Hustle Scope Document

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January 28, 2017 | Version 2.0.0

Document Objectives

The purpose of this document is to provide detailed documentation about the Hustle application we will be building for our Prime Elnath Cohort Group Project. It should include such details as:

- 1. All Features described, how the app works
- 2. Technology stack used (Frameworks, Libraries), including any 3rd party APIs/web services
- 3. Milestones and rough schedule
- 4. Assumptions made during the scoping process

Group/Client Project Document Objectives

The purpose of this document is to provide detailed documentation to Elise Ogden (hereafter referred to as "The Client") that clearly defines the work that Prime Students Drew Geiger, Guillermo Olivos, Danika Ragnhild, Paige Scheunemann, and Tyler Steffenhagen (hereafter referred to as "The Company") will perform related to her organization (hereafter referred to as "Hustle") and the deliverables detailed within the scope of this project.

By accepting this document the Client acknowledges her understanding and agreement to this scope of work. Any requirement which falls outside the specifications in this document will be considered "Out of Scope" and may require reprioritization or removal of other features to implement.

This document takes precedence over any other documentation provided regarding scope of work.

Application Overview

Hustle is a full-stack web application that connects individuals managing projects with potential collaborators on a social media dashboard. It provides the users with opportunities to view:

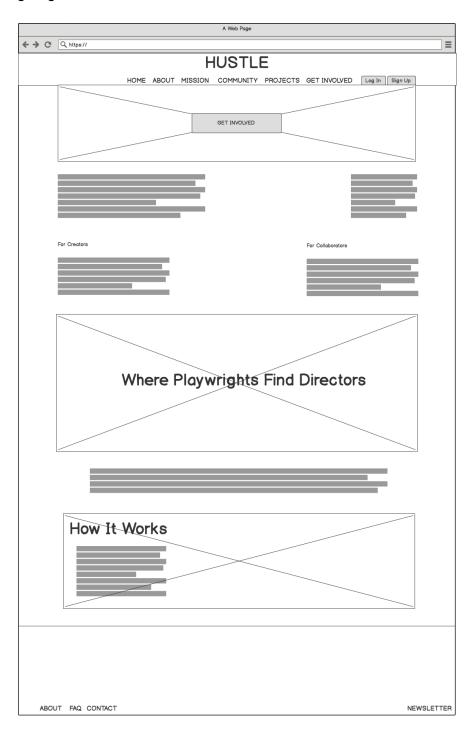
- a) Other users' skill sets, project histories, and availability for work
- b) Outstanding projects requiring users with a given skill set and availability.

The primary purpose of the platform is to facilitate initial touchpoints between project managers and potential collaborators.

Application Features

Web Version

1. Landing Page



- 2) Login/Password Views (Views are modals except fov View 2d)
 - a) Clicking "Sign Up"



b) Clicking "Log In"



c) Clicking "Forgot Password?" from Log In Modal

HUSTLE				
HUSILE				
Forgot your password? We'll e-mail you a temporary one :)				
Email				
	Send Temporary Password			

d) Using your temporary password from the NodeMailer Password Reset Email Note: This is a webpage view, not a modal, arriving from e-mail hyperlink.

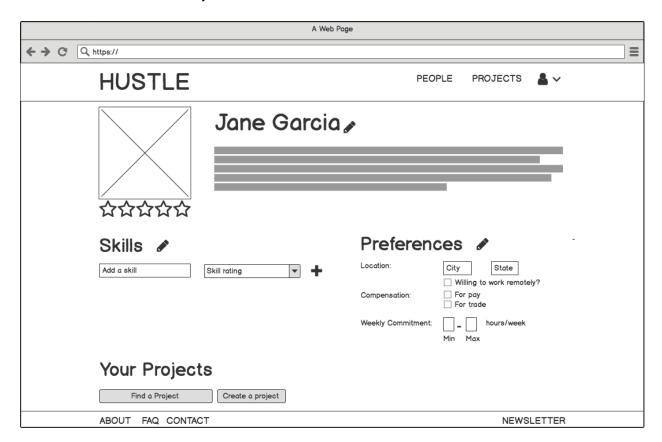


e) New password confirmation:

