



The Kiddos

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1.0 Introduction

1.1. Purpose

The SRS (Software Requirements Specification) provides a complete description of the systems functions, interfaces and resources of our F.A.I.T.H (Freelancers Association & Information Technology Hub). It will also explain interactions with users and applications.

This document will also serve as a reference for developing the system and a guide for the project supervisor.

1.2. Scope

This system will serve as a software developing market online, it will be designed to run on a server (or multiple servers). There will be three kinds of users: Stakeholders, Freelancers, and Admins.

Freelancers can create a software and put it on sale on the website, or they can bid or be assigned to projects published by the stakeholders.

Stakeholders provides payment and they can also create project, rate freelancers that they have assigned and worked with.

Admins will be responsible for the management of the website.

Note: Only cash payment will be supported for now.

Furthermore, freelancers have skills, types, qualifications and levels where they can be rated according to how many tasks or jobs they've accomplished and they can be rated by stakeholders they've worked with through specific rules and standards, however to strike a deal a freelancer must mark himself as available.

Jobs/Projects have categories, requirements and specialties.

1.3. Glossary

Term	Definition
Freelancer	A user of the system with the role of a developer.
Stakeholder	An individual or a company, which has a project that needs developers.
Admin	A user with the role of a manager of the platform, possesses the highest authority among users.



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F.A.I.T.H.	An abbreviation for the name of the platform (Freelancers Association & Information Technology Hub)
Field	A cell within the form used to enter personal data of the user
Software requirements specification (SRS)	A document that completely describes all of the functions of a proposed system and the constraints under which it must operate
Database	A collection of all information that is stored by the system.
Server	The device that provides service for all users of the system
Contract list	A list where every contract whether it's a recruitment contract or a software project contract is published
available	A term that means a developer is not fully engaged to any company or the employee has the time to start another project
PM	A project manager which will be responsible for creating tasks and changing project status and info.
Functional Requirements	Text that describes that the system must do and serve.
The Office	Any physical location that is owned by this project's owner
BDD	Behavior-Driven Development is a way of writing and describing tests.

1.4.Document overview

The remainder of this document gives an overview of the functional requirements-use cases and the design of the platform.



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2.0 Overall Description

2.1. System Environment

The system will consist of a website that is run on a remote server that operates most of the website's functions, a database with users' information and personal data along with their software when they upload it, the server must be able to connect multiple users to the database which in turn must be able to handle pressure and commit the necessary amount of transactions.

2.2. Functional Requirements Specification

Functional Requirements are those that refer to the functionality of the system, i.e., what services it will provide to the user. Nonfunctional (supplementary) requirements pertain to other information needed to produce the correct system and are detailed separately.

Site Registration, Permissions and Payment System:

The current site will be a demo one only, as such payment will be done through cash only, this requires both parties to be known so legal action can be taken, if any party breaks the terms of use.

Payment will be through a middle-man, working in the office.

The system must provide a way for logging in, accounts can only be created by the admin, after a user visits an employee working in one of our offices or contacts the admin, so all his info can be verified.

As this is just a graduation project, and in Syria online payment didn't thrive yet, support for online payment probably won't happen any time soon.

Rating and Experience Levels:

Each freelancer will be rated based on several factors:

- Stakeholder reviews: after each completed project the stakeholder will be asked to give the freelancer (or the team of freelancers) a 0-5 stars rating with an optional review comment.
- Number of Completed Tasks: points for every completed task/project.
- Forum activity: freelancers have a dedicated forum where they can ask other freelancers for anything, any freelancer can upvote another freelancer's answer.

Then a formula will be applied to the criteria's above generating a final rating and a level.



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Teams System:

Any freelancer can create a team of freelancers, this team can then also have a rating (the average rating of the team members), there creator can send invitations to other freelancers or remove them from the team. Once the team is marked as active it can be available for stakeholders to hire, or the team can bid on projects.

A freelancer can join several teams.

Project Management:

After a stakeholder creates a project, a page for the project will be created.

The stakeholder will be the project manager, he can assign freelancers/teams, or open the project for bidding. The project is private (no one except the stakeholder and the assigned freelancers can access it).

The PM can create tasks and assign them, mark the project as done, or pause the project (which will deny anyone from creating or altering tasks).

Messaging System:

The system will provide a message system so stakeholders can contact freelancers via the website, also each project will have a conversation where project members can talk directly, possibly a video/voice meeting will be implemented too.

Freelancers Forums:

As mentioned earlier, freelancers have a forum where they can ask questions, upvote each other's answers. And mention each other in comments/answers.

Suggestion and Filtering:

As a freelancer work suggestion will appear based on the freelancer qualifications and skills.

As a Stakeholder freelancer suggestion will appear based on projects tags and freelancer experience.

Payment:

While payment will be with cash

The payment can be hourly or a one-time payment

Whatever the type the payment field will be the same.

Website will remind the stakeholder to pay the freelancer once the project is done.

Freelancers can report a stakeholder ofcourse.



