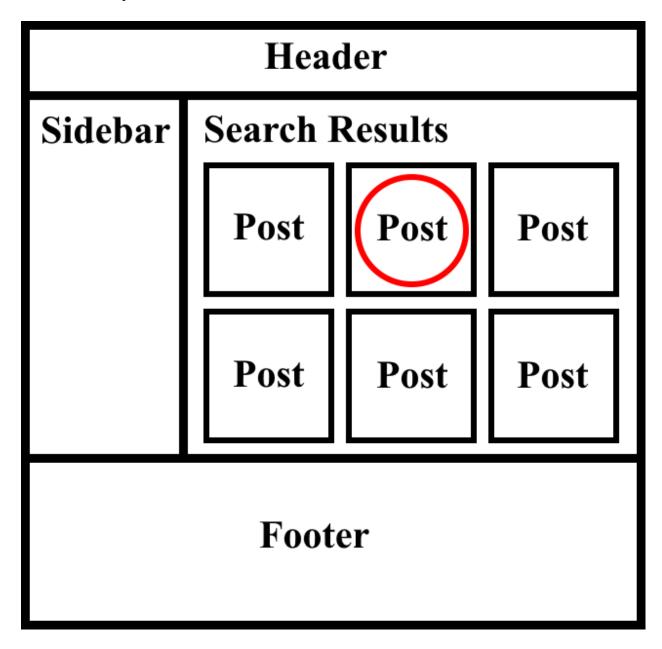
Use Case Page Diagrams

Use Case Page #1-1

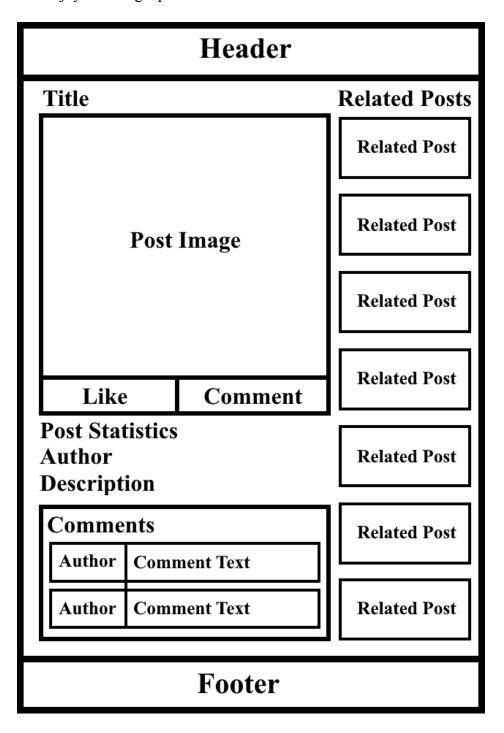
Bob arrives at the Home Page and uses the Search Bar to search for a post he likes.

Logo	earch	Login	Sign Up
Content Types	Popular 1	Posts	
Турсз	Post	Post	Post
Genres	Post	Post	Post
	Post	Post	Post
	Post	Post	Post
	About	Privac	y Policy
Logo	Contact T.O.S.	Copyri F.A.Q.	ight Policy

Bob clicks on a post he likes.



Bob enjoys viewing a post from the website.



James would like to sign up to register for an account.

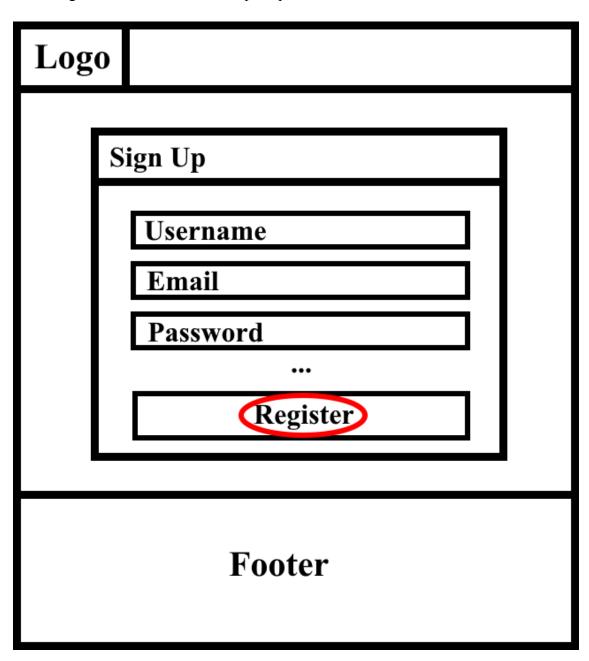
Logo	Search	Logi	n Sign Up	
Conte	nt Popul	ar Posts		
Турс	Pos	et Post	Post	
Genre	Pos	Post	Post	
	Pos	Post	Post	
	Pos	Post	Post	
	About	Prive	acy Policy	
Logo			Copyright Policy	
	T.O.S.	F.A.C	Q.	

James fill out his information and registers his account.

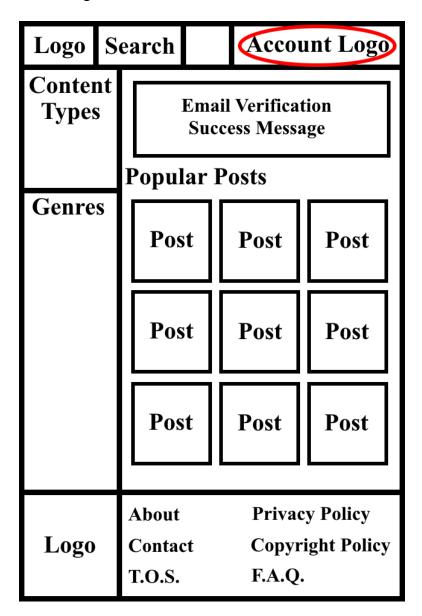
Logo	
;	Sign Up
	Username
	Email Password
	Register
L	register
	Footer

Use Case #2-3

James is given an email verification prompt for him to confirm his email to use his account.



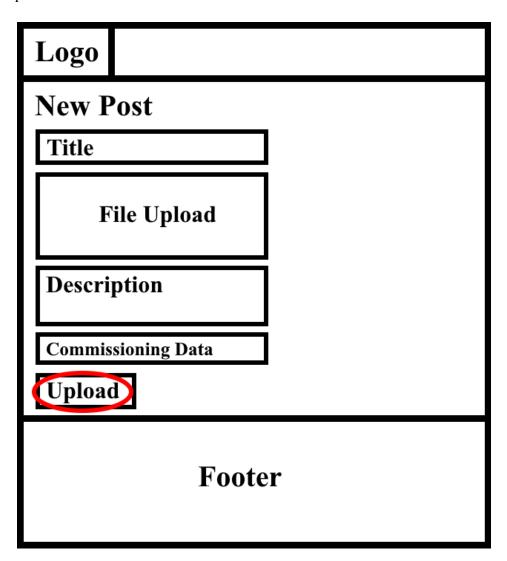
James goes to his email and clicks a link to verify his account. He is redirected back to his logged in account home page with an email verification success message. James clicks his account logo icon.



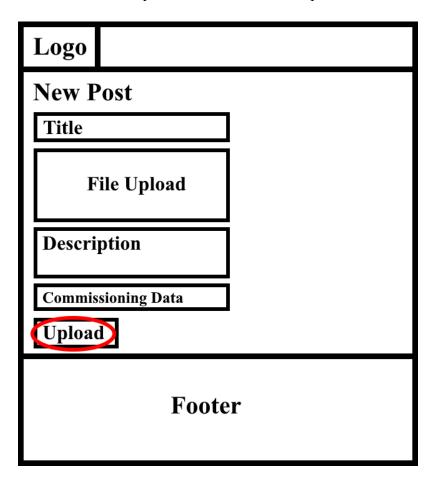
James selects the Upload option to upload a new post.

