



# Share Yourself Artists: Mobile Application



Project Release Plan - 10/10/18

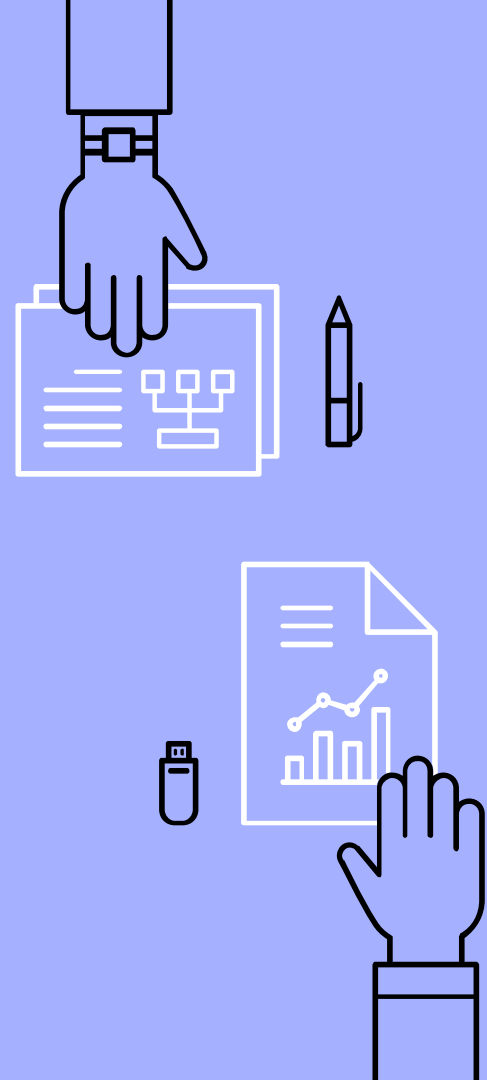


*Share Yourself Artists*

- ▶ Sponsored By: Share Yourself Artists
- ▶ Contact from company/org: Scott Davis

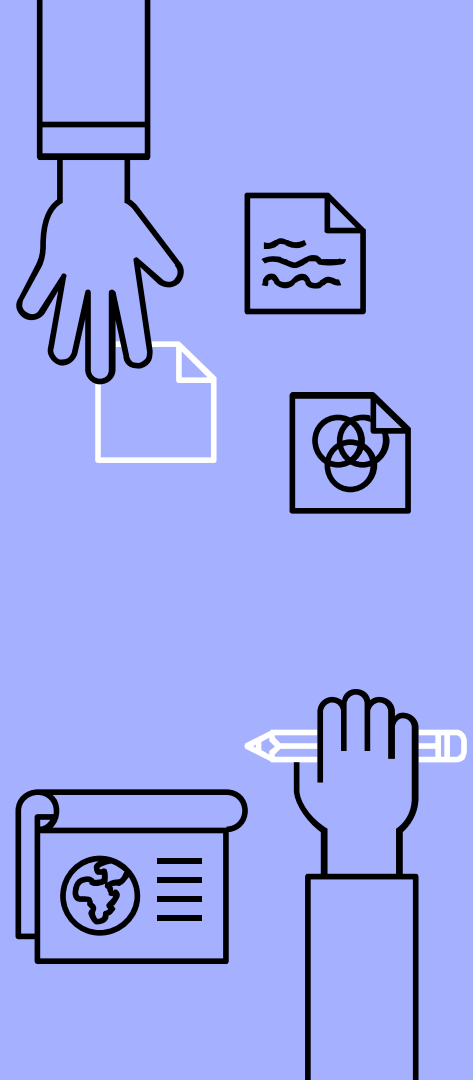
## Team 3

- ▶ Ryan Bautista (Initial Scrum Master)
- ▶ Franz Hampp
- ▶ David Lang
- ▶ Alexis Mabugat
- ▶ Scott Davis (Product Owner)



