Presentation Roles

Name	Role
Jennifer	Messaging
Julie	Computer
Kenny	Challenge/Resolution
Austin	Introduction
Rhea	Commissions
Christina	Registration

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

Demo

- Registration & Settings
  - Artist visits first page and clicks "sign up/log in" to register for an account
  - Enters name, email, password, password confirmation to sign up
  - Once registered, visit settings page to change email and/or password
  - Log out by clicking "log out"
  - Log in by clicking "sign up/log in" and entering email, password
- Commission Flow (Main focus)
  - Artists can create a template of how they want commission requests to come in (or what in particular they want specified)
  - Commissioners can also add in additional comments about their request
  - Artist either rejects the commission request or asks for some sort of modification of the commission request
  - Once the Artist is satisfied with the commission request, the Commissioner pays the Artist and the Artist begins work on the commission
  - The Artist can convey their current status / progress to the user (potentially a stretch goal)
  - Once complete, the Artist uploads the digital art which the Commissioner can view and download by following the URL
- Messaging
  - 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
  - Essential for finishing the product on time
  - Essential for everyone to get the most out of the class
  - Challenging in practice, especially for a newly formed team
- Resolution
  - Make an effort to voice concerns
  - Check in with everyone during meetings
  - Hold additional meetings as necessary to address conflicts
  - Start each phase by clearly specifying tasks to be completed and assigning people to them

Q&A