

Project Proposal and Specification

Title: CraftyMe

Purpose: CraftyMe is an app that allows you to keep track of all of your artwork in one place. Everyone produces a great deal of creative art, craft, drawings, and paintings. We usually keep these memories in drawing books or scrapbooks. This app will assist users in converting their physical artwork to digital format.

Description: CraftyMe is a mobile app for iOS that allows users to keep track of their drawings and artwork memories. This application allows users to save their artwork and relive the moment. A brief description of the artwork, as well as its title and image, can be provided by the user. All iPhones running iOS 13 or higher will be compatible with this app.

There will be a number of components to this project:

1. iOS Mobile Application
2. Firebase Realtime database to store data.
3. Firebase authentication is used for user login and signup.
4. Data is saved in the Firebase Realtime database for each individual user.
5. List of added artworks.
6. Artwork can be added or updated.
7. User can delete their artwork.
8. Users can manage their profile.

Technologies and Frameworks used:

1. XCode
2. Firebase SDK
3. CocoaPods

Targeted Audience:

1. End Users

Features To Be Implemented:

1. App Icon and Splash Screen
2. Login and signup using Firebase Authentication and API calls.
3. User can manage their profile.
4. List of added artworks. (Table view)
5. User can upload and edit the details of their artwork.
6. User can delete their artwork.

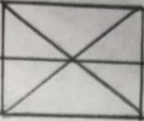
Logo:



Screen Design Rough Sketches:

1) Login

LOGIN

	
CRAFTYME	
EMAIL	
PASSWORD	
<input type="button" value="LOGIN"/>	
DON'T HAVE ACCOUNT?	

2) Sign Up

SIGN UP

<input type="button" value="← SIGN UP"/>	
FIRST NAME	
LAST NAME	
EMAIL	
PASSWORD	
CONFIRM PASSWORD	
<input type="button" value="SUBMIT"/>	

3) Landing

HOME SCREEN

HOME (2)

[Placeholder Box]

TITLE

DESCRIPTION

[Placeholder Box]

TITLE

DESCRIPTION

(+)

4) Add / Edit Artwork

Add Artwork

< ADD / EDIT

[Placeholder Box]

TITLE

DESCRIPTION

CREATED DATE [Calendar Icon]

(SAVE / UPDATE) (DELETE)

[Placeholder Box]

5. Profile

Profile Screen

< PROFILE >

FIRST NAME

LAST NAME

EMAIL

(UPDATE)

(LOGOUT)

List of classes & Data structures:

Screen	Controller	Model
Login	LoginViewController	UserModel
Sign Up	SignUpViewController	UserModel
Landing	LandingTableViewController	ArtworkModel
Add / Update Artwork	AddArtworkViewController	ArtworkModel
Profile	ProfileViewController	UserModel