

# Internet Applications Design and Implementation 2017/2018

(Lab 4: Project Support –  
User Stories and IFML)

**MIEI - Integrated Master in Computer Science and  
Informatics**

Specialization block

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# Lab3 Goal:

- Project Presentation.
- Work on the Project:
  - Create User Stories.
  - Model User Stories using IFML.
  - Convert your IFML model into React Components (and Application).

# Project Intuition

The goal of the project is to build a web platform to enable artists (i.e, people that produce a form of art that can be captured through a multimedia format such as photographs, video, or audio) to publicite, sell, and keep a public portfolio of their art and make a name for themselves.

# Project Intuition:



WEB  
PLATFORM

# Project Intuition:



ARTISTS

WEB  
PLATFORM

# Project Intuition:



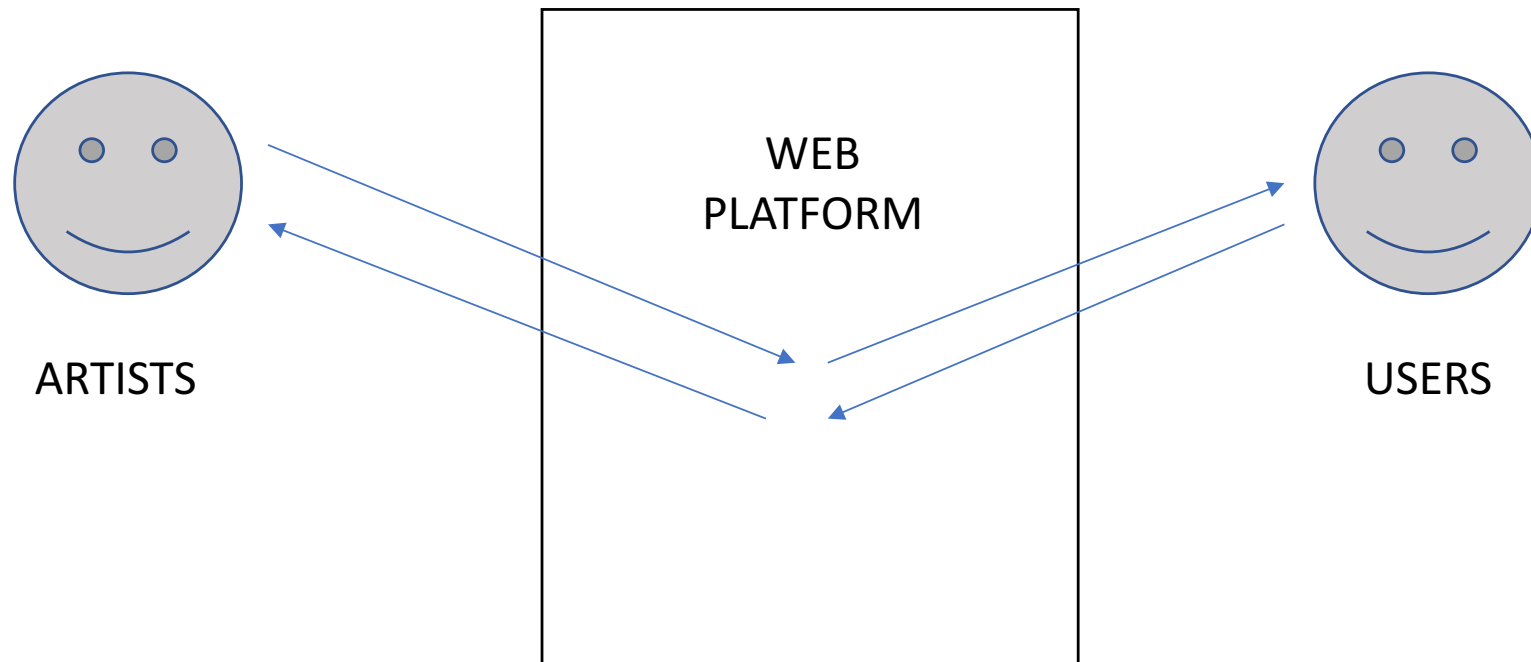
ARTISTS

WEB  
PLATFORM

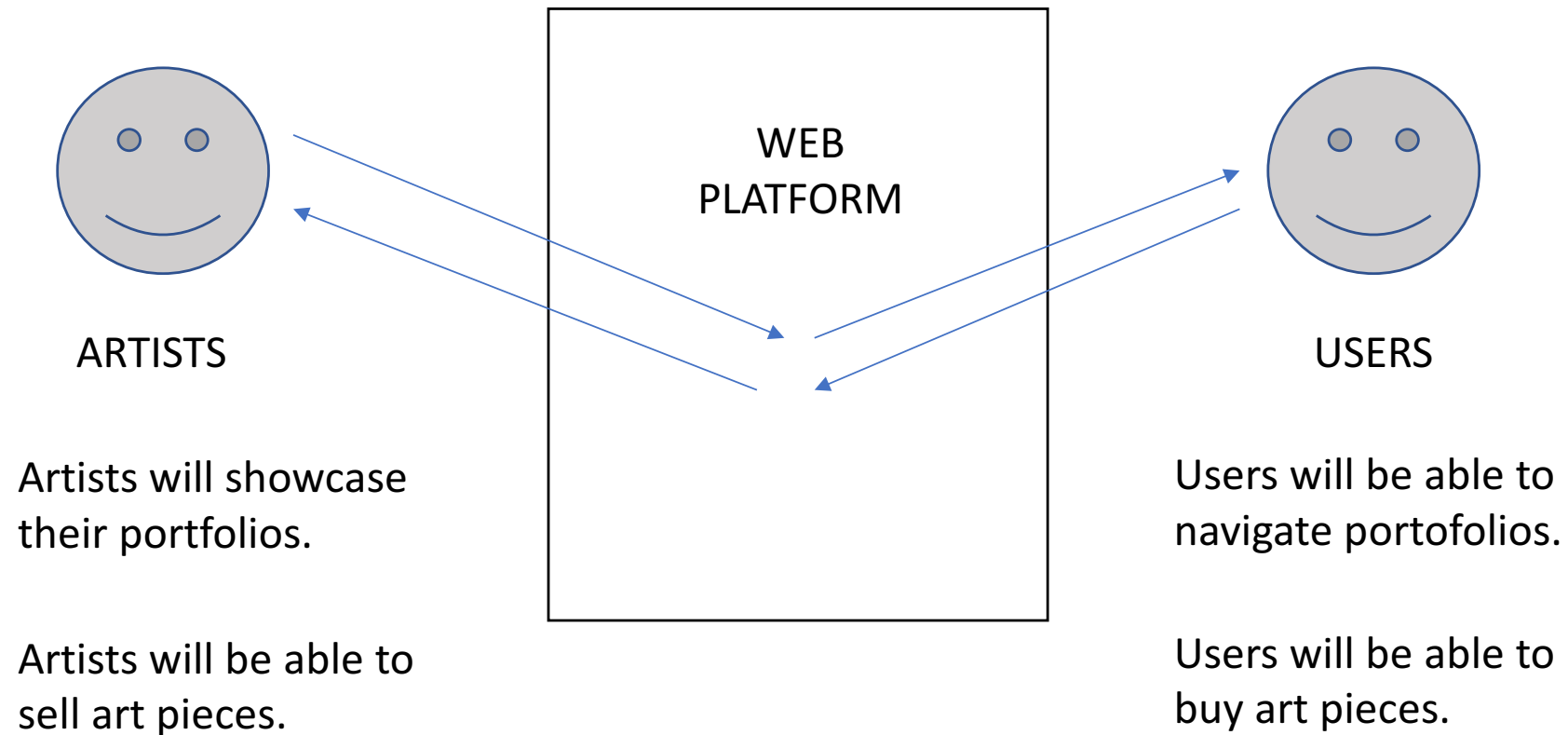


USERS

# Project Intuition:

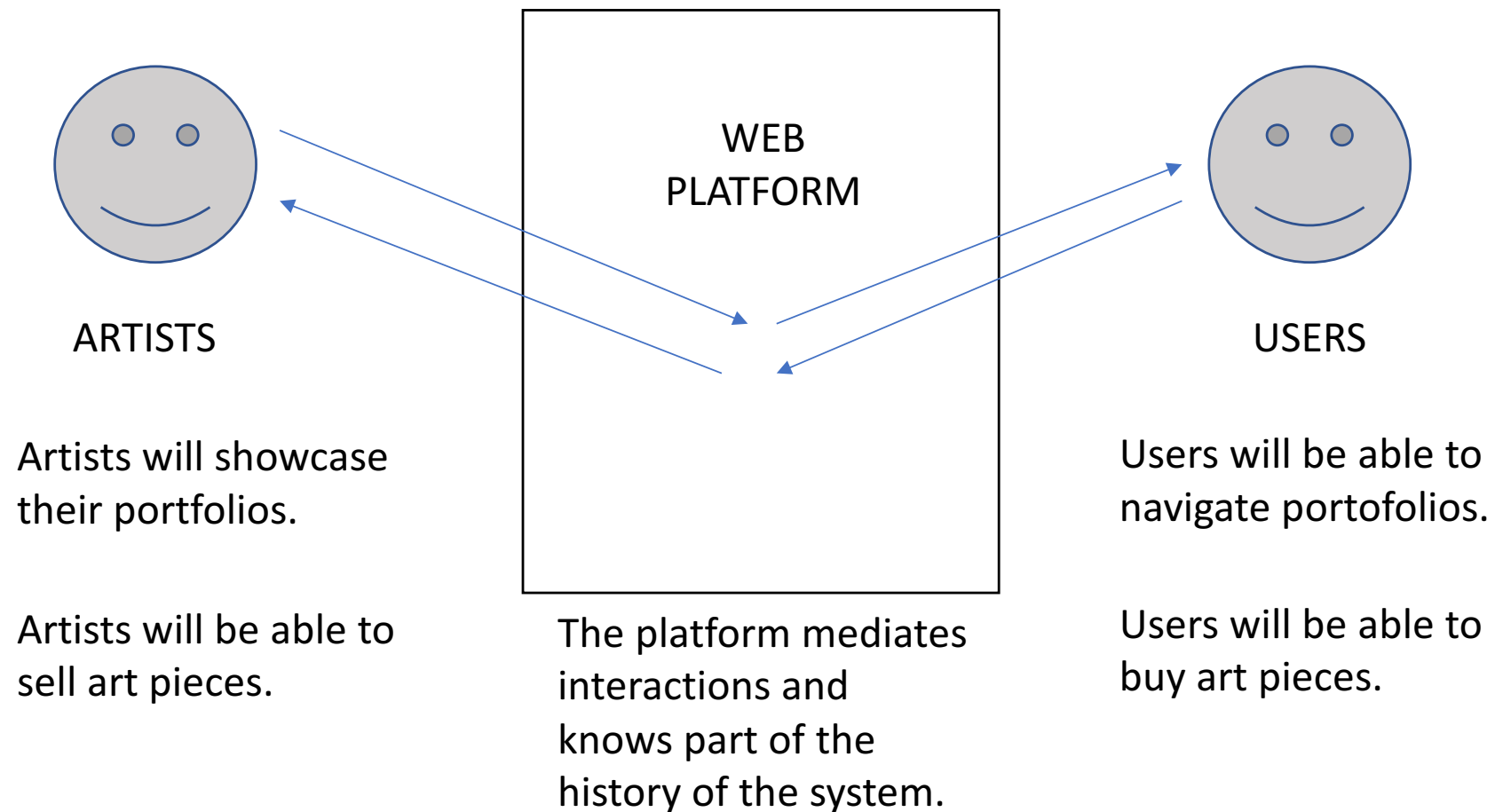


# Project Intuition:





# Project Intuition:



# Requirements (I/III):

- To this end, the web application should **enable an artist to register itself** in the platform and afterwards, **add any number of art pieces** to their **virtual gallery**. Each *art piece has a name, at least one (potentially more) multimedia contents showcasing it, and