Stark Labs

weDev Software Requirements Specification For Simplified Turk System

Version 1.0

Revision History

Date	Version	Description	Author
13/10/17	1.0	First project description of weDev, simplified marketplace Turk System.	Brandon Dinh-Le, Sebastian Henriquez Mikhail Kreytser, Michelle Uy

Table of Contents

Software Requirements Specification

1. Introduction

1.1 Purpose

The purpose of this document is to present a detailed description of weDev, a simplified Turk system. This document will explain the purpose and features of the Turk system, the various interfaces of the system, what the system will do, the constraints under where it must operate, as well as how the application's system will react to external stimuli. The document will also cover complete and comprehensive description of hardware, software requirements as well as various other technical dependencies.

1.2 Scope

weDev, is a workplace bidding system that allows Clients to connect with Developers to integrate their systems through a bidding timeline. Clients can post systems that require implementation by registered software developers in weDev database.

Both Clients and Developers are accepted by Super-User to check credentials of the flow of user applications into the system. They can then create profiles, provide work samples and company credentials as well as past job ratings as Developer and Client profiles available for public access.

Clients can accept specific bidding developer to work on their system within an allotted time period and must provide a justification of choice of developer. This will then place a client and the chosen developer to agree into a contract to pay the Developer the asking price for the system implementation also the Client must receive the implemented system meeting all system requirements within the posted deadline.

Super-User maintain and moderate all users in weDev Turk system by going through thorough background check and also provide corresponding unique, one-time assignment of User ID. The Super-User is also in-charge of payment processing and provide third-party handling of money issues between Developer and Client. Super-User will decide whether developer gets rest of remaining money based on performance rating given by system Client at the end of bidding timeline.

1.3 Definitions, Acronyms, and Abbreviations

Terms	Definition
Super-User	The administrator and moderator of the system.
Visitor	Unregistered users that can view public information in weDev system such as public information made available by register clients and developers.
Registered Users	Users of the system that are accepted by super-user that can classify themselves as a business client or software developer.
Database	Collection and storing of relevant information monitored by the system.
Software Requirements Specification	A document that completely describes all of the functions of a proposed system and the constraints under which it must operate.
Use-Case Diagram	A graphical diagram that gather requirements of a system both internally and externally and shows dynamic aspect of a system.
HTML	Hyper Text Markup Language that deals with displaying information using tags and different formatting of elements in a webpage.
Javascript	An interpreted object-oriented language that is used as a scripting language for a Web page.

1.4 References

Chun Edward, Wang Xiaoyuan, Zhao Xuebin, *Mini Flickr, Software Requirements Specification for Web Application Version <1.0>*, ThreeAsianGuys, October 12, 2017.

1.5 Overview

This next section, provides an overview of the Overall Description, a full scope of the functionality of weDev Turk system. It describes the informal requirements and is used to establish a context for the technical requirements specification.

The third section, specifies the Requirement Specification that weDev must meet to exceed expectation of its functionality. This section is primarily used for developer's documentation of weDev's system and functionalities, and describes in technical term the details of the functionality of the product.

Both sections of the document describe the same software product in its entirety, but are intended for different audiences and thus use different language.

