

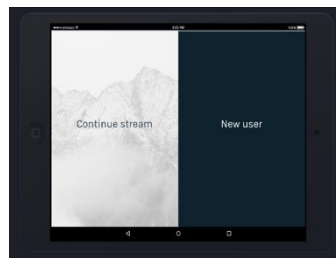
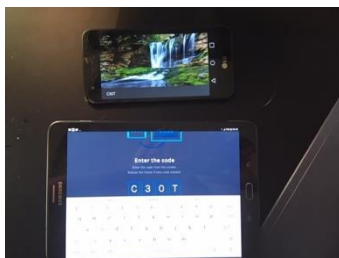
ArtStream

Proof of Concept & MVP

The Prototype

- **Content** - Selection of the right content, licences and administration – also specifically chosen images, colours and themes meant to reduce stress according to research
- **Front and backend** development and integration
- **Art and pictures** have been divided in to 5 head categories with several subcategories;
- **Project Configuration** – selecting correct devices, setting up development environment
- **Onboarding** – first screens in the app where user is guided how to use it
- **Account Settings** – sessions to distinguish ArtStream users
- **Connection** – communication between backend-frame and backend-controller app, socket and rest communication architecture
- **Playing screen** – home screen where you can manage playback
- **Playlist screen** – all functionalities related to playlist management
- **Image Detail screen** – all functionalities related to image
- **Playing bar** – showing current playback, small bar at the bottom of the screen
- **Current playlist screen** – managing current playlist
- **Testing** - integration test of the frame app and controller app, preparing data for testing purposes, developing automated tests
- **Project management** – meetings, refinements, demos
- **The scope of MVP** is based on Workshop agreements.
- **Staging** - prepare an additional environment (a separate server that is stable)
- **Frame app** - Build frame and controller app using this environment and Prepare translation

Devices and Stick



Design and Visuals

- **New name**
- **Design identity**
- **UX consulting, flow confirmation**
- **Branding** – branding brief (needs, value and identity) and preparing branding
- **Design** – preparing designs

