#### Store Builder User Stories

## A) As a CM

I want to duplicate an existing store on the platform So that I can quickly populate a store.

- B) As an organic artist
   I want to easily add items and manage them
   So that I can have a complete store, ready to launch
- As an organic artist
   I want to easily organize items
   So that I can have a merchandized store
- D) As an organic artist
   I want to have a pre-populated store
   So that I can quickly know PledgeMusic's recommended store setup
- E) As an organic artist I want to easily edit pre-populated items So that I can have projects specific to my store
- F) As an artist I want to see when a field in my item is incomplete or incorrect So that I know it needs to be fixed before I publish
- G) As an artist
   I want to see when all my items are complete
   So that I know when my store is ready to publish
- H) As an artist I want to see an indication that my store is complete and ready to go So that I know that area of my project setup is complete
- J) As an artist
   I want to see which section of my project build I am in
   So that I can easily navigate my project

### K) As a CM

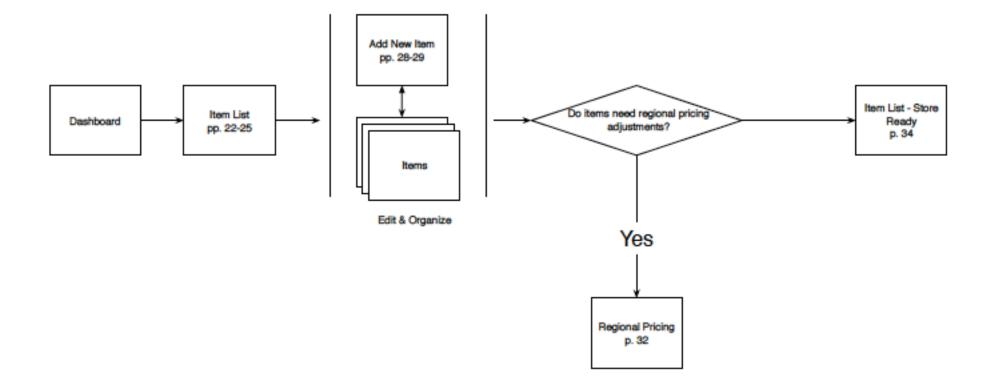
I want to build a project that supports as many currencies as possible So that we can increase sales internationally

#### L) As a CM

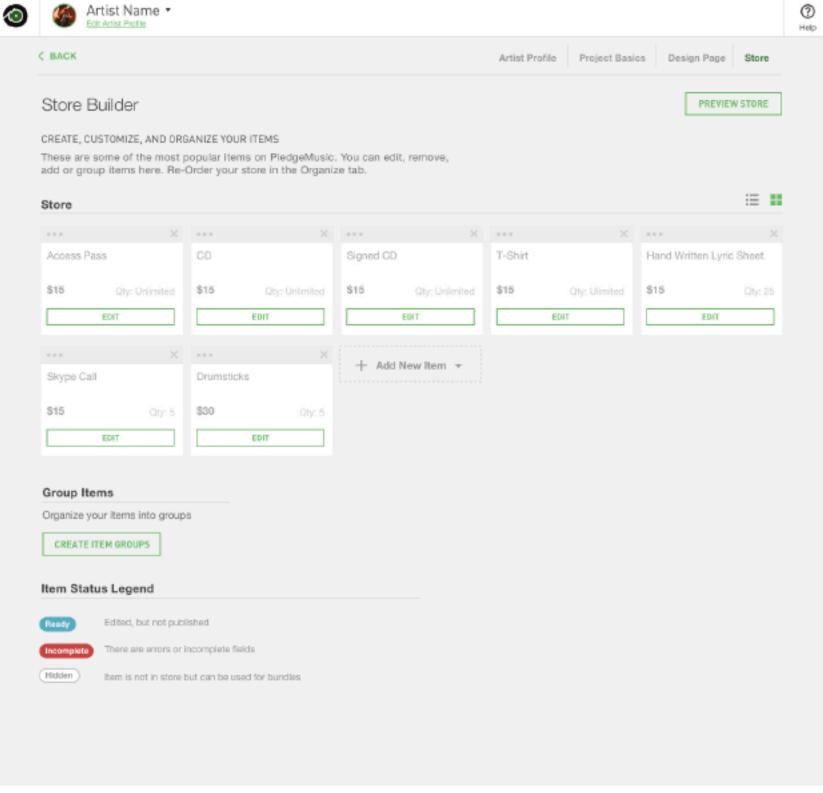
I want to be able to select different fulfillment and shipping providers