Logo	Logo Search		Account Logo		
Conter Types	\$	Email Succo Popular P		My Posts My Cart My Offors	
Genre	S	Post			
		Pos	st	Post	Post
		Pos	st	Post	Post
	1	About		Privac	ey Policy
Logo		Contact Copyright Police T.O.S. F.A.Q.		•	

James enters the information for his post and uploads it. James disallows commissioning for his post.



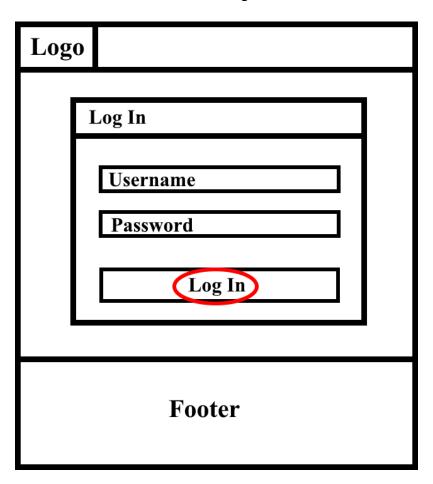
James can view his post statistics and edit his post.



Maria arrives at the Home Page and logs in.

Logo	Search	Login	Sign Up				
Conten Types	t Popular	Popular Posts					
Types	Post	Post	Post				
Genres	Post	Post	Post				
	Post	Post	Post				
	Post	Post	Post				
	About	Privac	y Policy				
Logo	Contact T.O.S.	Copyr F.A.Q.	ight Policy				

Maria enters her information and logs into her account.



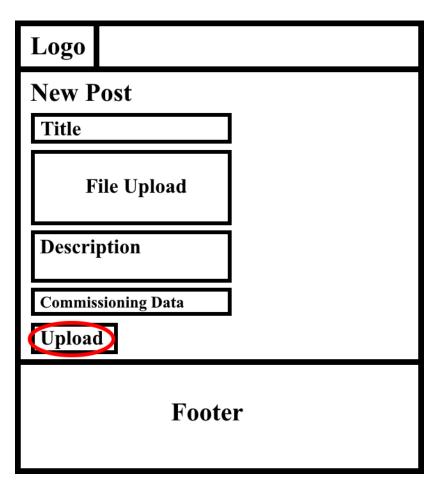
Maria clicks on her account logo.

Logo	Search	Accou	ınt Logo
Content Types	Popular	Posts	
Types	Post	Post	Post
Genres	Post	Post	Post
	Post	Post	Post
	Post	Post	Post
	About	Privac	y Policy
Logo	Contact T.O.S.		ight Policy

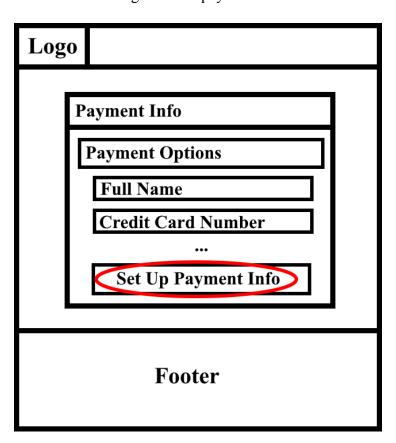
Maria chooses to upload a post.

Logo	Search		Accou	ınt Logo	
Content Popular		ar A	Account My Profile Page		
Types	Post	t I	My Posts My Cart My Commissions		
Genres	Post	. I	My Messages My Transactions My Contests Upload		
		= =			
	Post	Post		Post	
	Post	;	Post	Post	
	About		Privac	y Policy	
Logo	Contact	Contact Copyright I		ight Policy	
	T.O.S.		F.A.Q.		

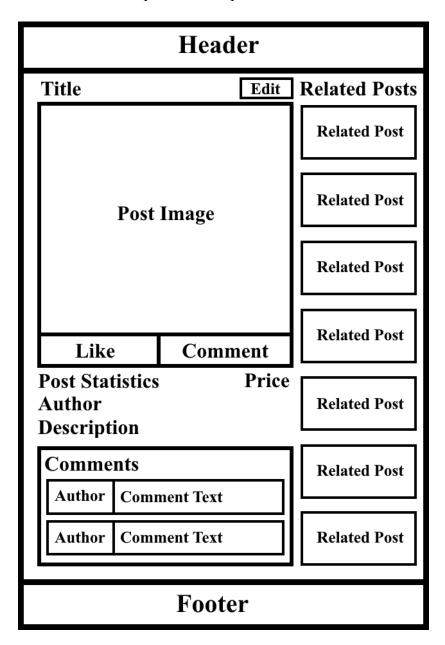
Maria uploads a new post while setting the commissioning to be enabled at a price.



Maria has not set up her payment info yet. She is prompted to set it up. She enters her information and registers her payment info.



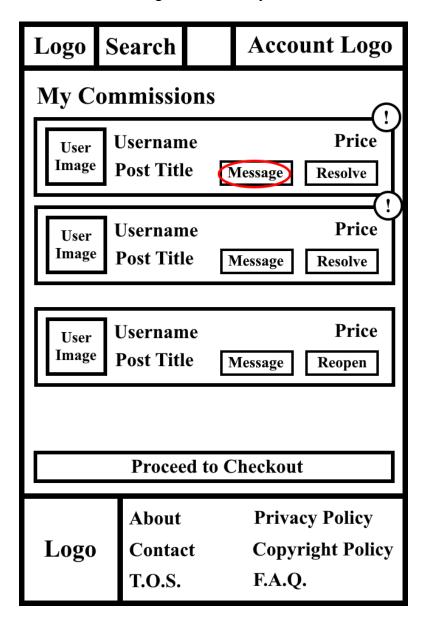
Maria can view her post with the price.



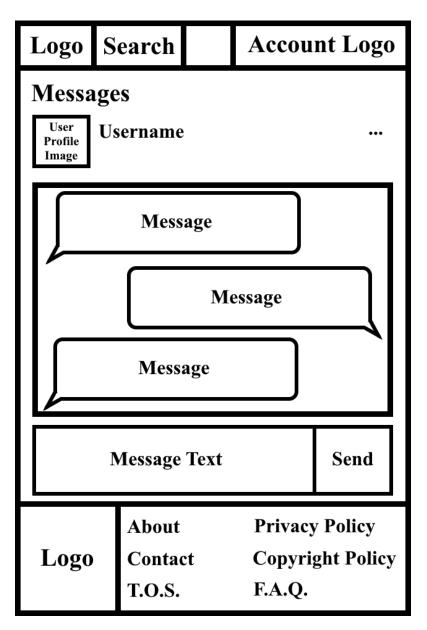
Eventually people purchase the artwork of her post. She goes to "My Commissions".

Logo	Search		Account Logo		
Content Popular		ar A	Account My Profile Page		
Types	Pos	t I	My Posts My Cart My Commissions (
Genres	Pos	t I	My Messages My Transactions My Contests Upload		
	Pos	t	Post	Post	
	Pos	t	Post	Post	
	About	bout Privacy Polic		y Policy	
Logo	Contac	t	Copyright Polic		
	T.O.S.		F.A.Q.		

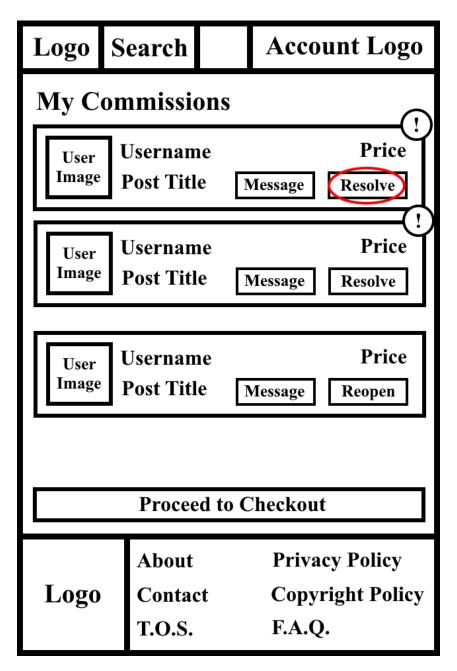
She chooses to message one of her buyers.



