

# Request For Proposal    Hire-Ability

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## 1.0 Executive Summary

The Hire Application will be the response to a changing and growing career ecosystem. The application provides a way to translate free time into personal profit, applicable skills, and personal motivation. Craigslist proves that there will always be individuals looking for short to long term odd jobs but has a poor interaction system. Hire will connect these individuals and streamline the process. With Ability's 1% cut and our approximated 100,000 users by the fourth quarter after launch, we will make a minimum of \$160,000 per quarter.

### Our Needs

- A better method of connecting Employees and Employers
- Retain all user data and analyze it for improvement of the application
- Create a global network of Client-Supplier relations

### Our Objectives

- Create a user-first application
- Securely process all payments and interactions
- Introduce efficiency to the Client-Supplier model

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## **3.0 Problem Description / Expression of Need**

It is difficult to find people for quick jobs. Using things like Craigslist can take far too much time for smaller tasks, and even for more involved jobs such services can be difficult to sort through. An application that would focus on getting employees and employers together quickly would alleviate this problem.

## **4.0 Project Objectives**

An application that allows a user to hire another user for a particular task or job, and has a secure payment system.

## **5.0 Current System(s)**

### PayPal

Paypal is an online payment system, currently processing 4 billion annual payments, 25% of which are done on mobile devices. Paypal offers users a way to electronically transfer money safely and easily pay for products online, and would be a great payment system for Hire.

### Stripe

Stripe is a San Francisco based software development company. They create finance APIs for online and mobile products, offering an easy to use payment system. Their products are designed to be implemented by the user, allowing the user much more control over their product. Stripe would be an additional payment option in addition to PayPal.

## **6.0 Intended Users and their Interactions**

There are two primary users for the Hire application. The 'Employer' is the person who is looking for someone to perform a job or task. The 'Employee' is the person who is willing to do the work. The Employer can securely pay the Employee once they have completed the work, or as required by the employment.

### Employer:

Personal account

Easily post a job

Protect payment and personal information

When their jobs have been accepted

Display required information clearly - what, when, payment

Display details of job

### Employee:

Personal account

Available jobs

List ordered by different constraints - time, proximity, complexity/difficulty

Job progression system

Real-time updates for progressions, available jobs

Secure payment system

## 7.0 Use Cases

### Use Case 1 – New to the Application - All Users

Sally hears about this cool new application called Hire. She goes to the relevant application store and downloads the product on her mobile phone. Once she downloads the application she opens it up to find a new user screen. Here she must enter her information including her name, address, and credit card information for the payment system. This information must be securely stored from this point forward. From then on she is logged into the system on her phone and can access the applications other functions.

### Use Case 2 – Hiring a Short Term Employee - Employer

Sally has decided she wants to try the Hire application. She opens the application and is logged in. She then navigates to the new job posting form. She enters the relevant information, her name, the price, the location, and the timing (timing specifying short job, medium job, or long job). Sally then can choose between first come first serve and regular. The first come first serve option makes it so the first applicant to the position receives it immediately, the regular option allows Sally to choose who she hires. The position is then listed and pings any nearby potential applicants.

### Use Case 3 - Paying a Short Term Employee - Employer

Sally's employee has successfully delivered on the required job. Sally now has to pay the amount posted in her original job posting. She opens the job posting on her phone and goes to the payment window. When she clicks the finish payment option she has to enter a payment password to confirm.

### Use Case 4 - Looking for a Job - Employee

John is a user of the Hire application that has enabled the looking for jobs option. John receives a notification that someone nearby is looking for a short term employee. John opens the Hire application and sees the position on his home screen, after reviewing the details he accepts the job. The employer has a chance to accept or deny the

employee depending on whether or not they have chosen the first come first serve option. Once the user and job are linked the user works on their job.

#### Use Case 5 - Rating Employee/Employer - All Users

After a finished job both the employee and employer have an opportunity to give a review of their respective counterparts. The rating system is a scale system with accompanying text. If a user gets a poor review, or has an average below satisfactory they will be scheduled for a performance review by the Ability Corporation. If the review proves negligence the user may be blocked from any further use of the application.

### **8.0 Known Interaction with other Systems**

- Banking systems (Stripe, Paypal)
- A Users database to store all applicable information
- A database of workers to store any applicable information

### **9.0 Project Schedule**

- Deliverable S0, Jan 21 – Informal Requirements Definition
  - Deliverable S1, Feb 16 – Formal Requirements Spec
  - Deliverable S2a, Mar 1 – Detailed Requirements Spec
  - Deliverable S2b, Mar 3 – Prototype demo of application
  - Deliverable S3a, Mar 15 – Final Requirements Spec
  - Deliverable S3b, Mar 22 – User Manual
  - Deliverable S4, Mar 29/31 – Final demo
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- Deliverable C0, Jan 26 – Customer feedback on S0
  - Deliverable C1, Feb 18 – Customer Feedback on S1
  - Deliverable C2, Mar 8 – Customer feedback for S2a and S2b
  - Deliverable C3, Mar 24 – Customer Feedback on S3a and S3b
  - Deliverable C4, Mar 29/31 – Customer feedback on S4

## **10.0 Project Team**

Ben Hawker

Designer

Jake Cooper

Front-end Developer

Andrei Taylor

Back-end Developer

Jonah Boretsky

Marketing