So that I don't have to manually calculate shipping and handling

- M) As an self-fulfilling artist
   I want to select shipping options
   So that fans don't choose something I can't support
- N) As an artist
   I want to see a summary of my items
   So that I can edit and/or approve the information
- P) As an artist
  I want to print the summary of items
  So that I can share with my bandmates
- As a CM
   I want to have access to fulfillment & regional pricing when building my store
   So that I can easily access all fulfillment & pricing information
- R) As a CM
   I want to see all items and assign their fulfillment information
   So that I have a comprehensive overview of a project's fulfillment
- S) As a CM I want to see all items (and their variants) & edit their prices by region So that I have a detailed overview of the store's prices



Modified Wed Dec 07 2016



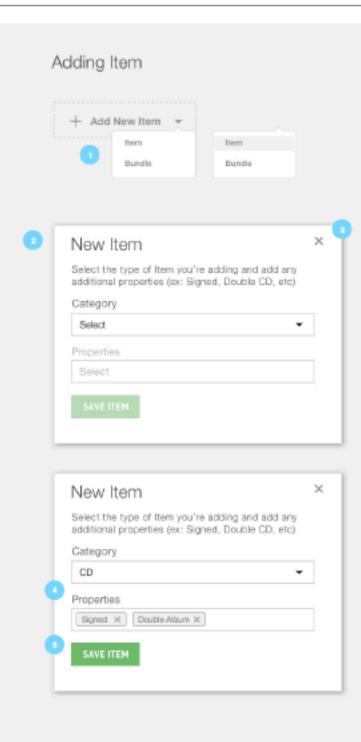
- Artist Mlni-nav as described on page 9. (J)
- Preview button opens up a live view of the front-end store in a new window.
- Cards can be deleted or dragged around to rearrange. Interactions described on (page).

Cards can be rearranged - but not deleted - before they've been edited.
(C)

 The store will be pre-populated with several items and bundles from our 'Hot 30.' (D)

At first, all items have an Edit CTA because the artist needs to check them all. CMs wouldn't need to. (E)

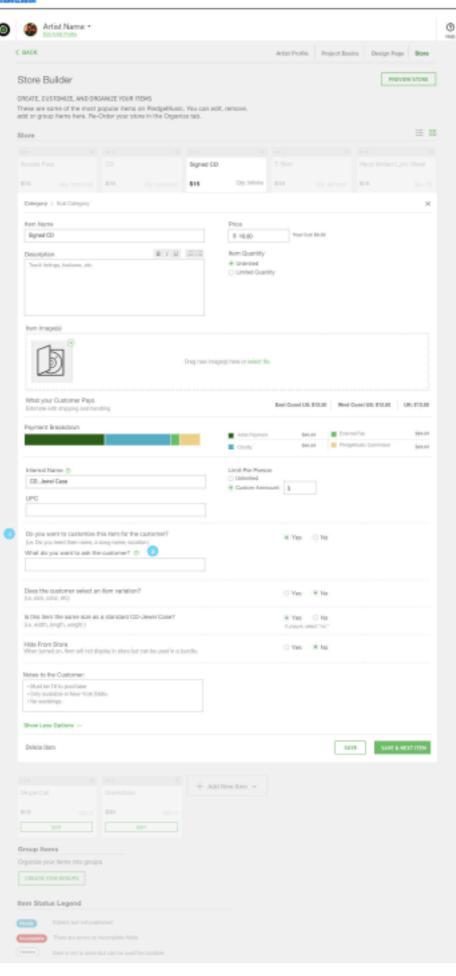
- Add New Item is a dropdown. At first, it includes adding a single item or adding a bundle. As we roll out other products, like tickets, the options would expand. (B)
- You can toggle between grid view (show here) and list view (shown on page \_\_\_\_)
- 7) This link allows you to create and edit groups. (C)



- 1) This is the flow for adding a new item. First, you press the button and select 'Item' instead of 'Bundle.'
- 2) The New Item modal appears, with a brief explanatory text and the ability to select an item category.
- 3) You can close the modal to cancel the addition.
- 4) You then can add Properties (like 'Signed' or 'Double') that will influence the defaults for some of the information when you get to the item form. These will be autocomplete tags.
- 5) Hitting Save creates the item and automatically opens up the Edit form for that item so you can review and change the default values for the items' information. (B)



- By default, has a column per currency, auto-filled. This version shows "Germany" having been added. (K, S)
- 2) The Edit Regions link goes to the Region Setup page. (K)
- For later phases, we can add a more elegant way to region block. For now, leaving the field blank like CMs currently do may suffice.



- 1) This shows an example of what would be shown if a user answered "Yes" to the question "Does the customer have to provide more information when purchasing this item?" (E)
- 2) At some point, we will also have tooltips that give examples of the kind of things the artist might want to put into these fields.

# Final Visual Dsigns by Kelly Helfrich