She then can converse with her buyer to set up how the artwork would be delivered.



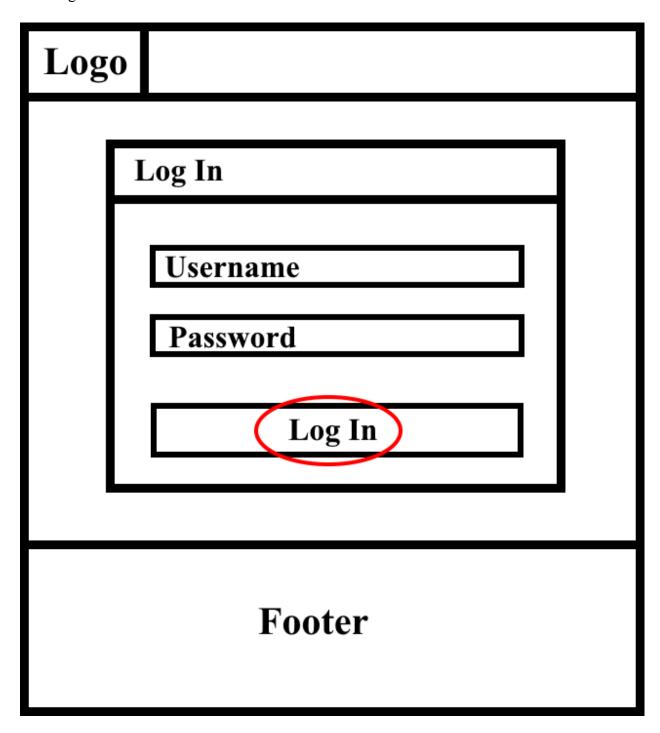
Once the exchange is done, she can resolve the commission, marking it as inactive.



Erica is already a registered user.

Logo S	earch	Login	Sign Up	
Content Types	Popular	Posts		
Турся	Post	Post	Post	
Genres	Post	Post	Post	
	Post	Post	Post	
	Post	Post	Post	
	About Privacy Policy			
Logo	Contact T.O.S.	Copyright Policy F.A.Q.		

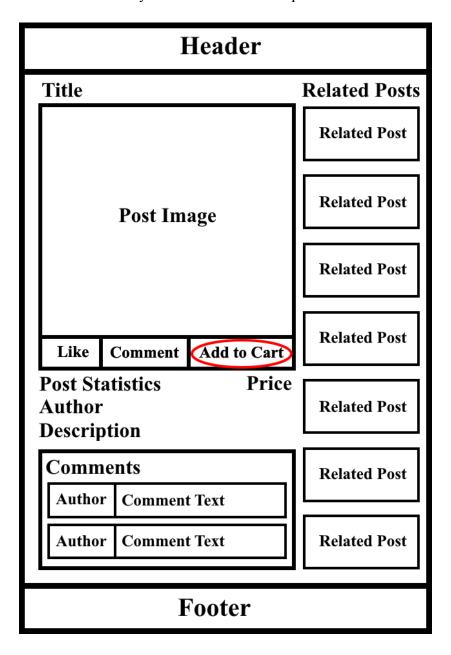
Erica logs in.



Erica clicks a post she likes.

Logo	Search	Accou	ınt Logo				
Conter Types		Popular Posts					
Турс	Post	t Post	Post				
Genre	Post	Post	Post				
	Post	Post	Post				
	Post	Post	Post				
	About	Privac	cy Policy				
Logo Contact Copyrigh		ight Policy					
	T.O.S.	F.A.Q	•				

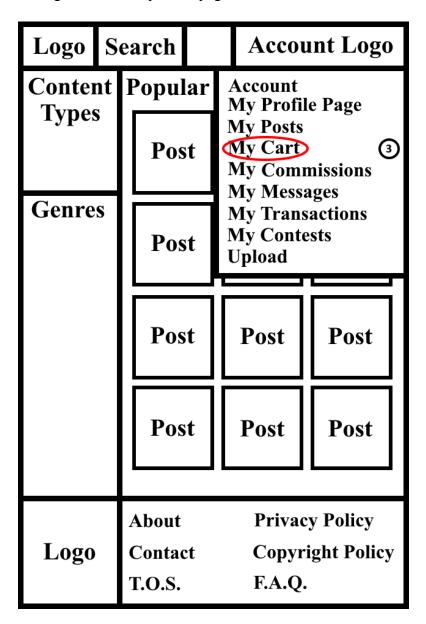
Erica decides to buy the artwork from that post.



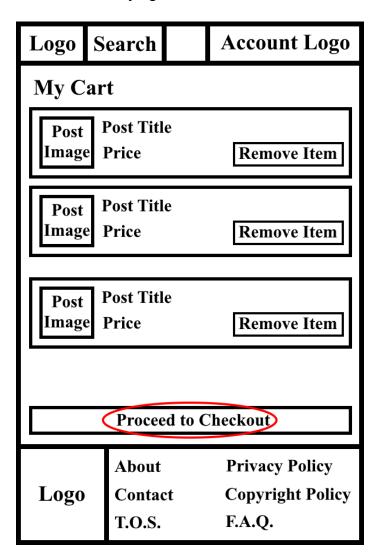
Once she is finished buying all the artwork she wants, Erica goes to her account logo.

Logo	Search	Account Logo	
Content Types	Popular Posts		
Турсѕ	Post	Post	Post
Genres	Post	Post	Post
	Post	Post	Post
	Post	Post	Post
	About	About Privacy Policy	
Logo	Contact T.O.S.	Copyright Policy F.A.Q.	

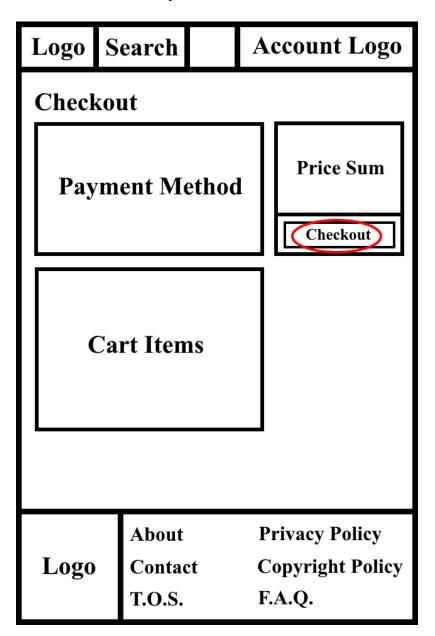
Erica goes to the "My Cart" page.



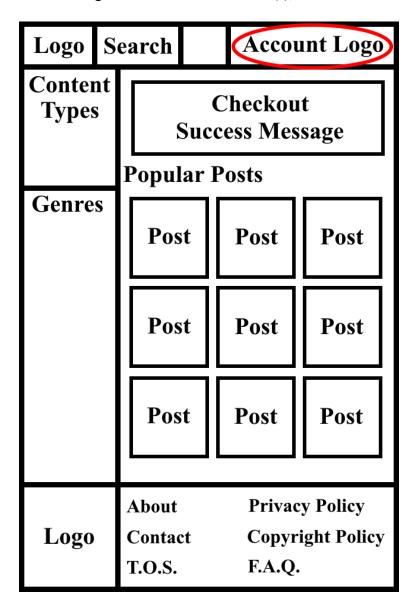
Erica confirms buying all her selected artwork.



Erica confirms the total purchase.