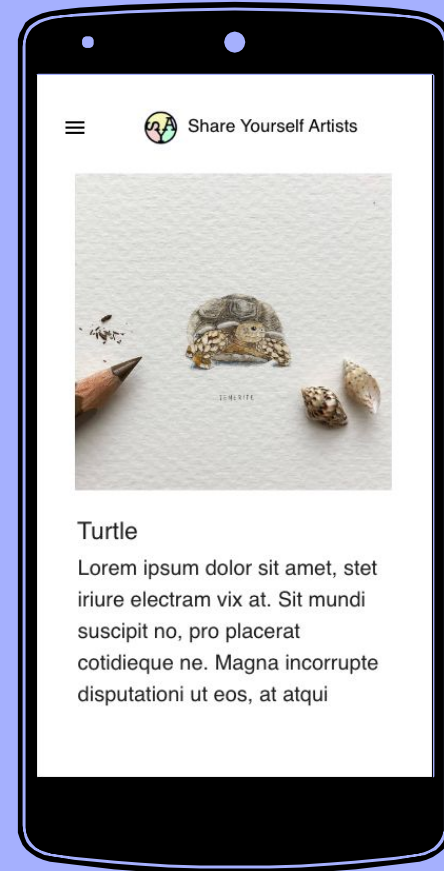
# Share Yourself Mobile Application

- ▶ 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



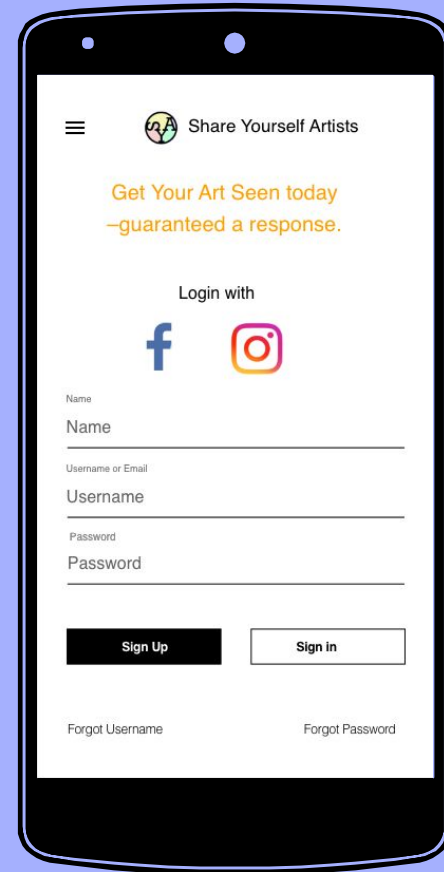
# High Level Goals

- ▶ 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)



# Sprint 1: Artist Flow

- ▶ (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.



# Sprint 2: Business Flow

*(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.*

# Sprint 3:

## Payment System

*(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.*

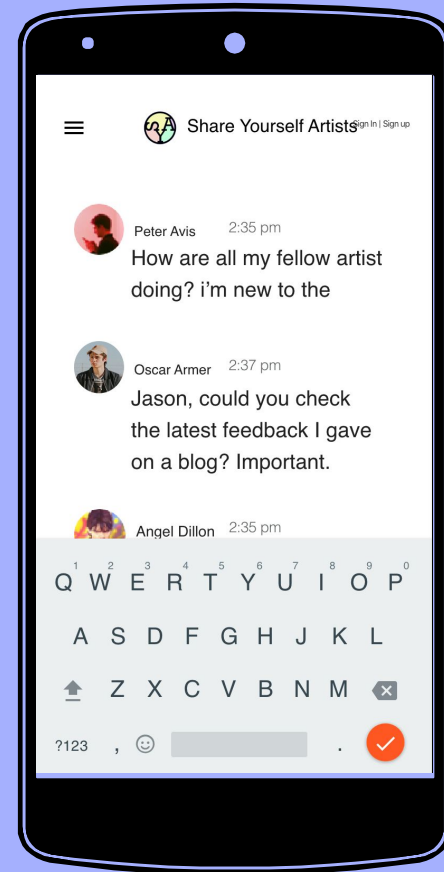
*(3) As an artist, I would like submit my artwork in order to generate a following.*

*(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.*

# Sprint 4: Shared Flow

- ▶ (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.





