MyArt.com

or ArtistLife, or FeedArtists, or NoMorePoorArtists, or HelpingArtists

Internet Applications Design and Implementation (2017/18)

Project Assignment

The project assignment will evolve during the semestre to incorporate more information and details.

Versions:

- **15 Oct 2017**: Initial version, first phase

Introduction

The goal of this 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.

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 of the art piece, 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).

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 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.

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.

Submission Phases

The project is to be delivered in two different phases, in two different dates.

Important dates

* First phase: 5 Nov

* Final phase: 9 Dec

There are 2 (free) late days and 2 penalty late days to be used in either of the phases. This means that you may use the free late days on either phase without any penalty, and two extra days with a penalty of 2 values per day in the final grade (not on the partial phase grades).

Grading

The project will be graded taking in consideration all different aspects of the work. This section will be completed soon. The evaluation will be approximately 40%/60%.

First phase

The first phase of the project consists of the user-centred development of a client application for the scenario above.

The deliverables are the following:
- User stories to cover the scenario
- Report with IFML specification
- React application code (including CSS)

Second phase

The second phase will consist of the data-centred development of the application. The architecture of such an application includes a REST interface, a MVC structure, a Database structure. The first phase can be updated and integrated at this stage. More details to be released in the future.

Team requirements

The teams will consist of 2 or 3 elements.

Submission details

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`.