**SwapStreet Notes, 30/07/2021**

**Definitions:**

*Favour*: any activity on SwapStreet performed by one member for another member. It is either

exchanged for another favour directly or it goes towards future favour exchange(s).

*Service*: a type of favour, that requires a specialised skill and/or certificate e.g. plumbing.

* Members of SwapStreet are able to swap favours with each other; member A may do favour X for member B, in return member B may do favour Y for member A, assuming member A and member B are within a certain proximity of one another.
* The app is aimed for neighbours to interact with each other and promote a happier local community.
* No anonymity.
* New members are given 20 SwapStreet coins for trading favours as a welcoming gift.

**Requirements identified by our team:**

* Database of users + usernames,
* Right now: have users only able to interact with members of the same suburb; maybe find a package that measures the distance between addresses and implement a 10km radius (covid restrictions).
* Get the logic of the user system; flow-chart for how a user is created.

**Questions for Kate:**

* What is the proximity? Is that up to us or pre-determined? Should we take covid guidelines into account?

**Assignments:**

* Katrina and Chris: front-end
* Ameer and Tony: back-end