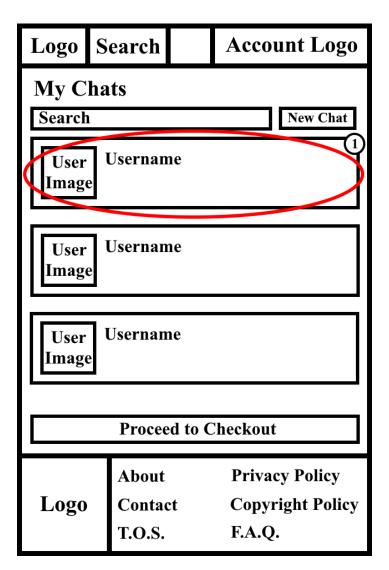
After waiting for contact from the seller(s), Erica checks her account.



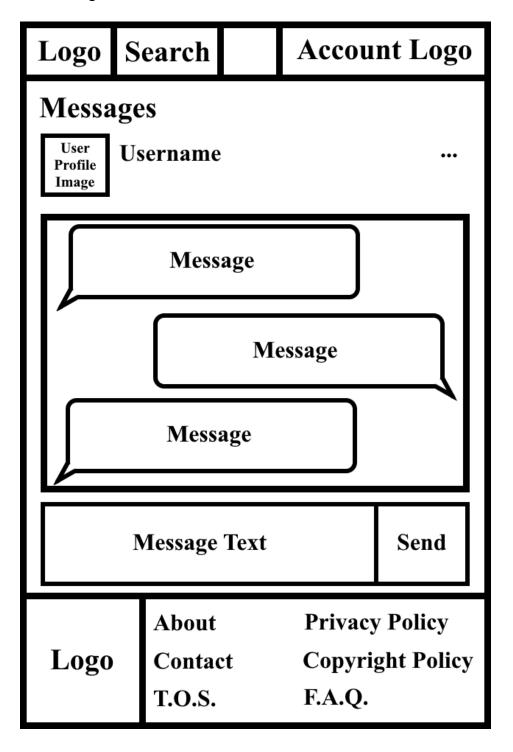
Erica goes to her messages to respond to her seller.

Logo	Sea	arch		Account Logo			0	
		Popular		Account My Profile Page				
Types		Pos	t	My Posts My Cart My Commiss My Message		nissions	_	
Genre	Genres Post		t	My Transactions My Contests Upload			יב	
				_			•	
		Pos	t	Po	st	Post		
		Pos	t	Po	st	Post		
	1	About		Privacy Policy				
Logo		Contact		Copyright Policy				
		T.O.S.		F.A.Q.				

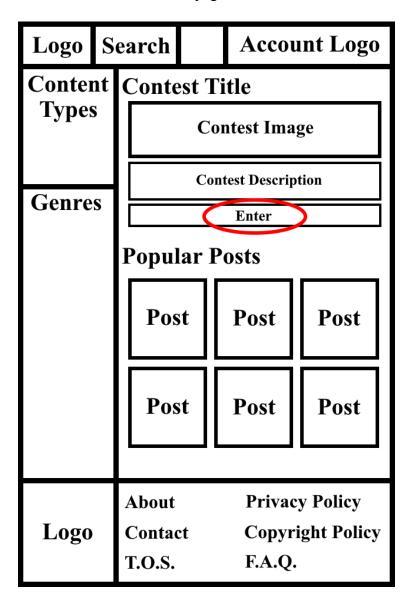
Erica enters the chat with her seller.



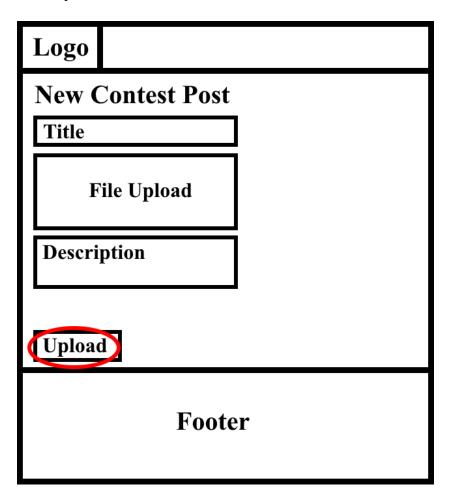
Erica arranges how she wants her artwork to be delivered.



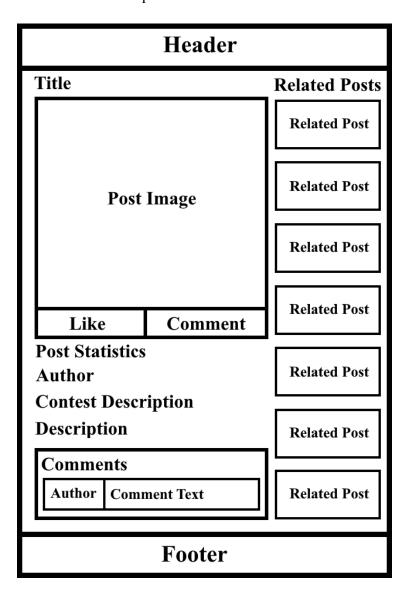
Patricia arrives at the home page and sees that a contest is active. She enters the contest.



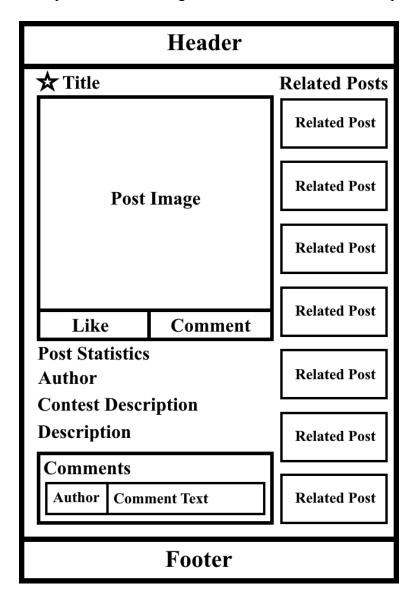
Patricia is prompted to enter a contest post. She cannot edit her post, upload another contest post, or make the post commissionable to others. She fills in the information and uploads the contest post.



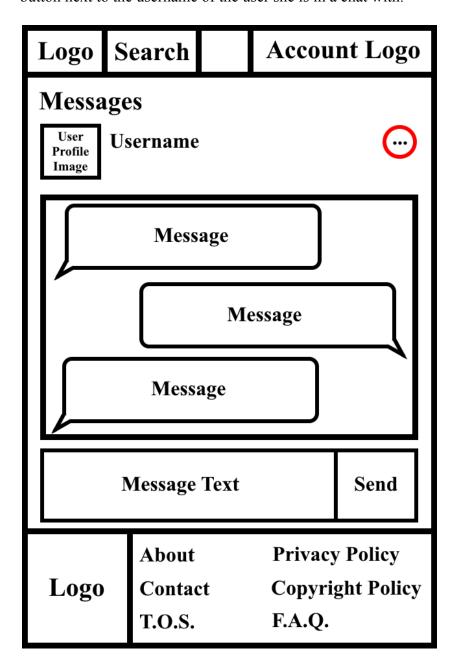
Patricia can see the post she entered for the contest.



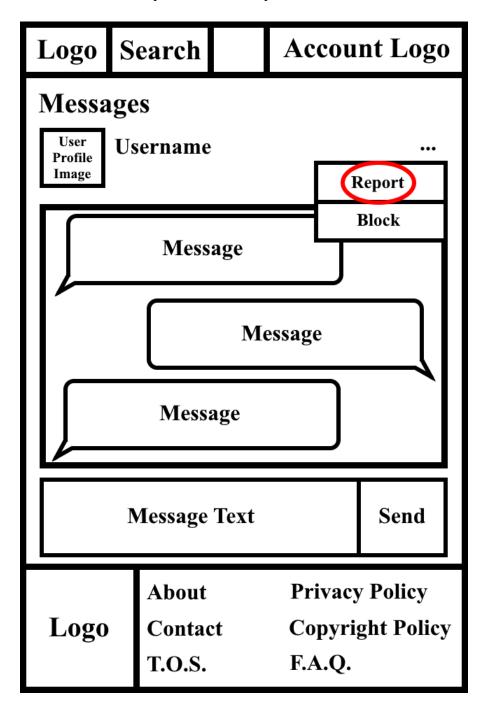
If Patricia's post is a winner in the contest, her post will be commemorated with a ribbon and a description of her winning the contest in the contest description.



