PROJECT OVERVIEW

Rysolv is a crowdfunding platform designed to accelerate work on open source projects. Users sponsor outstanding issues or feature requests in open source projects. Developers earn bounties by resolving them.

Anna Pojawis and Tyler Maran launched the project in February 2020, and are working on it full time.
- The project repository can be found at https://github.com/rysolv/rysolv and the project is soon to be live at rysolv.com
- See project screenshots on pages 4 - 6

THE PROBLEM

Open source software ensures the independence of the web, however building and maintaining projects is no small task.
- Maintainers are often not rewarded for the contributions they make
- Existing fundraising platforms place additional strain on project maintainers.
- Projects struggle to find new contributors. And developers have a hard time being introduced to projects.

OUR SOLUTION

Rysolv connects users with developers allowing them to support software they care about. Users can fund open source projects issue by issue, and developers get paid for working on their passions

Getting support behind projects
- While there are a variety of crowdfunding applications today, their focus is much more broad, and campaigns can take a lot of effort to run. Rysolv does not place the impetus on project maintainers to also manage their fundraising. Any user can list issues on the platform and add bounties to get it resolved.
- Users funding issues and features helps identify the most desired fixes.

Reward contributors for their work
- Rysolv allows contributors to be compensated for the work they put in. Whatever bounty is assigned to an issue will be automatically awarded to the developer on a successful pull request.
- Unlike traditional one time fundraising, Rysolv helps create a continuous relationship between contributors and backers.

Attracting more developers into open source
- Foster initial contributions by offering bounties on issues
- Allows developers to earn an income while advancing projects they use

STATE OF DEVELOPMENT

Rysolv has been under full time development for four months, bringing the product to a functional prototype. The current functionality includes:
- Creating new issues (Manual and imported from Github)
- Contributing funding to a new issue
- Submitting a pull request resolving an issue
- Following, attempting, and commenting on issues

Work plan (how will we attain an MVP over the next 8 weeks)
- Continue payments testing with Stripe / Paypal
- Build integrations with additional Git services (Gitlab, Bitbucket, etc.)
- Incorporate additional sign-in options (Github / Gitlab) to allow for better event hooks
- Accumulate a list of outstanding issues to populate the site
- Deploy and beta test the product

COMPETITION

While there is a variety of successful crowdfunding platforms already active, there are very few that allocate funds down to a specific issue or feature. Existing fundraising is entirely tangential to issue tracking. There are two primary competitors in our market: GitCoin and IssueHunt.

- Gitcoin.co
    - Active community. Broad crypto funding platform. Includes issue bounties but exclusively in crypto.
- IssueHunt.io
    - Focused primarily on issue bounties. Less active community. Exclusively Github support.

The Rysolv advantage

Gitcoin.co demonstrates that the concept of crowdfunded issues can be very successful. However, their crypto only focus leaves out a major market. IssueHunt addresses the general development ecosystem, but is limited to only issues posted on Github, and does not allow adding issues the user doesn't own.

At a minimum Rysolv will support Github and Gitlab, and currently allows manually created issues and organizations. We will also allow users to post any available issues to the site.

TECH STACK

Rysolv is built on a React front end with a Node/Express/GraphQL API and a PostgreSQL database.

- Payment processing uses the Stripe API and embedded Paypal Checkout.
- This site will be deployed using NGINX and AWS EC2 instances. User authentication is handled through AWS Cognito.
- Issues and Organization are imported using the Github API.

Planned upgrades

- One major limiting factor in our design is the integration of multiple Git Clients. As it stands, integrations will require custom implementations for each API (Github, Gitlab, Bitbucket, etc.).
- To make Rysolv totally client agnostic, we plan to build a custom Git server. New issues added to the site will mirror the parent repository. This upgrade gives Rysolv better event hooks into pull-requests, forks, and merges.

REVENUE MODEL

Rysolv will take a percentage fee from each cash withdrawal from the site.

- Funds donated to issues will be subject to a ~3% transaction fee corresponding the relevant Stripe / Paypal fees.
- Once funds are in a developer's account, they can be transferred to issues and organizations.
- A bounty is automatically awarded to a user when a submitted pull request is successfully merged into the target repo.
- Funds a user earns can be contributed to other issues and organizations, or withdrawn.

THE TEAM

Both of us are ex-investment bankers who transitioned into software engineering roles after a couple of years of working in finance. Having worked with numerous companies in various growth stages and industries, we understand the factors that make a company successful or not.