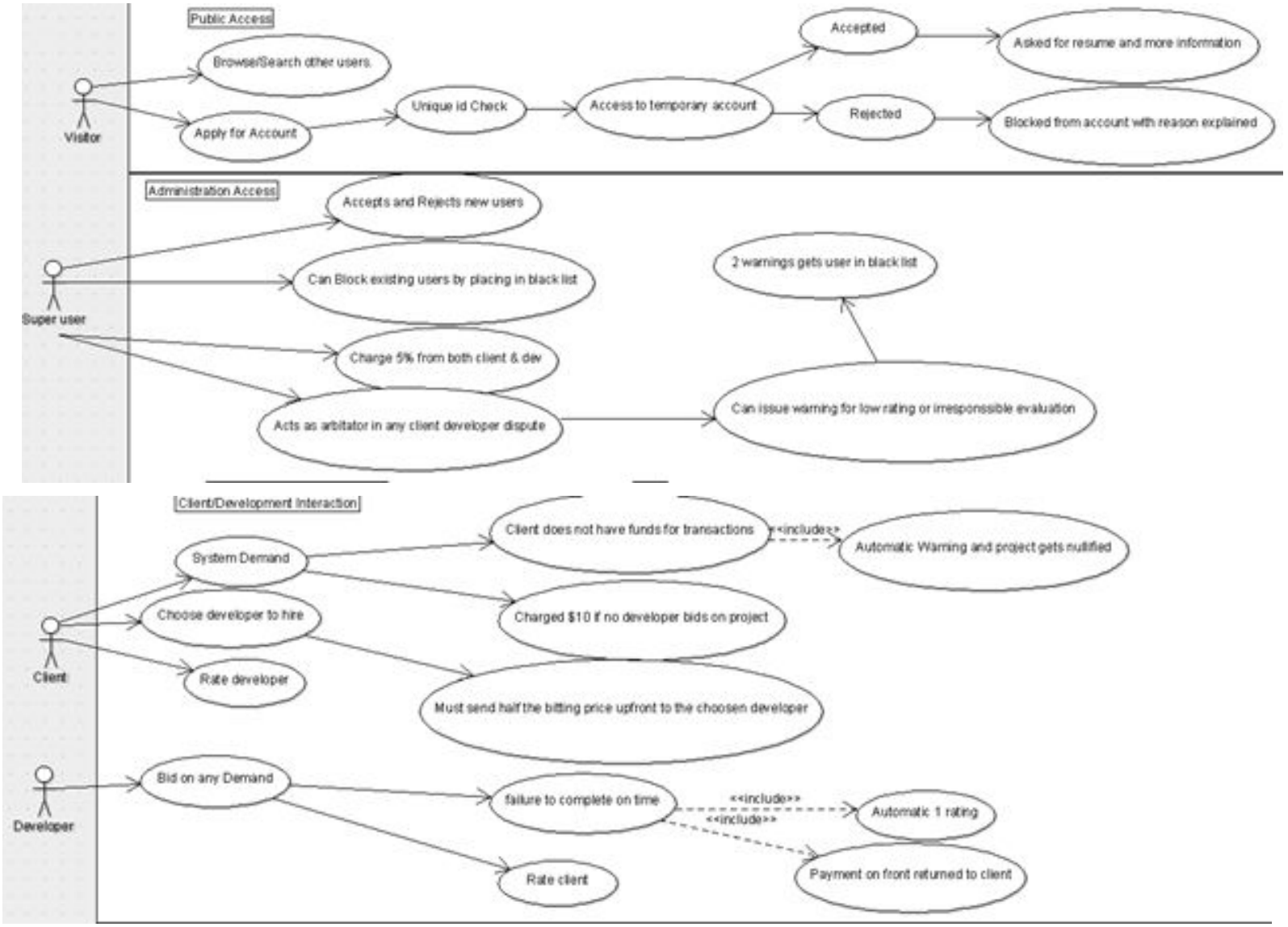
2. Overall Description

2.1 Use-Case Model Survey

The Use-Case Diagram is a helpful visual representation tool that gives us a better understanding of any complex system. It shows the functionalities of a system and visualizes how users can interact with it. In this section, we introduce the Use-Case diagram for weDev marketplace bidding system. This section will briefly explain our system's Use-Case Design and will later be explained in more details in Section 3.1.

List of Users: Visitor, Registered user(can become either Clients or Developers), and Super User (Admin)

1. **Visitor**: Visitors have access to public information posted by clients and developers and they can register if they want to be a client or developer.
2. **Registered Users (clients)**: Once accepted Clients can post a system demand in which they can describe the system specifications and set deadlines. A client can choose which developer to hire, he or she does not have to select the highest bid. However, the client should provide an explanation for not choosing the highest bit. The client can also rate the developer.
3. **Registered user (Developer)**: A developer can bit on any demand and must meet the deadline assigned by the client.
4. **Super-user (Admin)**: Super Users can accept and reject registered users, They moderate the rating system between clients and developers and they also can arbitrate in any monetary issues that can exists between clients and developers. They can also ban active users from the site.