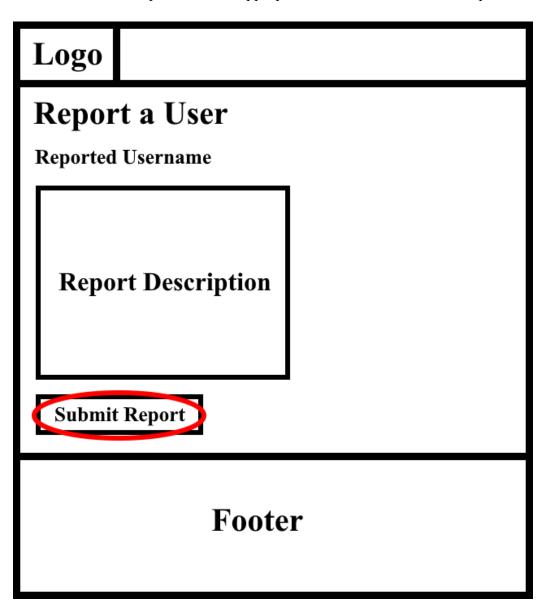
Ocelia received messages from another user which are inappropriate. She clicks on the options button next to the username of the user she is in a chat with.



Ocelia clicks the "Report" button to report the user.



Ocelia writes a description of the inappropriate behavior and sends the report.



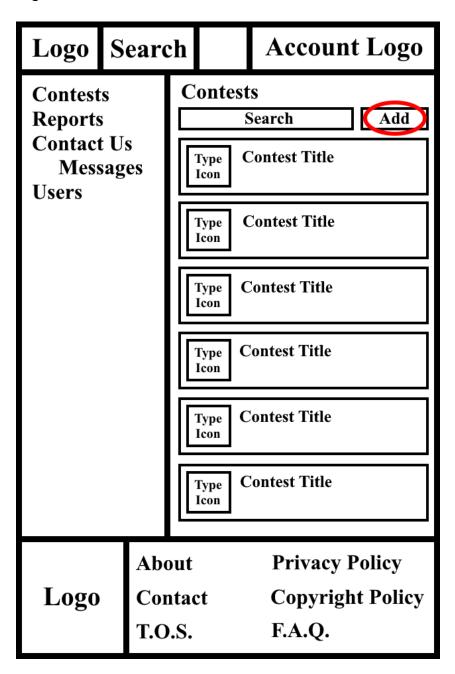
Ocelia receives a success message and waits for the conflict to be resolved.

Logo	Sea	arch	Accou	Account Logo		
Conter Types		Report Success Message Popular Posts				
Genre	S	Post	Post	Post		
		Post	Post	Post		
		Post	Post	Post		
Logo		About Contact Γ.O.S.		y Policy ight Policy		

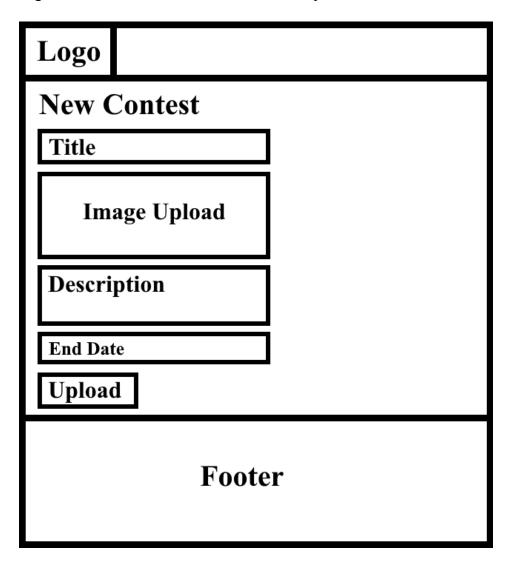
Regina is an admin and heads over to the admin site.

Logo	Se	arch		Account Logo		
Content		Account				
Types		Post		My Profile Page My Posts My Cart My Commissions		
Genres		Post	My Messages My Transactions My Contests Upload			
		Post		Post	Post	
		Post		Post	Post	
	1	About		Privacy Policy		
Logo		Contact T.O.S.		Copyright Policy F.A.Q.		

Regina chooses to make a new contest.



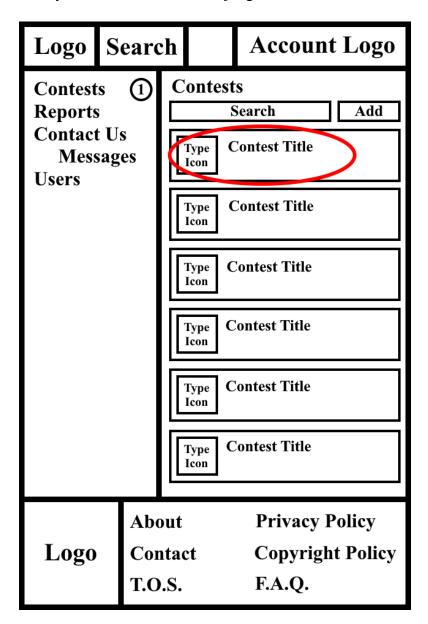
Regina fills in information for the contest and posts it.



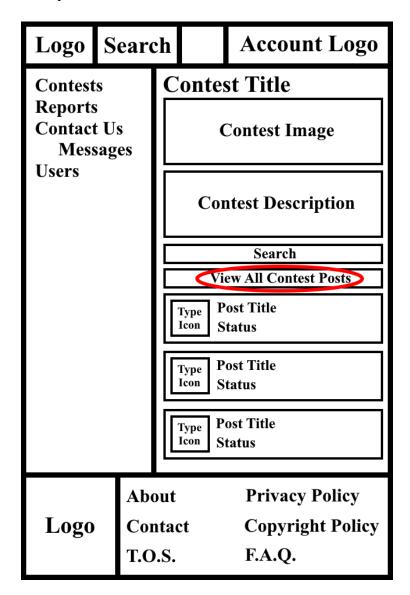
Wesley is an admin and goes to the admin site.

Logo	Search	Accou	Account Logo		
	Popular Account				
Types	Post	My Profil My Posts My Cart My Comi			
Genres	Post	My Messages My Transactions My Contests Upload			
	Post	Post	Post		
	Post	Post	Post		
Logo	About Contact T.O.S.		y Policy ight Policy		

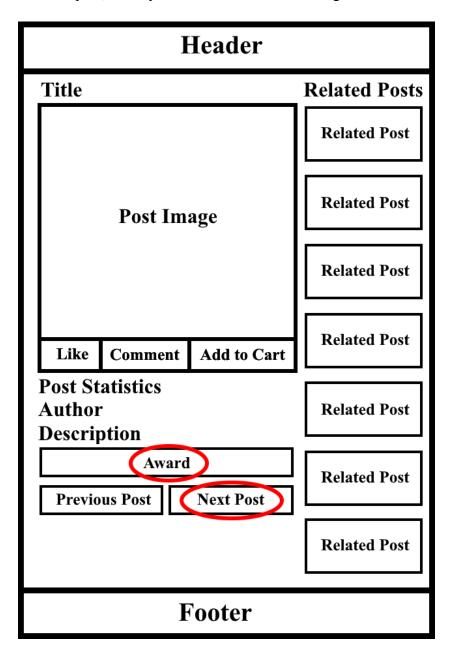
Wesley sees an active contest to judged. He clicks on it.



Wesley clicks on "View all Contest Posts".



