Bounty Board Design document

# Brief and usage

This document is used as a reference for when things get a bit vague and unwieldy. The bounty board system’s end goal is to promote productivity among a bunch of bounty hunters! The participation from each member will generate its own small scale economy which people can cash in on (through your own marketplace) or create a warrant/bounty for a specific thing they want done. The source of the points comes from a reserve bank of sorts, doing day to day tasks will net you points (configurable). Once enough points are accumulated, a hunter can post up their own requests to request help from other hunters. Once posted, other hunters can choose to commit to this task on their own accord or not. The system is best suited for people who want things done but are unable to do it themselves.

# Core Values

* Celebrate success
* Drive good behaviour through positive reinforcement
* Have fun
* Side effect of getting stuff done

# Road Map

Initially, a project will have a standard set of achievements that a sheriff/deputy (administrator user) can give to hunters (users). Each achievement has a unique ID that you can post to the application from automated services on your own organisations. EG. A timesheet application will have events where users fill in timesheets on time. Alternatively, awards can be given out manually or en-mass however this is more tedious, you should automate things always.

After the initial achievement system is in place we will begin to implement one of the other core aspects of this application.

# Features

## New Account/Group

To start your journey, you must first register. It will then designate you as sheriff (superadmin) of your group. From here, you can invite other people and they will appear as hunters (normal user). You can promote others to deputies (admin) but they will no longer be able to participate in the currency exchange system as any administrative user is considered a source of currency.

## Currency

Currency is completely arbitrary, any administrator user can set how much each achievement is worth and it will be awarded to the hunter on completion. Currency can be equal or greater than 0. You can name your own currencies based on your own group.

## Achievements

On creation, you will receive some basic achievements and some season information will be provided to you. Each season once begun can not have more achievements being added or removed in it. The value of each achievement can still be altered but it will not affect the achievements in the current season as it will be a copy.

## Bounty System

All users can post bounties on the board. Sheriffs and deputies have unlimited posting power and should not be abused. Hunters can post their own bounties at the cost of fronting up some points. It is a way to spend their hard earned points. Of course, they will be the manager of their own bounties and award the bounty upon completion.

## Cashing Out

It is not advised that you literally have a cash out system that turns things into money but you are free to do as you please. A recommendation list will be provided to you like “choose team lunch takeaway location” or something or rather.

## Leaderboard

A leaderboard will show you who’s top dog and who’s cached in the most achievements. It will have a breakdown of what the rarest achievements to date have been. This is an experimental feature.

## Api Keys

For developer use. Post data to the end point using the API key generator and it will accept your achievements.

## Purchase things

How this application earns any money is the ability to purchase features. There is a huge list of features that we can see that is currently active and inactive and which version it is currently in.

## Pets

There is currently an option to buy pets. You can cash these in out of your entire wallet.

## User Control

You can see your most common achievement, which one is the most profitable and how many points you have currently accumulated. Your points are with you forever, but each seasons points do not carry over. Each group can decide what happens at the end of each season.

## Functional requirements

### Achievement allocating

|  |  |  |
| --- | --- | --- |
| **#** | **Details** | **Status** |
|  | Duplicated achievements will have the same key |  |
|  | When giving an achievement, only the current season is used |  |
|  | When giving an achievement, if no active season exists, then throw error |  |
|  | You can force giving an achievement to a person on a completed season but it’s not recommended |  |
|  | You can change an achievement’s values and it will not change any associated seasonal details |  |
|  | You cannot change any achievements that are currently in an active and on-going season. |  |

Season management

|  |  |  |
| --- | --- | --- |
| # | Details | Status |
|  | Seasons start inactive, and with no achievements associated with it |  |
|  | Seasons once activated will duplicate connected achievements and save them. |  |
|  | Seasons have 4 states, Inactive, Approved, Active, and Completed |  |
|  | Basic stuff like start date < end date |  |
|  | You can assign achievements to a season |  |
|  | On activation, seasons will duplicate achievements |  |
|  |  |  |

People management

|  |  |  |
| --- | --- | --- |
| # | Details | Status |
|  | Sheriff users are superadmin. There can only be 1 account owner |  |
|  | Deputies can be assigned by superadmins and other deputies |  |
|  | Sheriffs and deputies have the ability to do season management, hunters can not |  |
|  | All other users added to a group are added as hunters |  |
|  | You can have multiple groups and have different roles in them. Permissions are locked down to whatever credentials you have |  |
|  | Sheriffs and dputies can generate API keys, limit pending |  |
|  | You can choose to deactivate your own account but can not re-activate it without admin user |  |
|  | If you are sheriff, you have to elect another sheriff if you wish to deactivate your account |  |