a **technical spec***, where the artist can state, *the date that the piece was created, techniques employed, and a textual description of the piece itself (provided by the author) and a set of keywords that describe the piece.* **The author gallery is always available, independent of login, and showcases the one visual multimedia representation of the piece as well as the name of the piece and an indication if the piece is currently available to be sold (optionally with a price).**

## Requirements (II/III):

- **Art pieces can be sold**, with the assistance of the platform, if the author indicates that the *piece is available for selling*. Each **art piece has its own page**, where all the information regarding the piece is reported. Additionally, each *keyword associated with the piece should redirect the user observing that page to a page showcasing the most recent N art pieces (from any author) that contain that keyword*. The page for each art piece should *also enable the easy navigation to the public gallery of the artist*. Finally, if the art piece is currently available to be sold, the art piece page should enable a **user that is currently logged-in to make a bid for the piece**. The bid should be the price indicated by the author if it exists, or a value imputed by the user that wants to buy the piece.

# Requirements (III/III):

- Finally, when a **user wants to buy the piece**, the *author of the piece should get a notification* in its **in-box** about that intent. The author can accept or reject the offer. Both will lead to a notification being sent to that user (i.e., the buyer). *In the particular case in which the the author accepts the offer, the buyer can indicate if she is willing to make this public.* If **she answers yes**, and *after the author confirms to the system that the transaction was performed*, another **piece of information will be added to the page of the art piece**, stating who is the user currently owning that piece of art.

# Operational Stuff

- Groups Size: 2-3 Students.
- Delivery Dates:
  - First phase: 5 Nov
  - Final phase: 9 Dec
  - 2 (free) late days and 2 penalty late days (2 values each)
- First Phase Deliverables:
  - User stories to cover the scenario
  - Report with IFML specification
  - React application code (including CSS)

# Operational Stuff

- How to deliver your project?
- You should provide your work in a git repository in a `bitbucket.org` using the campus email (full features), and including `costaseco` and `jleitao` as team members (read rights). To be considered the first phase must be tagged `V0.5` and second phase must be tagged `V1.0`.

# What to do next?

1. Identify user stories.
2. Model each user story using IFML.
3. Convert your IFML model into React Components and Applications.