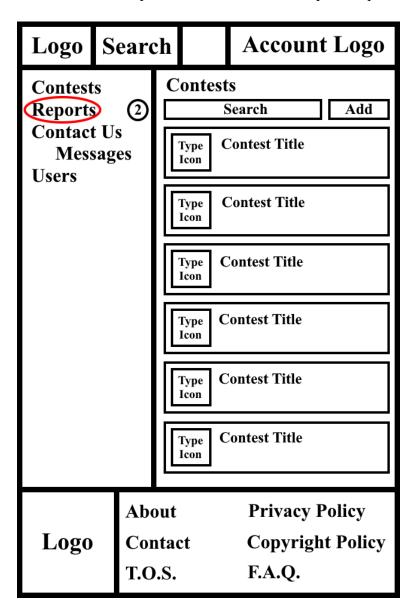
For each post, Wesley chooses to award it or navigate over to the next post.



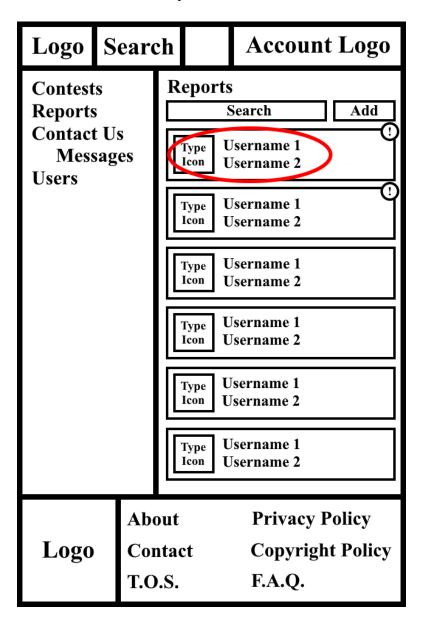
Randall is an admin and goes to the admin site.

Logo	Se	earch		Account Logo		
Conten		Popula		Admin Si Account		
Types		Post	t	My Profile Page My Posts My Cart My Commissions		
Genre	S	Post	t	My Messages My Transactions My Contests Upload		
		Post	t	Post	Post	
		Post	t	Post	Post	
	十	About		Privac	y Policy	
Logo		Contact		Copyright Policy		
		T.O.S.		F.A.Q.		

Randall sees two reports. He clicks on the "Reports" option.



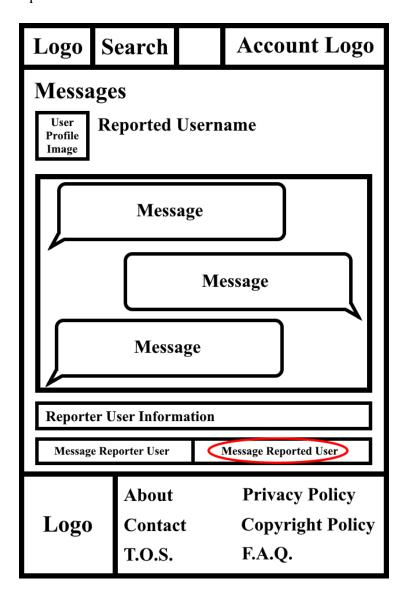
Randall sees the active reports and clicks on one.



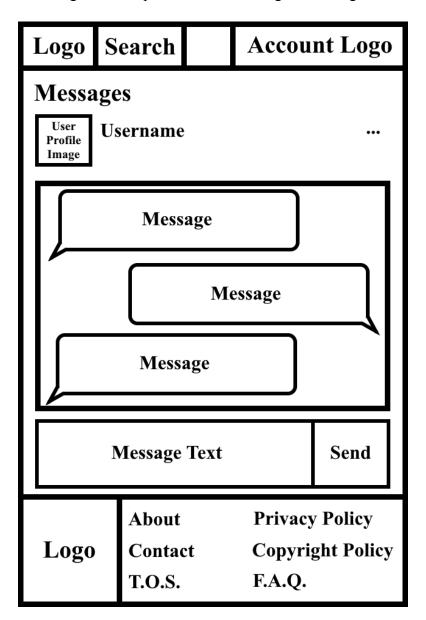
Randall sees a report and views its chat.

Logo					
Report Reporter Username Reported Username	(View Chat)				
Report Description					
Footer					

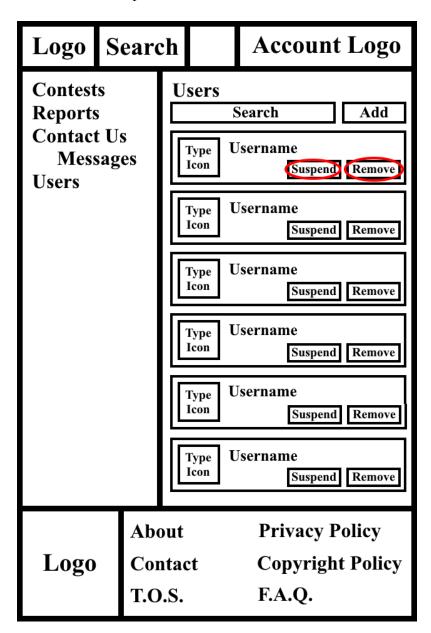
Randall views the chat and decides that the reported user is guilty. He chooses to message the reported user.



Randall gives the reported user a warning via message.



If the reported user does not heed this warning, Randall can go over to the "Users" tab in the admin site and suspend or remove their account.



3. <u>Data Structures and Entities</u>

Data Structures

<u>Cart Item</u>- An item to be purchased.

Chat - A list of messages between two registered users.

Comment - A message in response to a post or another comment.

Commission - A purchase of artwork from a post.

<u>Commissionable Post</u> - A post which other users are able to purchase. A subclass of Post.

<u>Contact Us Message</u> - A private message sent from one registered user to the contact us message list.

Contest - A competition of various contest posts where a winner is determined.

Contest Award - An award given to the winner of a contents.

Contest Post - A post to be entered in a contest. A subclass of Post.

Direct Message - A message from one registered user to another.

Like - An object indicating positivity towards a post.

Post - A public or semi public piece of content showcasing a message or artwork.

Report - A message describing inappropriate, prohibited, or unlawful activity from another user.

<u>Transaction</u> - A paid transaction between two registered users.

<u>User</u> - A user entering the website who has been registered.

Entities

Account - An account associated with a registered user.

Admin - A user who has been registered internally as an admin. A sub-entity of registered user.

Cart Item- An item to be purchased.

Chat - A list of messages between two registered users.

Comment - A message in response to a post or another comment.

<u>Commission</u> - A purchase of artwork from a post.

Commissionable Post - A post which other users are able to purchase. A subclass of Post.

<u>Contact Us Message List</u> - A list of all contact us messages.

<u>Contact Us Message</u> - A private message sent from one registered user to the contact us message list. A sub-structure of message.

Contest - A competition of various contest posts where a winner is determined.

Contest Award - An award given to the winner of a contents.

Contest Post - A post to be entered in a contest.

<u>Direct Message</u> - A message from one registered user to another. A sub-structure of message.

<u>Like</u> - An object indicating positivity towards a post.

Message - A private message from one registered user.

Post - A public or semi public piece of content showcasing a message or artwork.

Post Transaction - A transaction involving a sellable post. A sub-structure of transaction.

<u>Registered User</u> - A user entering the website who has been registered.

<u>Report</u> - A message describing inappropriate, prohibited, or unlawful activity from another user.

<u>Transaction</u> - A paid transaction between two registered users.

<u>Unregistered User</u> - A user entering the website who is not registered.

4. Frontend Module Architecture

Main Frontend Folders

<u>Common</u> - Contains components subclassed or implemented by multiple other components.

<u>Home</u> - Contains components related to the Home Page.

Account - Contains components related to viewing and editing a user account.

<u>Profile Page</u> - Contains components related to viewing and editing a profile page.

<u>Post</u> - Contains components related to viewing, editing, creating, and deleting posts.

<u>Cart</u> - Contains components related to viewing, editing, and deleting cart items.

Commissions - Contains components related to viewing commissions.

Messages - Contains components related to viewing and creating messages.

<u>Transactions</u> - Contains components related to viewing transactions.

