1 Requirements

1.1 Introduction

I always have been interested in drawings and expressing oneself as a form of communication. Thus, I have decided to make an application on a website that offers the opportunities to clients to exhales their ideas publicly on my platform for the passer-by artists to view the post(s) and determine whether they would like to accept this request of sorts or ignore it and continue with their daily lives.

For any requests accepted by the artists, the former client of this post would be receiving a notification where they will be linked to the artist's profile to finalise their decisions to commission the said artist or not.

If these processes have smoothly gone through, the two parties would be brought into a direct message chat to further discuss their thoughts on the request and ultimately come to an agreement regarding all the details such as the commission rates, deadline date, character information etc.

1.2 Requirements gathering

1.2.1 Similar applications

I have looked into these application that acquire similar traits to my idea such as:

1.2.1.1 Fiverr

The site called Fiverr is also doing a similar kind of idea, but they allow only the artist to set prices for their works and let the customers pick which package they want to commission the artist.

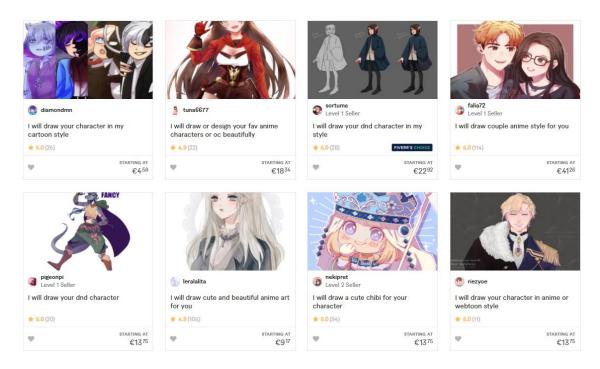


Figure 1 Posts of Artist's Services

In each post shown in the diagram above, the artists settled the limitations of what they would draw and allow passing-by customers to pick the packages arranged by the said artists.

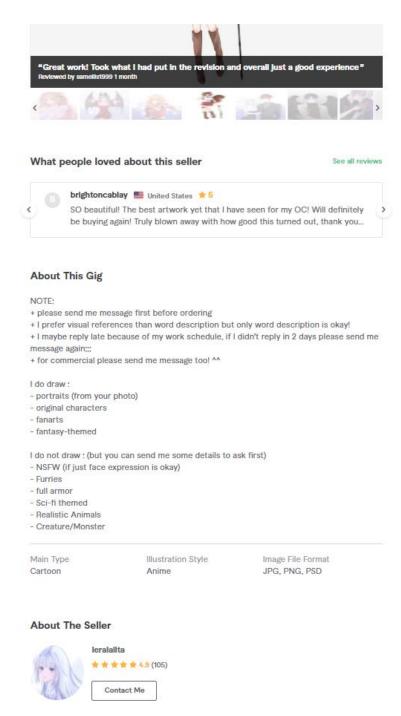


Figure 2 Extent details of the service provided by the artist

When the customers have chosen one of these posts, they will be linked to a page where further details of the mentioned services are displayed. I liked the 'About The Seller' which shows the seller's rating which added some sorts of reliability and security to the client.

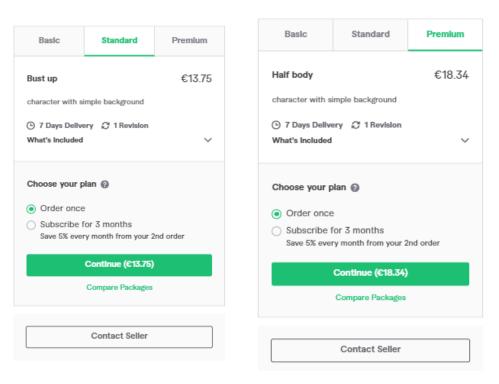


Figure 3 Showcase of Level of Packages.

