Presentation Roles

<table>
<thead>
<tr>
<th>Name</th>
<th>Role</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jennifer</td>
<td>Messaging</td>
</tr>
<tr>
<td>Julie</td>
<td>Computer</td>
</tr>
<tr>
<td>Kenny</td>
<td>Challenge/Resolution</td>
</tr>
<tr>
<td>Austin</td>
<td>Introduction</td>
</tr>
<tr>
<td>Rhea</td>
<td>Commissions</td>
</tr>
<tr>
<td>Christina</td>
<td>Registration</td>
</tr>
</tbody>
</table>

Agenda

- Group Introductions
- Problem/Project Pitch
- Demonstration
- Biggest Challenge, Resolution
- Q&A

Script

Group Introduction

Everyone can introduce themselves and explain what you deal primarily with:

- Jennifer: PM, Full Stack
- Julie: PM, Back End
- Kenny: Back End
- Austin: Technical Lead, Full Stack
- Rhea: Front End
- Christina: Design, Full Stack, Documentation

Problem/Project Pitch

- Problem / Solution
  - Current "state of the industry"
    - Emerging artists on their own for monetization
    - No standardized model to sell graphic art
  - Web application that assists both sides of the market
    - Provide artists a simple yet robust system to sell their wares
    - Provide customers a system to find exactly what they're looking for
- Vision
  - Simplicity
    - Sleek design and intuitive UI
    - New users feel comfortable and in control
  - Dynamic
    - Fully customizable commission settings and messaging system
  - Producer-Focused
    - Protects the artist from malicious customers
• Suggests base prices to limit market deflation

• Broad Components
  o Commissions
    ▪ Highly customizable system covering a broad range of works
    ▪ (Stretch Goal) Widget API integration with external websites
  o Messaging
    ▪ Keeps all parties in-the-know in a controlled environment
  o Payment
    ▪ Integrated PayPal API
    ▪ Allows alternative method of payment (users beware)
    ▪ Pay-First structure

Demo

• Registration & Settings
  o Artist visits first page and clicks "sign up/log in" to register for an account
  o Enters name, email, password, password confirmation to sign up
  o Once registered, visit settings page to change email and/or password
  o Log out by clicking "log out"
  o Log in by clicking "sign up/log in" and entering email, password

• Commission Flow (Main focus)
  o Artists can create a template of how they want commission requests to come in (or what in particular they want specified)
  o Commissioners can also add in additional comments about their request
  o Artist either rejects the commission request or asks for some sort of modification of the commission request
  o Once the Artist is satisfied with the commission request, the Commissioner pays the Artist and the Artist begins work on the commission
  o The Artist can convey their current status / progress to the user (potentially a stretch goal)
  o Once complete, the Artist uploads the digital art which the Commissioner can view and download by following the URL

• Messaging
  o Two ways to message another user: Go to profile page or go to inbox
    ▪ Profile page
      ▪ User can message another User via a link on the profile page
    ▪ Inbox
      ▪ User can see messages that s/he has received, sent, or deleted from an inbox view.
      ▪ User can message another User via inbox view.

Biggest Challenge, Resolution

• Collaboration
  o Essential for finishing the product on time
  o Essential for everyone to get the most out of the class
  o Challenging in practice, especially for a newly formed team

• Resolution
  o Make an effort to voice concerns
  o Check in with everyone during meetings
  o Hold additional meetings as necessary to address conflicts
  o Start each phase by clearly specifying tasks to be completed and assigning people to them

Q&A