Contests - Contains components related to viewing, editing, and creating contests.

Contact Us - Contains components related to viewing and creating contact us messages.

Reports - Contains components related to viewing and creating reports.

Users - Contains components related to viewing users.

Entry Forms - Contains components for entry forms such as Login and Registration Forms.

Info - Contains static information forms.

Architecture Style

The frontend architecture is structured as follows. Lowercase elements are package folders. Capitalized elements with an extension ".js" are frontend component modules and are always children of package folders. Capitalized elements without an extension are frontend

components and are always children of frontend component modules. Elements within brackets are frontend components that are implemented for its parent but declared elsewhere.

Frontend Module Architecture

```
common
      datarecords
            cartitems
                  ViewCartItemsContainer.js
                        ViewCartItemsContainer
            chats
                  ViewChatsContainer.js
                        ViewChatsContainer
            comissions
                  ViewComissionsContainer.js
                        ViewComissionsContainer
            contactusmessages
                  ViewContactUsMessagesContainer.js
                        ViewContactUsMessagesContainer
            contests
                  ViewContestsContainer.js
                        ViewContestsContainer
                  ViewUserContestsContainer.js
                        ViewUserContestsContainer
            posts
                  ViewPostsContainer.js
                        ViewPostsContainer
            reports
                  ViewReportsContainer.js
                        ViewReportsContainer
            transactions
                  ViewTransactionsContainer.js
                        ViewTransactionsContainer
            users
```

ViewUsersContainer.js

```
ViewUsersContainer
            ViewItemsControlsContainer.js
                  ViewItemsControlsContainer
                  ViewItemsSearchBarContainer
                  ViewItemsAddControlContainer
            ViewListItemsContainer.js
                  ViewListItemsContainer
                        {ViewItemsControlsContainer}
                        {ViewItemsSearchBarContainer}
                        {ViewItemsAddControlContainer}
                  ListItemsContainer
            ViewGridItemsContainer.js
                  ViewGridItemsContainer
                        {ViewItemsControlsContainer}
                        {ViewItemsSearchBarContainer}
                  GridItemsContainer
     Header.js
            Header
      Footer.js
            Footer
      SitePage.js
            SitePage
                  {Header}
                  {Footer}
home
     HomePage.js
            HomePage
            HomePagePostsContainer
                  {ViewPostsContainer}
            HomePagePostsFilterSideBar
account
      AccountPage.js
            ViewAccountPage
            EditAccountPage
profilepage
      ProfilePage.js
            ViewProfilePage
                  {ViewPostsContainer}
            EditProfilePage
```

```
cart
     CartPage.js
           ViewCartPage
                 {ViewCartItemsContainer}
commission
     CommissionPage.js
           ViewCommissionsPage
                 {ViewCommissionsContainer}
posts
      ViewPostsPage.js
           ViewPostsPage
                 {ViewPostsContainer}
      ViewPostPage.js
           ViewPostPage
     PostContentContainer.js
           PostContentContainer
           PostTitle
           PostContent
           PostControlsContainer
           PostStatisticsContainer
           PostTextDataContainer
           PostContestTextDataContainer
           PostCommentsContainer
     PostCommentsContainer.js
           PostCommentsContainer
           PostCommentsControlContainer
           PostViewCommentsContainer
     PostRelatedPostsContainer.js
           PostRelatedPostsContainer
                 {ViewPostsContainer}
     EditPostPage.js
           EditPostPage
messages
      ViewChatsPage.js
           ViewChatsPage
                 {ViewChatsContainer}
      ChatPage.js
           ChatPage
```

```
ChatUserContainer
           ChatMessagesContainer
           ChatControlsContainer
transactions
     ViewTransactionsPage.js
           ViewTransactionsPage
                  {ViewTransactionsContainer}
contests
      ViewContestsPage.js
           ViewContestsPage
                  {ViewContestsContainer}
      ViewUserContestsPage.js
           ViewUserContestsPage
                  {ViewUserContestsContainer}
      ContestPage.js
           ContestPage
           ContestContentContainer
           ContestWinnerContainer
           ContestPostsContainer
                  {ViewPostsContainer}
reports
      ViewReportsPage.js
           ViewReportsPage
                 {ViewReportsContainer}
     ReportPage.js
contactus
      ViewContactUsMessagesPage.js
           ViewContactUsMessagesPage
                  {ViewContactUsMessagesContainer}
      ContactUsMessagePage.js
           ContactUsMessagePage
users
      ViewUsersPage.js
           ViewUsersPage
                  {ViewUsersContainer}
entryforms
     LogInPage.js
           LogInPage
     RegistrationPage.js
```

RegistrationPage PaymentInfoPage.js PaymentInfoPage

info

AboutUsPage.js
AboutUsPage

FaqPage.js

FaqPage

TosPage.js

TosPage

PrivacyPolicyPage.js

PrivacyPolicyPage

CopyrightPolicyPage.js

CopyrightPolicyPage

5. Backend Module Architecture

Main Backend Folders

<u>Contact Us Message</u> - Contains all queries related to contact us messages.

Contest - Contains all queries related to contests and directly connected components to contests.

<u>Post</u> - Contains all queries related to posts and directly connected components to posts.

Report - Contains all queries related to reports.

<u>User</u> - Contains all queries related to users and directly connected components to users.

Architecture Style

The backend architecture is structured as follows. Lowercase elements are package folders. Capitalized elements with an extension ".js" are backend router modules and are always children of package folders. Children of backend router modules are APIs each with their methods and routes.

Backend Module Architecture

contactusmessage

contact-us-message-router.js

GET /contact-us-message

GET /contact-us-message/:id

POST /contact-us-message

DELETE /contact-us-message/:id

contest

contest-router.js

GET /contest

```
GET /contest/:id
            POST /contest
            PATCH /contest/:id
            DELETE /contest/:id
      contest-post-router.js
            GET /contest/post
      contest-contest-award-router.js
            GET /contest/award
            GET /contest/award/:contestId
            DELETE /contest/award/:contestId
post
      post-router.js
            GET /post
            GET /post/:id
            POST /post
            PATCH /post/:id
            DELETE /post/:id
      post-like-router.js
            GET /post/like/:postId
            GET /post/like/:postId/:userId
            POST /post/like/:postId
            DELETE /post/like/:postId/:userId
      post-comment-router.js
            GET /post/comment/:postId
            GET /post/comment/:postId/:commentId
            POST /post/comment/:postId
            DELETE /post/comment/:postId/:commentId
report
      report-router.js
            GET /post/report
            GET /post/report/:id
            POST /post/report
            DELETE /post/report/:id
user
      user-router.js
            GET /user
            GET /user/:id
            POST /user
            PATCH /user/:id
```

```
DELETE /user/:id
user-cart-item-router.js
      GET /user/cart-item
      POST /user/cart-item
      PATCH /user/cart-item/:cartItemId
      DELETE /user/cart-item/:cartItemId
user-chat-router.js
      GET /user/chat
      GET /user/chat/:objectUserId
      POST /user/chat/:objectUserId
user-commission-router.js
      GET /user/commission
      GET /user/commission/:commissionId
      POST /user/commission
user-post-router.js
      GET /user/post
user-contest-router.js
      GET /user/contest
```

user-transaction-router.js

GET /user/transaction

POST /user/transaction/:objectUserId

6. Functional Requirements

Account

- 1. Accounts shall be able to be viewed by an Unregistered User.
- 2. Accounts shall be able to be viewed by a Registered User.
- 3. Accounts shall be able to be viewed by an Admin.
- 4. Accounts shall have an associated Registered User.
- 5. Accounts shall have a username.
- 6. Accounts shall have an email.
- 7. Accounts shall have a password.
- 8. Accounts shall have a bio.
- 9. Accounts shall have a profile picture.
- 10. Accounts shall be able to have an email modified.
- 11. Accounts shall be able to have a password modified.
- 12. Accounts shall be able to have a profile picture modified.
- 13. Accounts shall be able to have a bio modified.
- 14. Accounts shall be able to have a profile picture modified.
- 15. Accounts shall show the Register User's most recent posts.