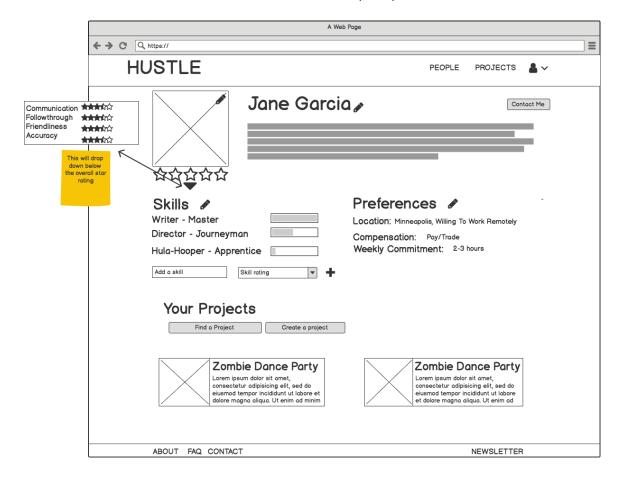


3a) User Profile View (less complete)

- 1. Filestack for uploading profile (if user registers/log-in with Facebook or Google, their profile image will be their initial profile photo.)
- 2. User rating system of 1-5 stars (Blank until user is rated)
- 3. User can populate:
 - a. Skills and Self-reported Skill Rating
 - b. Location
 - c. Willingness to work remotely
 - d. Compensation options
 - e. Weekly commitment



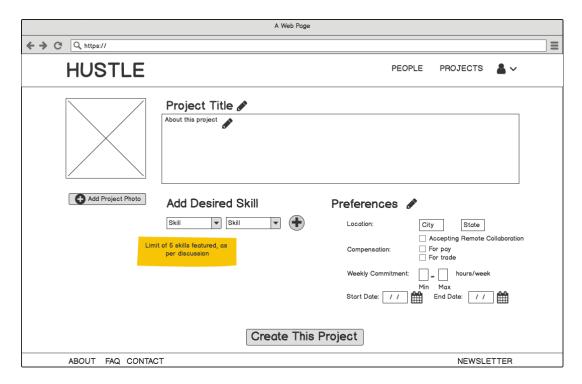
- 3b) User Profile View: Existing User
 - 1. Reflects what a user profile would look like after having been active on the site.
 - 2. This is the same view as 3a, but reflects a more complete profile



4) Project Creation View

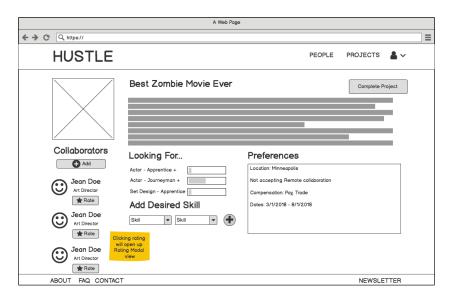
Project Owners can set basic project details here

- a) Location and remote collaboration preferences
- b) Skills Desired
- c) Project duration and weekly commitment expectations
- d) Project name and description
- e) Project Photo
- f) Once project is created, owner will be redirected to the Project Profile view for this project



5a) Project Profile - Owner View

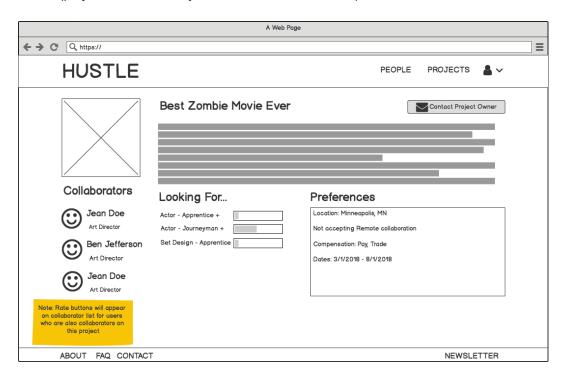
- 1. Owners will see their project details here and have the ability to edit preferences, add desired skills, and edit project description and photo
- 2. Collaborators can be added with the Add button under Collaborators
- 3. Collaborators are listed and can be rated (redirect to Rating modal)