Above is the user case of the system. Each user case is explained in further detail in section 3.1. In addition to further explaining this, 3.1 will illustrate system specific functions with the user case diagram.

2.2 Assumptions and Dependencies

All users must be able to access compatible web browsers for weDev GUI web based system such as Chrome and are explicitly defined and cannot be altered by anyone else but weDev developers.

WeDev systems will be fully maintained as a server that can handle multiple requests of data such as postings and instant communication in real-time.

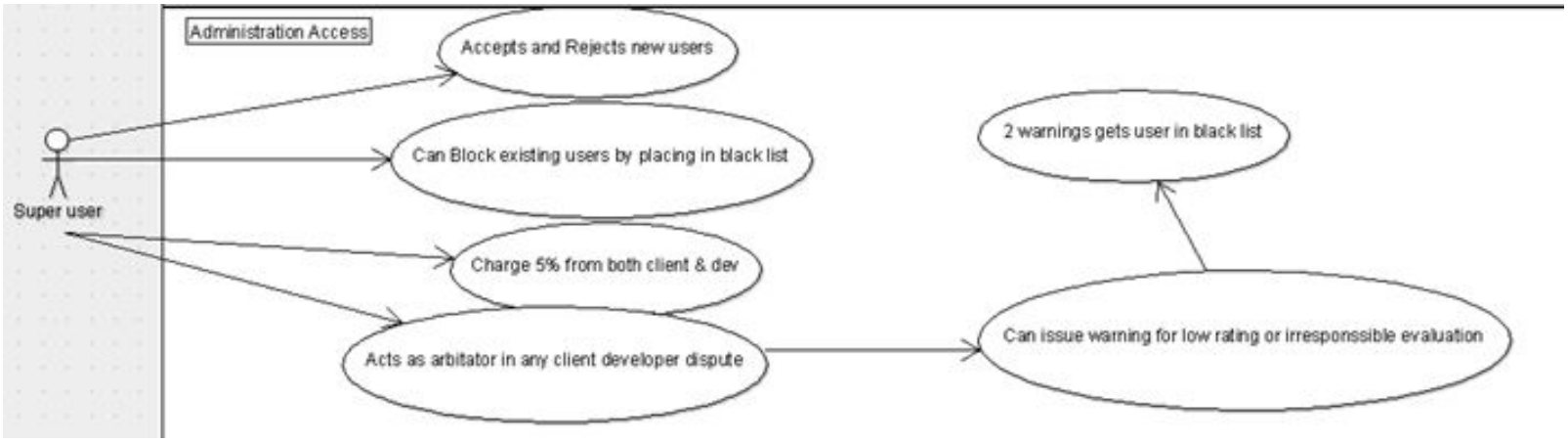
3. Specific Requirements

3.1 Use-Case Reports

User Case: Public Access

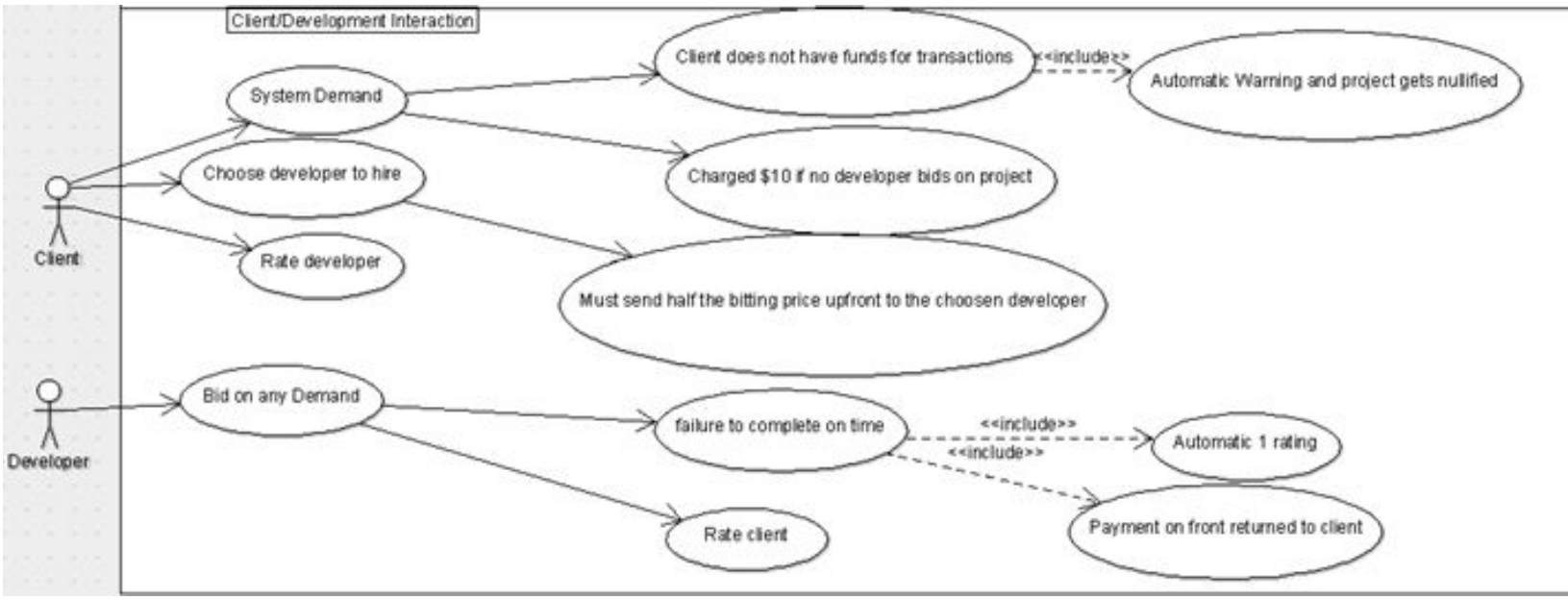
In this case, the consider what first time users and anyone without an account will have Access to when first entering the system. Visitors have access to browse and search clients and developers. Visitors will have access to any public information made available by clients and developer. They will also have access to information such as If any visitor wants to hire a developer or work for a client, they will have access to create an account. To create an account, visitors will be allowed to create a temporary account, the system will check for the uniqueness of the visitor's temporary id and after that the visitor will have access to the temporary account. Once the visitor account is complete the system will decide if the visitor qualifies to become a member. If the visitor if accepted the system will welcome the newly registered user and ask him/her to provide more information such as resume, picture, line of work and any interests that can lure future clients or developers. If the visitor is rejected, then the user will be notify of the reason why they were rejected the next time the next time they log in the temporary account. The message explaining the reason will be shown on a screen which will not allow the user to access the account anymore.