Admin

- 16. Admins shall be able to edit their account.
- 17. Admins shall be able to view a post.
- 18. Admins shall be able to view a contest post.
- 19. Admins shall be able to Like a post.

- 20. Admins shall be able to Comment on a post.
- 21. Admins shall be able to create a post.
- 22. Admins shall be able to edit a post.
- 23. Admins shall be able to delete a comment on their post.
- 24. Admins shall be able to direct message another registered user.
- 25. Admins shall be able send a contact us message.
- 26. Admins shall be able to view all chats with other registered users.
- 27. Admins shall be able to view a chat with another registered user.
- 28. Admins shall be able to publish a contest post.
- 29. Admins shall be able to sell artwork from their own post.
- 30. Admins shall be able to buy artwork from a registered user's post.
- 31. Admins shall be able to create a contest.
- 32. Admins shall be able to modify a contest.
- 33. Admins shall be able to delete a comment on a post.
- 34. Admins shall be able to delete a post.
- 35. Admins shall be able to terminate an account.
- 36. Admins shall be able to view data tables.
- 37. Admins shall be able to view transactions.

Chat

- 38. Chats shall be able to be viewed by an associated Registered User.
- 39. Chats shall be able to be viewed by an Admin.
- 40. Chats shall be able to appended by direct messages.

- 41. Chats shall be able to be created a Registered User.
- 42. Chats shall be able to be created an Admin.

Comment

- 43. Comments shall be able to be viewed by an Unregistered User.
- 44. Comments shall be able to be viewed by a Registered User.
- 45. Comments shall be able to be viewed by an Admin.
- 46. Comments shall be able to be deleted by their post's Registered User.
- 47. Comments shall be able to be deleted by an Admin.
- 48. Comments shall be able to created by a Registered User.
- 49. Comments shall be able to created by an Admin.

Contact Us Message List

- 50. Contact Us Message List shall be able to be created by a Registered User.
- 51. Contact Us Message List shall be able to be created by an Admin.
- 52. Contact Us Message List shall be able to be viewed by an Admin.

Contact Us Message

- 53. Contact Us Messages shall be able to be created by a Registered User.
- 54. Contact Us Messages shall be able to be created by a Registered User.
- 55. Contact Us Messages shall be able to be viewed by an Admin.

Contest

- 56. Contests shall be able to be created by an Admin.
- 57. Contests shall be able to be viewed by an Unregistered User.
- 58. Contests shall be able to be viewed by a Registered User.
- 59. Contests shall be able to be viewed by an Admin.
- 60. Contests shall be able to be appended by contest posts.
- 61. Contests shall be able to be ended by an Admin.

Contest Award

- 62. Contest awards shall be able to be created by an Admin.
- 63. Contest awards shall be able to be viewed by an Admin.
- 64. Contest awards shall be able to be viewed by an associated Registered User.

Contest Post

- 65. Contest posts can be created by a Registered User.
- 66. Contest posts shall be able to be created by an Admin.
- 67. Contest posts shall be able to be viewed by an Admin.
- 68. Contest posts shall be able to be awarded by an Admin.
- 69. Contest posts shall be able to be liked by an Admin.
- 70. Contest posts shall be able to be commented by an Admin.
- 71. Contest posts shall be able to be deleted by an Admin.

Contest Transaction

72. Contest transactions shall be able to be created by an Admin.

- 73. Contest transactions shall be able to be viewed by an Admin.
- 74. Contest transactions shall be able to be viewed by an associated Registered User.

Direct Message

- 75. Direct messages shall be able to be created by a Registered User.
- 76. Direct messages shall be able to be created by an Admin.
- 77. Direct messages shall be able to be viewed by an associated Registered User.
- 78. Direct messages shall be able to be viewed by an Admin.

Like

- 79. Likes shall be able to be created by a Registered User.
- 80. Likes shall be able to be viewed by an Unregistered User.
- 81. Likes shall be able to be viewed by an Registered User.
- 82. Likes shall be able to be viewed by an Admin.

Message

- 83. Messages shall be able to be created by a Registered User.
- 84. Messages shall be able to be viewed by an Admin.

Post

- 85. Posts shall be able to be created by a Registered User.
- 86. Posts shall be able to be created by an Admin.

- 87. Posts shall be able to be viewed by an Unregistered User.
- 88. Posts shall be able to be viewed by a Registered User.
- 89. Posts shall be able to be viewed by an Admin.
- 90. Posts shall be able to be edited by an associated Registered User.
- 91. Posts shall be able to have a comment deleted by an associated Registered User.
- 92. Posts shall be able to have a comment deleted by an Admin.
- 93. Posts shall be able to be liked by a Registered User.
- 94. Posts shall be able to be liked by an Admin.
- 95. Posts shall be able to be commented on by a Registered User.
- 96. Posts shall be able to be commented on by an Admin.
- 97. Posts shall be able to be deleted by an associated Registered User.
- 98. Posts shall be able to be deleted by an Admin.

Post Transaction

- 99. Post transactions shall be able to be created by a Registered User.
- 100. Post transactions shall be able to be viewed by an Associated Registered User.
- 101. Post transactions shall be able to be viewed by an Admin.

Registered User

- 102. Registered users shall be able to create posts.
- 103. Registered users shall be able to like posts.
- 104. Registered users shall be able to comment on posts.
- 105. Registered users shall be able to create contest posts.

- 106. Registered users shall be able to buy artwork from sellable posts.
- 107. Registered users shall be able to direct message other users.
- 108. Registered users shall be able to contact us message admins.
- 109. Registered users shall be able to view posts.
- 110. Registered users shall be able to view contest posts.
- 111. Registered users shall be able to view contest results..
- 112. Registered users shall be able to view the number of likes on posts.
- 113. Registered users shall be able to view the comments on posts.
- 114. Registered users shall be able to view a Register Users' account page.
- 115. Registered users shall be able to edit posts.
- 116. Registered users shall be able to edit their account.
- 117. Registered users shall be able to sell artwork from a post.
- 118. Registered users shall be able to unlike posts.
- 119. Registered users shall be able to delete their comment on a post.
- 120. Registered users shall be able to delete their account.

Transaction

- 121. Transactions shall be able to be created by a Registered User.
- 122. Transactions shall be able to be created by an Admin.
- 123. Transactions shall be able to be viewed by an associated Registered User.
- 124. Transactions shall be able to be viewed by an Admin.

Unregistered User

- 125. Unregistered users shall be able to view posts.
- 126. Unregistered users shall be able to view contest posts.
- 127. Unregistered users shall be able to view the number of likes on a post.
- 128. Unregistered users shall be able to view the comments on a post.
- 129. Unregistered users shall be able to view contest results.

7. Non-Functional Requirements

Performance

1. Results from user actions shall be handled within a certain speed (1ms).

Coding Standards

- 2. Code shall be easily readable and understandable.
- 3. Code shall be neat and well-formatted
- 4. Code shall have a consistent format for maintenance.
- 5. Code shall invoke code reuse when appropriate.
- 6. Commenting on obvious things shall be avoided.

Look and Feel

- 7. User interface shall have an engaging and pleasing look.
- 8. User interface shall be consistent throughout each section.
- 9. User interface shall look professional and functional.
- 10. Results from user actions shall be smooth without delay.

8. Technological Stack

Server Host: AWS

Operating System: Ubuntu

Database: MySQL

Web Server: NGINX

Server Side Language: Express

Additional Technologies:

Web Framework: React

IDE: VS Code

Database Design Tool: MySQL Workbench

9. Final Notes

The 10th use case from the previous milestone has been removed. It has been decided that the first implementation of the project will have the maintenance tasks done by simply observing the database and running queries outside of the website. Additionally, since again this milestone is in the early stages of planning, the above sections may be subject to change.