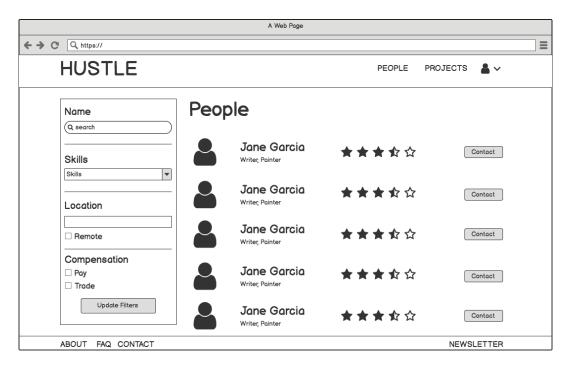
5b) Project Profile - User View (non-owner)

- 1. Users can see project details and preferences, as well as desired skills and current collaborators
- 2. Users can contact the project owner with the Contact button
- 3. If the user is a current collaborator, they will see the option to rate co-collaborators and project owner (project owner is always considered a collaborator)

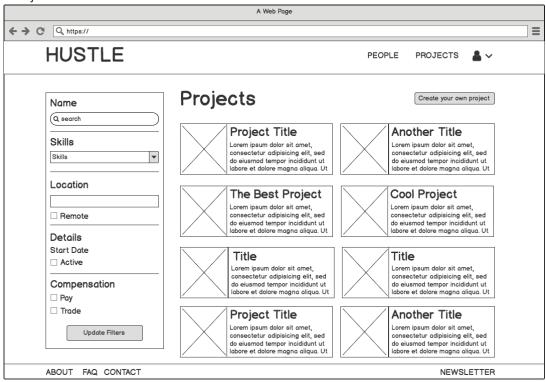


6) Collaborator Search

- 1. See other collaborators and click on them to be brought to their Profile Views
- 2. Search for collaborators by either (a) using a search bar, or (b) checking a number of filters for user qualities desired (e.g. skills, trade/pay, remote, location.)



7) Project Search



Mobile Version

Based on our client meeting on 1/28/18 with Elise, we are forgoing the creation of new mobile wireframes with the understanding that our existing mockups are acceptable as long as they are amended to utilize modern "stacking" formats for viewing on mobile devices as well as the pertinent amendments to the web application wireframes.

Project Milestones and Schedule

Milestone (feature)	Estimated Due Date
Database Architecture Complete	1/24/2018
Boilerplate File Structure (including Navbar/HelloWorld HTML Views) • Landing Page • User Registration • Project Creation • User Profile • Project Profile • User Search • Project Search	1/26/2018
Passport Authentication	1/28/2018
Facebook/Google OAuth2.0	1/29/2018
Scope Document Complete	1/29/2018
User Profile	1/30/2018
Project Profile	1/30/2018
Layout Web	2/1/2018
Layout Mobile	2/1/2018
Search Functionality	2/5/2018
NodeMailer	2/5/2018
MVP Styling	2/9/2018
Deploy to Heroku	2/12/2018
Client Presentation	2/13/2018

Browsers

Application will fully support browsers listed below. All browsers or versions not listed below are considered out of scope.

Browser Name	Version
Google Chrome	Version 63

Devices

Application will fully support only the below listed devices and QA will test only in the following devices and operating systems. All devices and operating systems not listed below are considered out of scope.

Manufacturer	Device Name	OS Version
Apple	iPhone 8	iOS 11.2
Apple	MacBook Air	OS High Sierra Version 10.13.2
Google	Nexus 5	Android 6.0

Full Support is defined as "All scoped and designed features will function as defined"

Supported devices and operating systems are assumed to be the versions listed without any add-ons, plug-ins, or customizations.

Native applications are tested on the hardware and OS listed. Mobile optimized sites are tested on the default, unmodified browser for the OS listed.

Assumptions

While completing this estimate the following assumptions were made.

- No significant updates to the Facebook SDK or Google OAuth 2.0
- No significant updates to Nodemailer
- No unforeseen problems in iOS/Android migration and coding for mobile asks, including use of emulators for testing compatibility
- The Client will provide necessary fields and data keys for skills and ratings dropdowns in a timeframe that allows us to integrate such into the project.
- The Client will provide us any necessary content copy in a timeframe that allows us to integrate such into the project.

Technologies

- Node.js
- Express.js
- JavaScript
- AngularJS
- AngularJS Material
- PostgreSQL
- Nodemailer
- Filestack
- Facebook SDK
- Google Oauth 2.0

Source Code

All source code produced by The Company for this project will be provided to The Client via GitHub. The Client is free to work with other service providers on future modifications to the project utilizing the provided source code unless otherwise stipulated.

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