Art Gallery Management

Version <1.0>

Revision History

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| --- | --- | --- | --- |
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| <19/MAR/2017> | <1.0> | - | Pop Laura-Maria |
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# Introduction

The purpose of this document is to collect, analyze, and define high-level needs and features of the ART GALLERY MANAGEMENT. It focuses on the capabilities needed by the stakeholders and the target users, and **why** these needs exist. The details of how the ART GALLERY MANAGEMENT fulfills these needs are detailed in the use-case and supplementary specifications.

The introduction of the **Vision** document provides an overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and overview of this **Vision** document.

## Purpose

The purpose of this document is to describe a client-server application for an online art gallery.

## Scope

This document applies to the ART GALLERY MANAGEMENT, which will be developed by Pop Laura. The ART GALLERY MANAGEMENT will be a website. The Gallery keeps information about artists (name, birthplace, age, etc.), art styles, and pieces of art. It also keeps information about customer (unique ID, name, address, etc.). The customer can buy art and can like art.

## Definitions, Acronyms, and Abbreviations

**AGM** = ART GALLERY MANAGEMENT

**DB** = Data Base

## References

## Overview

This application will help art enthusiasts to buy art very fast and artists to sell it.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Managing an art gallery |
| affects | Art enthusiasts |
| the impact of which is | Buy art very fast |
| a successful solution would be | An application that will mange everything |

## Product Position Statement

|  |  |
| --- | --- |
| For | Artists or art enthusiasts |
| Who | Wants to buy art |
| The (product name) | is a website |
| That | Helps managing pieces of art |
| Unlike | Currently available applications |
| Our product | Provides a simple way to managing pieces of art, buy them |

# Stakeholder and User Descriptions

The project AGM is aimed to manage pieces of arts, artists and customers.

The main objectives are:

1. Keeping records of artists
2. Keeping records of pieces of art
3. Keeping records of customers
4. Customers buying pieces of arts or liking them

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Software Architect | This stakeholder is a primary lead in the development of the Hospital Manager. | -implements architecture of the app  -responsible for design |
| Project Manager | This stakeholder leads development of the Hospital Manager. | -plans, manages, allocates resources  -coordinates interactions with customer and user  -decides priorities |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Regular user | Customer | -sign-in  -log-in  -buy art  -like art  -view |  |
| Admin |  | -CRUD on customers/artists/pieces of art  -reports on customers/artists, sells |  |

## User Environment

User can use the application from home or work. The number of users will change constantly. The number of users and time are depending on the needs of completing different tasks. Some unique constraints can be the existence of a browser on the user’s computer and the internet connection.

Platforms can be Windows or Linux.

# Product Requirements

To implement this app, I will need a computer and an sql server connection to create a DB.