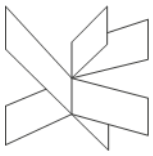


PROJECT DESCRIPTION

Looking for Devs – Freelancing Platform

Client/Server System

Students

Stefan Harabagiu – 266116

Andrei Cioanca – 266105

Christian Sørensen – 267142

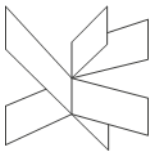
Supervisors

Mona Wendel Andersen

Joseph Chukwudi Okika

Ib Havn

Knud Erik Rasmussen



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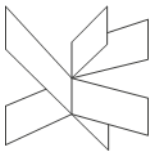


I. Background description

In today's IT industry there is an increased appeal for freelancing. People see it as an opportunity to work in a flexible environment where they can choose their own working hours and the field in which they will work. Moreover, the usual payment rates for freelance workers exceed the ones of full-time employees.

As with any other type of employment, freelance work is susceptible to a supply and demand within a specific market which is a lot more volatile than full-time employment. Freelancers don't benefit from a stable work environment, as they experience frequent change between employment and unemployment status.

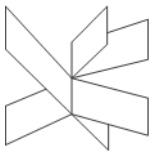
However, in the US there is an increase in freelance workers and it is expected that they will become a workforce majority in the near future. In the world of freelancing IT jobs are the highest paid. This may be because of changing trends within society or an increasing demand from IT companies. From a stakeholder's point of view, hiring a freelance worker is a lot cheaper in the long run than full-time employees as they do not require health insurance, paid leave, company benefits, holiday allowance, etc.

Having mentioned these, at the moment freelancers have a hard time finding work and making connections within the industry in order for their employment to become more stable. Large companies are not the only ones benefiting from freelancers, a good portion of those benefiters are small start-up companies that do not have the gravitas to attract and keep full-time employees for long periods of time.

A small company does not benefit from a HR department so they have to actively search on different platforms for an employee. Apart from this example, there are also people that have small projects in development that may want to hire freelancers, but have no easy way of keeping an organized working environment between themselves and the freelancers.

In Denmark the CVR and CPR numbers represent a form of identification for companies and individuals respectively. Freelancers face the danger of coming in contact with fake contractors and risk not getting paid. Furthermore, there is also the risk of facing identity theft from other freelancers, especially when they are not "protected" by a large company. In Denmark, however, the use of a CPR number through NemID ensures that people can legally and easily identify themselves online(link-NemID).

Denmark also makes use of part time workers as an important part of it's economy. There are many recruitment websites that offer a secure way for people to find temporary jobs(link-Vikar). A lot of those websites use some kind of database to hold the user's credentials, this makes most of them vulnerable to credentials and user data loss(link???).

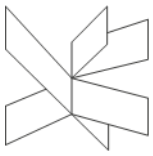


While “vikar-type” recruitment agencies may focus on manual labor which is thoroughly satisfied throughout Denmark, many IT-based freelancers lack a proper platform to search for employment which in turn is basically a more specialized version of the former. (link)

Payment methods for freelancers vary greatly from platform to platform. Some of them, like Upwork and Freelancer have a variety of methods the user can choose from, Milestone Payments, Invoices and Transfer Funds. (link) The payment comes directly from the employer. On Worksome, however, a danish freelancing website, the payment is issued by the website itself and they use Invoice as a method of payment. (link)

II. Definition of purpose

The purpose of the project is to facilitate communication, employment, job searching and overall project work for freelancers and employers alike.



III. Problem statement

Below we have an overall question that encompasses our final goal, accompanied by smaller-scaled specific questions meant to outline our expectations of the challenges to come during the project's development.

Overall Question: How can the user interact with the system in order to find the proper employment he is qualified for?

Specific Question: How will the system serve in finding employment for the user?

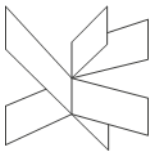
The platform will serve as a way to put both parties in contact, afterwards they will discuss further arrangements between them.

Specific Question: How do we make sure that employees can find work in the field they require?

Make sure that the skills of the employee match the company's requirements.

Specific Question: How will the user interact with the application?

