Gig Economy

* Gig economy app to hire people to wait in line at game releases and game conventions.
* Each user has two options, contractor or customer
  + Users can do either when they login
* Contractors
  + Accepts the listing and wait in line
  + get paid by the customers
* Customers
  + create a listing
  + pays for the listing
* Listings
  + Write down location and price to pay
    - Amount for the price and amount total
  + Event tickets
  + Concerts
  + Game events
  + Games/game consoles
  + Shoes
* Using Redux
* Using React
* Using materialize/bootstrap
* Use AWS