The customer could pick different packages between Basic, Standard, and Premium packages which the artist could set to distinguish their level of services, for instance this artist has prescribed their service from basic to premium as a different shot of portrait i.e. a head shot, a bust shot, and a half body shot.



Figure 4 Explanation of commission shots

Advantages:

Great site layout and usability i.e. easy to navigate through and clear.

Disadvantages:

• Has a mass of different categories which makes it hard to target their target audience.

1.2.1.2 Arbum

Another site would be <u>Arbum.art</u> which is an art site for artists to upload their art works and post their commission rates for potential clients to look into and decide whether to commission the said artist or not.

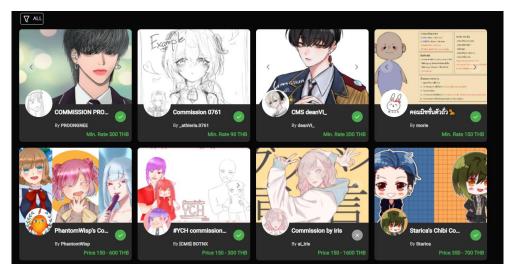


Figure 5 Artist profiles on Arbum.art

The site functions similarly to Fiverr but the artist could set the minimum and maximum amount of commission rates. I liked how the status of artists available for commissioning are shown as a green ticked symbol.

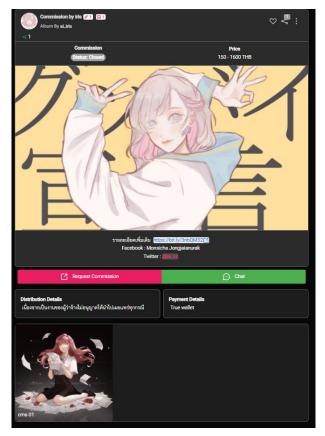
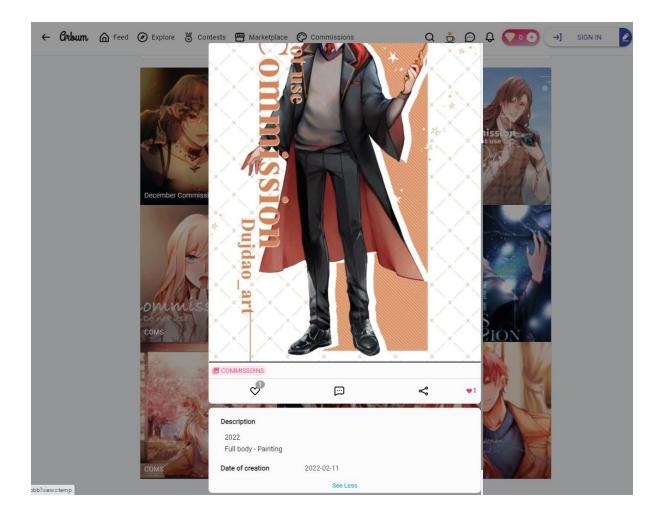


Figure 6 Detail Page of the Artist's Profile

When the clients clicked on one of these profiles, they will be navigated to somewhat, a descriptive page of the artist, displaying the artist's previous works, prices and commission status. The client could then click on the link in the description of the profile to even further display their commission rates, in which I have found to be quite a stretch.



Advantages:

- Focus primarily to one market i.e. art, clearly established their target market very well
- Direct chat for users to communicate to each other, allowing a faster means of communication.

Disadvantages:

• Absurd amount of navigation links



 Misuse of layouts, not friendly for newcomers i.e. the user has to scroll down to the description

1.2.2 Interviews

In the process of conducting interviews for the development of the website application, I have arranged a number of questions to ask my participants in order to get a deeper dive into the insight of probable clients who may utilise the site. These questions are as follow:

- 1. What was your experience with the said website such as Arbum.art and Fiverr
- 2. Where did you usually get stuck using the interface?
- 3. Would the website help you progress easier with your productivity?