A good interaction between the system and the user is necessary in order to correctly and efficiently store information in the system (The Importance of a GUI).



IV. Delimitations

Below are the delimitations of this project and team. All listed items will not be handled by our development team and thus will not be taken into account in the final project.

Development delimitations:

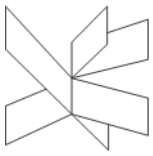
- We will not handle the creation of a contract between the employer and employee, our system will only put both parties in mutual contact
- We will not put in place a system that will handle payment
- We will not create a credential recovery system

System deployment delimitations:

- Our team will not manually teach the end user how to use the system.
- Our team will not handle the release and deployment of the system.

Legal delimitations:

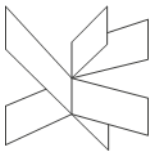
- We will not focus on solving copyright infringements or any other legal issues that may arise.



V. Choice of models and methods

The table below gives a more in-depth look at our team's way of solving a specific problem that may occur during the development of the project. The problem in question is "How will the user interact with the application?".

Why is it necessary to solve this problem?
To have a more user-friendly interaction between the user and the application itself.
Which methods will we use?
A custom user interface.
What will the UI contain?
It will contain relevant tools for the user to work with.
How do we know what is relevant to the employee?
Through extensive communication with the Product Owner.
Who will be responsible for solving a problem?
The whole project team.
Development deadline?
8h June



VI. Time schedule

The course will award 10 ECTS points (1 ECTS = 27.5 hours), one student will then be expected to invest 275 hours of work in total in the project.

It was agreed that a work day represents 2 hours of work. It was also agreed that one SCRUM sprint will be 5 work days long, therefore, one sprint represents 10 hours of work. In total there will be 10 sprints.

The sprint dates are as follows:

3rd – 6th April

9th – 13th April

16th – 20th April

23rd – 27th April

30th – 4th May

7th – 11th May

14th – 18th May

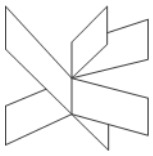
21st – 25th May

28th – 1st June

4th – 8th June

Each sprint will have the same structure as below, spanning the entire work week.

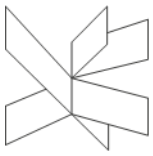
Week day	Monday	Tuesday	Wednesday	Thursday	Friday
Sprint planning					
Sprint work					
Sprint review					
Sprint retrospective					



VII. Risk assessment

Below are some of the risks we find the most important that may or may not hinder our progress and how we plan to overcome them.

Risk	Description	Likelihood Scale: 1-5	Severity Scale: 1-5	Risk Mitigation	Identifiers	Responsible
Flawed design	Misinterpreting design adaptation after the domain model	2	4	Constantly improve design adaptation with each sprint	The verification part of the development process	The whole team is responsible for every risk assessment
Confusing user interface	The interface is not easily understandable by the end user	1	3	Draft a comprehensive user guide	External testing	
Flawed analysis	Creating a domain model that does not faithfully translate the requirements	3	4	Improve domain model creation with each sprint	Running frequent tests	
Losing the users login credentials	Transferring the initial data of the customer incorrectly	1	4	Structuring the initial data according to our system's needs	Verification between developer and end user	



VIII. Sources of information

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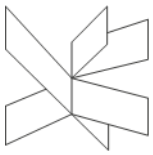

Appendices

- Group Contract

Group Contract

Group 2

Date: 09/10/2017

These are the terms of group conduct and cooperation that we agree on as a team.

Participation: We agree to each participate in an equal amount during the project's development.

Communication: We agree to meet and discuss everyone's part in the project as well as problems that may arise during development on a weekly basis.

Meetings: We agree to meet once a week to discuss and assess everyone's part in the project and to assemble it overall.

Conduct: We agree to meet on time and focus for the duration of the meeting on the project.

Conflict: We agree to discuss every possibility and to communicate every nuance of the conflict we might have.

Deadlines: We agree to respect deadlines even though it might mean incompletion of the project, as long as we assess the reasons and document our overall failure it will help us in the future.

Other Issues: Will be discussed in the meetings.

Group Member's Name	Student Number	Signature
Andrei Cioanca	266105	
Stefan Harabagiu	266116	
Christian Sørensen	267142