Vision

This project is designed to allow graphic artists a standardized, robust system around accepting and completing commissioned works (art pieces specified and purchased by a consumer). The precise goals accomplished by this system include:

1) Helping consumers find available, proficient artists to commission;

2) Allowing artists a focused platform to advertise the specifications of salable art in the freelance market;

3) Providing a streamlined, user-friendly interface for both artist and consumer in order to simplify interaction; and

4) Ensure a standardized, reliable, and secure transaction between artist and consumer.

Currently, the market around the production of freelance graphic art is inconsistent and chaotic. Many artists, both new and established, heavily undersell their worth. Work is sold at criminally low prices, making survival in this rarely-sustainable industry increasingly difficult.

By standardizing the market, higher expectations can be set for artist worth, and producers will feel less obligated to hold cheaper sales to appease unruly customers.

With the right marketing, a system of this scope also has the potential to become an industry standard, providing consumers with an educated understanding of comparison, while giving artists a readily-understood platform to begin their trade.

At this point, no system has been found that satisfy the above goals. Art sites provide a repository of past work, but the artists are responsible for marketing their own trade without any set standard.

Architecture

This project will be primarily built from intermediate knowledge of web development. Common languages involved include most, if not all, of the following:

HTML

CSS
Primary Integrated Systems

- Registration: Artist and Consumer user accounts, with personal, history, and transaction data.
- Payment Processing: Connection to payment service API (PayPal, Amazon Payments, etc.).
- Back-end Security: User protection through registration system and transaction history.

Challenges

Each branch of this project requires at most an intermediate skill in any certain area of knowledge. However, the finer integration of systems will require heavy coordination of the team.

As the project evolves, higher security efforts will be needed to ensure the safe processing of data. Also, the registration system will either need an established plugin or to be built from scratch. Preferably, someone will know of a reliable open-source registration system to use.