# 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.*

# Challenges/Risks

## Learning the Language

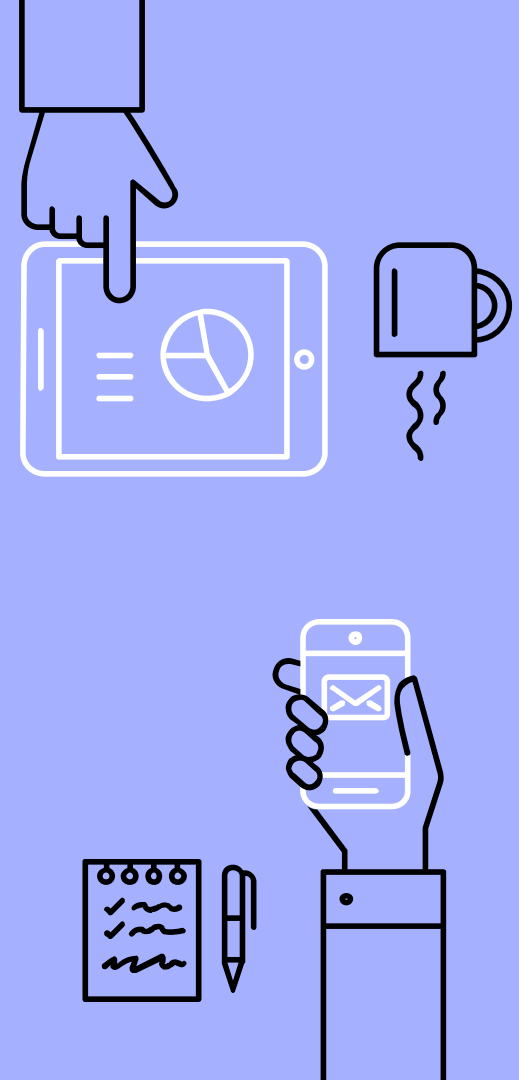
- ▶ New, unfamiliar language (Dart) and framework (Flutter)

## Small Team

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

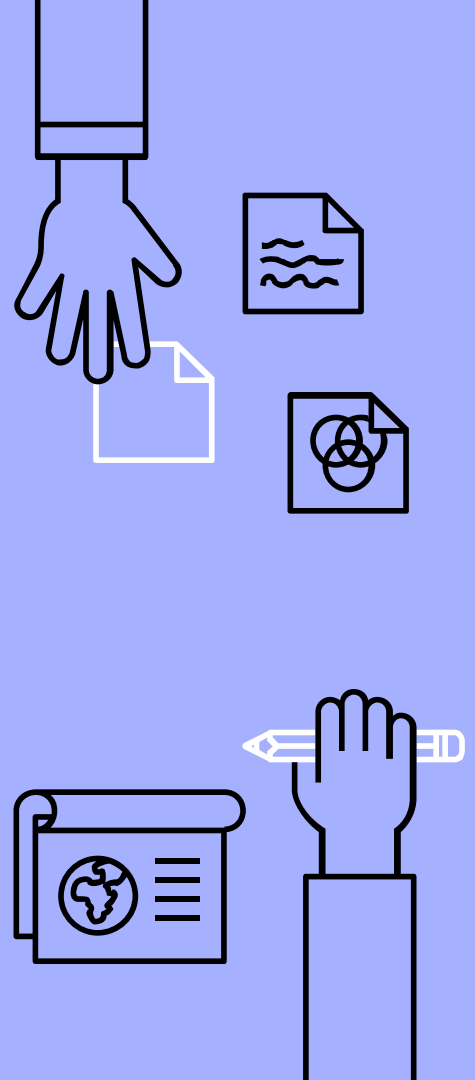
## Schedules

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



# Technologies

- ▷ Language:
  - Dart - supported by Flutter
- ▷ Framework:
  - Flutter for app development
  - Firebase for database
- ▷ Environments:
  - iOS: XCode
  - Android: Android Studio/IntelliJ



Thank You for  
listening!

