

# Project Release Plan

## Share Yourself Artists Mobile Application 10/10/2018

Sponsored by: Share Yourself Artists

Contact from company/organization: Scott Davis

Team 3

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Product Owner: Scott Davis

Initial Scrum Master: Ryan Bautista



*Share Yourself Artists*

# Project Release Plan

## Share Yourself Artists Mobile Application

- Artist outreach can be difficult, especially in a world focused on the digital
- We provide a platform for artists to share their work with a network of journalists and art fans around the world
- Artists are able to display their art on the frontline of curators

# Project Release Plan – High Level Goals

## Share Yourself Artists Mobile Application

- Mobile Application Framework
  - Create a mobile application that accurately reflects the SYA website according to provided mockups from Product Owner
- CRUD Functionality
  - Implement CRUD functions and features to hit the same database as the website for true cross-functionality with the existing SYA web app.
- Implement Payment System (Paypal API)

## Share Yourself Artists Mobile Application

### Sprint 1

- (8) As a developer, I want to familiarize myself with the basics of Dart, the Flutter SDK, and Firebase.
- (5) As a developer, I want to create barebone application with CRUD functionality to build off from.
- (5) As an artist, I would like to be able to use my account to sign into the mobile app.
- (3) As an artist, I would like to be able to upload artwork.
- (3) As an artist, I would like to be able to receive feedback from other users on my artwork.

## Share Yourself Artists Mobile Application

### Sprint 2

- (5) As a business, I would like to be able to use my account to sign into the mobile application.
- (5) As a business, I would like to view and have curating power to all submissions made to my blog.
- (3) As a business, I would like to update my profile when necessary.
- (2) As a business, I would like to see all payments made to my account.

## Share Yourself Artists Mobile Application

### Sprint 3

- (5) As an artist, I would like to purchase credit through the mobile application in order to further promote my artwork.
- (3) As someone making a payment through this mobile application, I would like to make a payment through PayPal.
- (3) As an artist, I would like submit my artwork in order to generate a following.
- (3) As a business, I would like to receive credits.
- (2) As an artist, I would like to update my credit balance after a submission.

## Share Yourself Artists Mobile Application

### Sprint 4

- (8) As a user, I would like to have a direct line of communication to other Users on the mobile application (chat).
- (2) As a user, I would like to view featured art and blogs.
- (1) As an artist or business, I would like to view pages regarding customer policies and other relevant pages.

## Share Yourself Artists Mobile Application

### Backlog

- (5) As an artist or business, I would like to see push notifications.
- (1) As a user, I would like to have an eye friendly night/dark mode.



# Project Release Plan – Architecture

## Share Yourself Artists Mobile Application

≡  Share Yourself Artists

Get Your Art Seen today  
—guaranteed a response.

Login with



Name

Name

Username or Email

Username

Password

Password

Sign Up

Sign in

Forgot Username

Forgot Password


≡  Share Yourself Artists



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EDIT INFO

≡  Share Yourself Artists [Sign in](#) | [Sign up](#)



Peter Avis 2:35 pm

How are all my fellow artist  
doing? i'm new to the



Oscar Armer 2:37 pm

Jason, could you check  
the latest feedback I gave  
on a blog? Important.



Angel Dillon 2:35 pm



# Project Release Plan – Challenges/Risks

## Share Yourself Artists Mobile Application

### Challenge/Risk 1: Learning the Language

- New, unfamiliar language (Dart) and framework (Flutter)

### Challenge/Risk 2: Small Team

- Team of 4 members
- Each member must be assigned more tasks

### Challenge/Risk 3: Schedules

- Lots of time conflicts between members' schedules
- Sponsor lab times are sometimes incompatible

## Share Yourself Artists Mobile Application

Language: Dart - supported by Flutter

Framework:

- Flutter for app development
- Firebase for database

Environments:

- iOS: XCode
- Android: Android Studio/IntelliJ