Wherein, I am getting my participants to go through the site I am researching i.e. Arbum and Fiverr, to get their first-hand experiences and see what difficulties and good points they have found from using the sites. These questions are carried out to my fellow colleagues who are either a part-timer, full-timer or a freelancer in drawing and graphic designing. Which has answers the niches needed to develop the website for the CA. Thus, I have finalised these findings into a categories of recurring themes such as:

- Typography
- Accessibility
- Payment
- Navigation

1.3 Requirements modelling

1.3.1 Functional requirements

In order for the website to properly functioned, I would need to have:

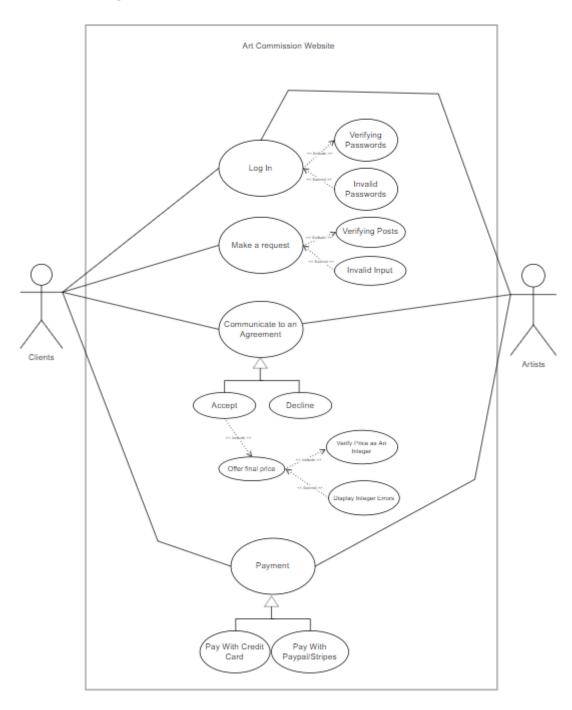
- A Database system to withhold the information of users, posts and chat history.
- Log In/Sign Up system
- Chat system
- Navigation links
- Payment system

1.3.2 Non-functional requirements

These are requirements which if not met do not stop the application from working, but which mean that the application is not working as well as it should. These are:

- Layouts of the website.
- Notification system
- Register security e.g. adding requirements to password such that it needs to be a certain length long, must have a capital letter etc.
- Make posts editable e.g. users will be able update their images, articles, prices etc.
- Let artists put images of their past commissions/works on their profile.
- Sorting posts by dates, prices, or alphabetical order.
- Quick sign up with other email services e.g Google, Yahoo etc.

1.3.3 Use Case Diagrams



1.4 Feasibility

For our project, we have been tasked to work on, what essentially would be a shopping website that has numerous amounts of functionality. The web application framework we are currently using is called Laravel which has been established for 9 generations, to which the last generation has only updated on the 7th of February 2022. It is important to stay upto-date with the modern version as older versions of the framework could pose a problem to its coherent web-packages that are concurrently functioning on the framework. This is due to the different versions that each web-packages are installed on in the first place i.e. the older versions of Laravel will download versions of the packages that may have been released back when that version of the framework has been updated, whereby it would additionally lose a newer technologies, APIs, and/or features that potentially may lighten the workloads of coding and fashionably make our lives easier. A problem has also risen due to the different versions of Laravel and MySQL where a user has discovered this problem when they were migrating data into the MySQL through Laravel:

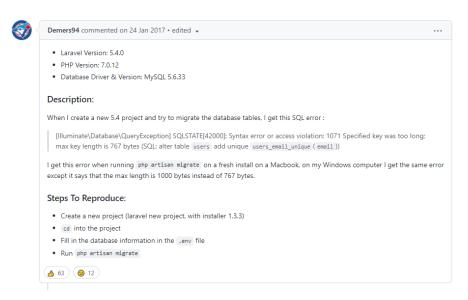


Figure 7 A user posting the said problem on GitHub#

This merely showcases the trouble, one different in versions could caused to the whole system, and should be given a good attention to avoid these errors from occurring.