User Case: Administration Access



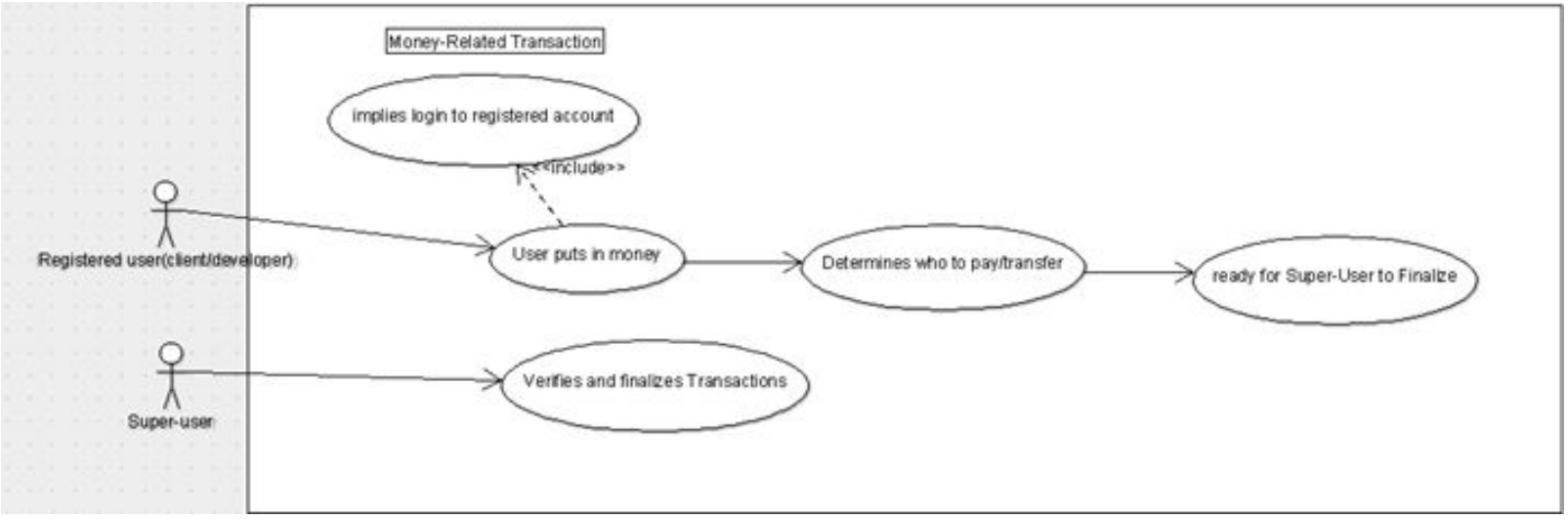
In this case we consider what the super-user will be able to do to moderate the system. The Super-User is able to accept or reject newly registered users. For those who are accepted, the system will welcome with a message and will ask the newly accepted user for more information. Those rejected by the Super-user will lose access to their temporary account and the next time they log in a message provided by the super-user will explain the reason behind the rejection. The super-user can also block current users by placing them in a blacklist. The users that are sent to the blacklist are not allowed to return to the system for one year. Anyone that attempts to register that is on the black list will be automatically rejected by the system. The Super-User also can serve as a moderator between clients and developers. Whenever there is disagreement between clients and development occur the super user will mediate the situation. An example of this will happen if say the client gives a bad rating to the developer and does not want to pay full price for the work done. In this scenario, the super-user will evaluate the case and determine if the rating was fair or not. If the rating is accurate, the Super-user can reduce the payment of the developer and issue a warning to the developer for low rating. If the client rated unfairly a warning will be issued to client for irresponsible evaluation. If either side gets two warnings they will automatically be placed in blacklist.