<u>Anna Pojawis</u>
 <u>github.com/annapo23</u>

I am a Full-Stack developer with approx. two years of industry experience. I have been working on the San Francisco engineering team of a mortgage subservicing company. The tech stack that I am most fluent in is Node for the backend, React/Redux for the UI, and GraphQL for the client/server communication layer. I have extensively worked with both SQL (MySQL/PostgreSQL) and NoSQL (MongoDB) databases, and am comfortable using both.
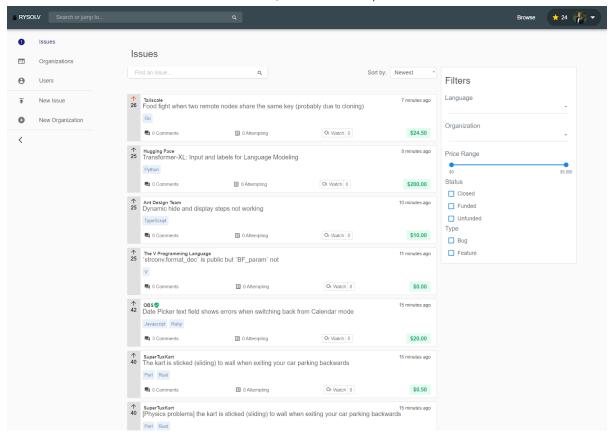
<u>Tyler Maran</u>
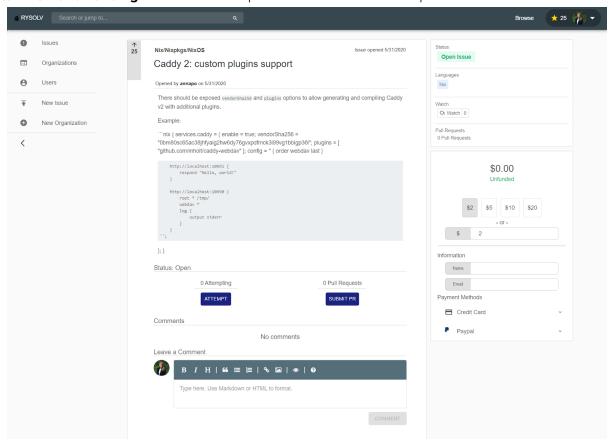 <u>github.com/tylermaran</u>
 <u>tylermaran.com</u>

Developer, builder, self-starter. I believe in open source, the open web, and decentralized platforms. I am the treasurer for Noisebridge, a non-profit Hackerspace in San Francisco, where I work to build infrastructure and drive donations.

Tech: Node, React, Redux, PostgreSQL, MongoDB, GraphQL, Electron, ThreeJS, AWS
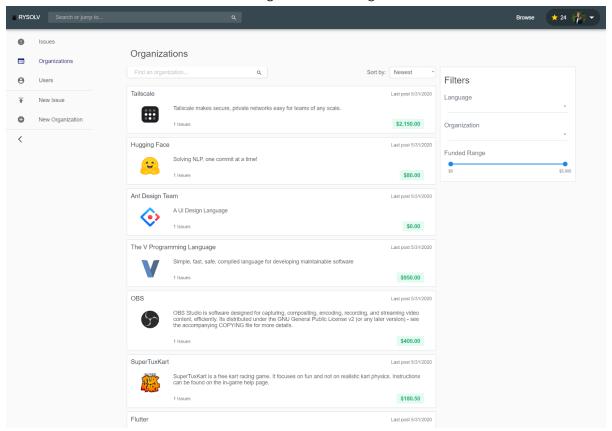
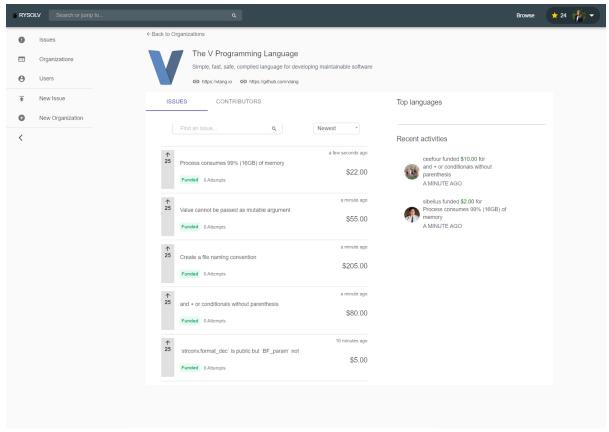**Issue Overview:** This view lets contributors fund issues, and lets developers choose what issues to work on

Issue Detail View and Funding: This view is a deep dive on the issue from the previous screen.
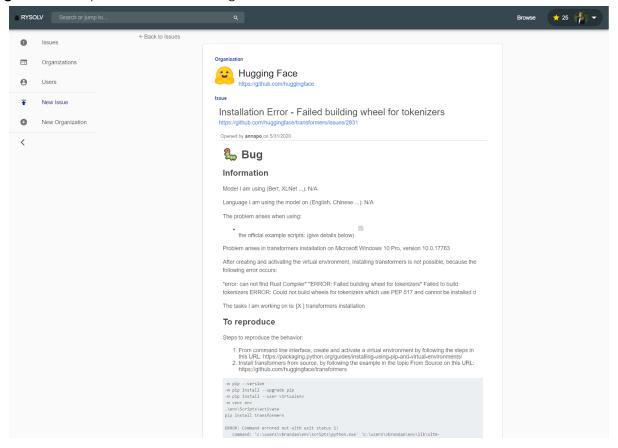
Organization Overview: This view shows the list of organizations listing issues on the site

Organization Detail View: A view of issues posted by organizations to let developers and contributors give to the causes they most care about.

Importing an Issue: Import an issue with a single link from Github

User Account Management: View of a developers profile, with earnings and contributions