Release Plan

Share Yourself Artists

Team : SYA

Release Name : Share Yourself Artists

Release Date : 7/28/18

Team Members :

Scott Davis (Product Owner)

Yasunori Iwayanagi (Initial Scrum Master)

Colin Maher

Alexis Ortiz Ojeda

Eric Yup

### High Level Goals

#### Weekly, monthly, and to date reports of submissions

* + By each business, artist, country, region, and then the total.

#### Monthly Payment Report

* Update artists premium credits
* Auto pay system
* Ability to update artists and businesses information
* Issue campaign credits for artists
* Update artists premium credits
* Customize blog amount of credits to submit
* SEO

### User Stories

#### Sprint 1

* + (5) As an artist I want a direct line of communication with those within the art profession in order to receive feedback on my work.
  + (5) As someone in the art profession I want to profit from my expertise in the field by being paid to provide artist feedback.

#### Sprint 2

* + (3) As an artist or business I want the ability to link my profile with my social media accounts.
  + (2) As an artist I want the art upload feature on the site to be intuitive and hassle free.
  + (2) As a DB manager I want all the images to be sized neatly so that I can use the capacity practically.

#### Sprint 3

* + (5) As an artist or business I want the platform to be aesthetically pleasing and intuitive and its features bug free.

### Product Backlog

#### Mobile version of Share Yourself Artists

* + Provides simpler version of the product, mostly targeted for businesses(blogs & magazines)
  + User Stories
    - As a business, I want mobile application so that I can use the application in a better accessibility.
    - As a business, I want notifications from the application when new work is up.

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