User Case: Client-Developer interaction



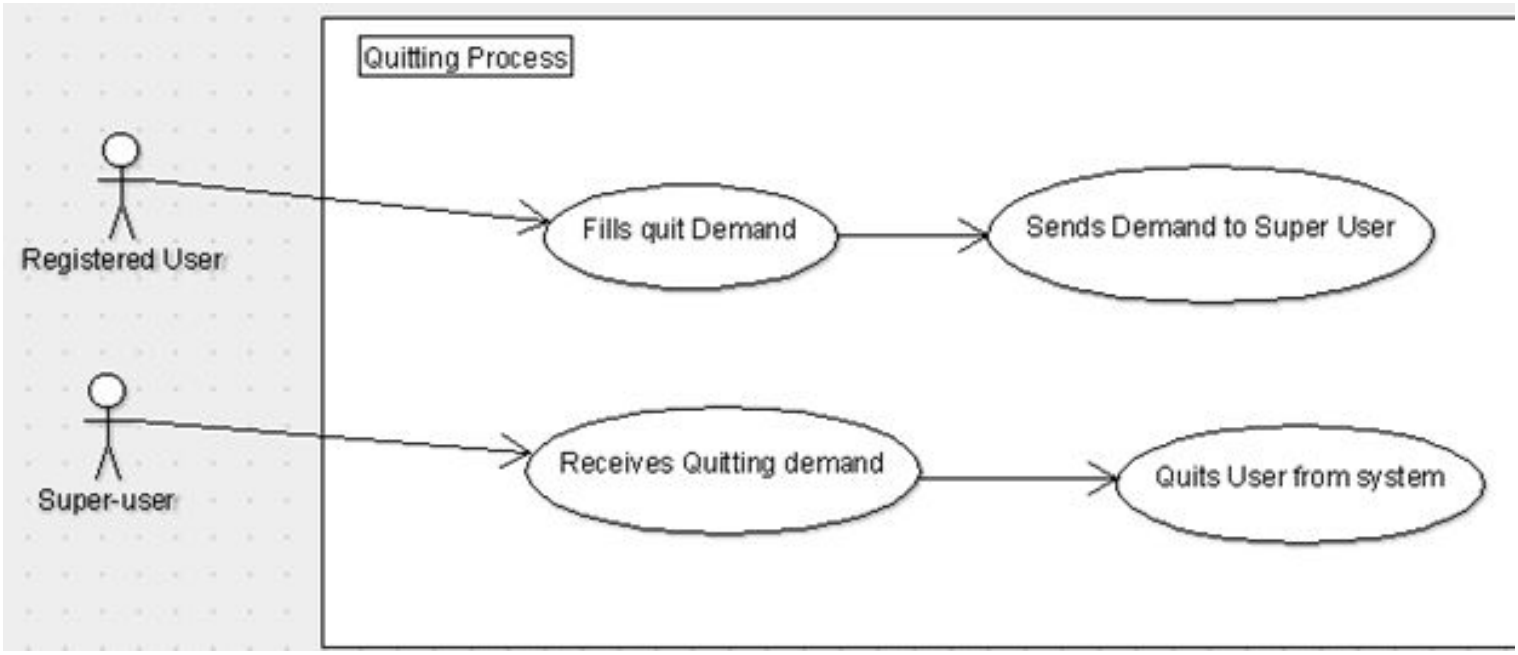
In this case we consider how the system interaction will work between clients and developers. The client will post a system demand and developers will have the opportunity to bid on that demand. If not bid is placed, the client will be charged $10. The client is not obligated to take the highest bid, however, if they do not choose the highest bid they must explain their reason for not choosing the highest bid. Once the developer is chosen, The client fill pay half the bidding price upfront. Developers are obligated to finish the system on the assigned deadline. If they do not meet the deadline, the must return their front payment back to the client. They also automatically receive a rating of 1 which will be followed by a warning. Both the client and the developer can evaluate each other through a rating system. If the client does not have enough funds, the project will be cancelled automatically and the client will receive a warning.

User Case: Money Transaction



The user case diagram above shows how transactions occur in this system. The User enters the desired amount into the system. After the money and the transaction are read by the system, the system passes the information to the Super-user who will verify and finalize the transaction.

User Case: Quitting Process



To quit the system, The User must fill a quit demand that will be send to the super-user. The super-user will receive the demand and take the user out of the system.

3.2 Supplementary Requirements

In order to ensure the system can meet software specifications that can provide long-term, safe, robust, reliable and efficient operation, weDev Turk system must meet the following requirements:

1. **Accuracy and Timeliness of the System Processing**

   The system should run with clean accuracy upon use of visitors, registered users, or super-user. The system must also run in a timely manner that corresponds to a responsive waiting time for efficient performance of the system. During Design and Development process of the software prototype, we should fully consider the system may be subject to heavy on-site traffic that the system is able to withstand at all times. Response time and information request processing must run with little to no delays.

2. **Open System and System Scalability**

   The system should account for future scalability. As more visitors register, the system should be able to account for system growth. The super-user should be able to provide changes to the system via updates that will regularly maintain the system. This system should be available at all times and it should be available for anyone to see.

3. **Easy to Use and Maintainable System**

Since weDev is web-based, it must include easy to use features with enhanced User Interface that both visitors, and registered users can effectively navigate through the system with ease. This will improve customer's return on investment to the website which can help grow weDev's user base. In addition, we can achieve this by also including different language for different regions of the world.

4. Supporting Information

This Software Requirements Specification includes:

- Table of Contents
- Index