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2.3. Use cases

Use cases will be described (no diagrams will be drawn) and scenarios will be written with BDD.

NOTE: only important use cases and scenarios will be discussed eg: a “Edit Account Information Scenario” or “Change Language” won’t be explicitly mentioned.

2.3.1. User Registration

In order for a user (be it a freelancer or a stakeholder) to create an account, the user must contact the admin, or visit The Office.

Scenario: Successful Registration:

Given a user wants to create an account,
And the user does not have an account,
And the user provides the admin with Email
And full name
And civil ID
And company name
And Picture of himself
And Phone
And Address
And his type (freelancer or stakeholder)
When the info is verified
Then the admin creates the account with an expired password And sends an email to the user.

Scenario: False info provided

Given a user wants to create an account,
And the user does not have an account,
And the user provides the admin with the info
When the info is invalid
Then the admin rejects the info and informs the user.

Scenario: Account disabling

Given the Admin in the admin panel
And the admin wants to disable an account for a reason (user temporarily unavailable, user breaks terms of use, etc...)
When the Admin clicks the disable button on the user account
Then the account is disabled and the user can no longer log in.



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2.3.2. User Login

Each registered user must be able to login to access many site's functionality.

Scenario: First Login

Given the user is on the login page

And the user has an account

And the user never logged in

And the user enters email

And the user enters password

When the user clicks the submit button

Then the user receives password expired error and promoted to reset it.

Scenario: Normal Login:

Given the user is on the login page

And the user has an account

And the user enters email

And the user enters password

When the user clicks the submit button

Then the user gets logged in And is redirected to the home page.

Scenario: Password Reset

Given the user is on the password reset page

And the user has an account

And the user forgot his password

And the user entered his email

When the user clicks the submit button

Then the user should receive an email link containing a one-time link to set his password.

2.3.3. Set Freelancer Resume Details

Freelancer must be able to set his resume details like skills, availability and other important details that will affect how he will interact with the site.

Scenario: Successful Update

Given the user is logged in,

And the user is a freelancer,

And the user is on the My Resume Page

And the user sets his skills

And the user sets his summary

And the user sets his availability

When the user clicks the update button



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Then his new info is saved.

NOTE: freelancer availability means that he won't be seen when a stakeholder wants to hire him. The freelancer can still bid, and will continue to work on projects that is currently assigned to.

2.3.4. Bid on Project

All freelancers and teams must be able to bid on an open project.
Stakeholders are informed by email when a new bid happens.

Scenario: Bid on Project

Given the user is a logged in freelancer
And the user selects a project he would like to work on
And the user enters his price/fee
And the user enters a comment
When the user clicks the submit button
Then Project Bidders gets updated and the stakeholder gets informed by email that a new bid happened.

Scenario: Team Admin Bid on Project

Given the user is a logged in freelancer
And the user is an admin for at least a team
And the user selects a project he would like to work on
And the user enters his price/fee
And the user enters a comment
And the user selects who will work on the project (himself, or some team he manages)
When the user clicks the submit button
Then Project Bidders gets updated and the stakeholder gets informed by email that a new bid happened.

Scenario: Unqualified Freelancer

Give the user is logged in freelancer,
And the user selects a project he would like to work on
And the user enters his price/fee
And the user enters a comment
And the Project requirements are above the user level
When the user clicks the submit button
Then the user info gets rejected and an error message appears.



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2.3.5. Freelancer Post Software

Freelancers must be able to sell software that they own/created on the site.
The freelancer is completely responsible for the correctness of the information.

Scenario: Post Software

Given a freelancer wants to sell a software
And the freelancer filled the software info (name, type, price, description)
When the freelancer clicks the submit button
Then his software gets saved and is shown in the buy software page.

2.3.6. Report Software

Scenario: Report Software

Given a user on the buy software page
And the user sees a project that breaks the terms of use
When the user clicks the report button
Then an email is sent to the admin to verify the report.

2.3.7. Create Team

Freelancers can create and join teams so they can work together and be rated as a whole.

Scenario: Create team

Given a freelancer is on the create team page
And the freelancer enters (team name, logo, details)
When the freelancer clicks the submit button
Then a new team is created and is unavailable by default

2.3.8. Set Team Availability

Just as a single freelancer can be marked Active or not so stakeholders can see him when they want to hire, teams also can have that.

NOTE: even if a freelancer marks himself as unavailable, if he belongs to an active team that team availability will not be affected.

Scenario: Mark team as available



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Given a team admin is on the team settings page
And the admin wants to make the team available for hire
When the admin clicks the make available button
Then the team will be available for hire by stakeholders.

Scenario: Mark team as unavailable

Given a team admin is on the team settings page
And the admin wants to make the team unavailable for hire
When the admin clicks the make unavailable button
Then the team will be unavailable for hire by stakeholders

2.3.9. Invite Freelancer to Team

Team admin can invite other freelancers to join the team

Scenario: Invite freelancer

Given a **Team Admin** is on the team members page
And the admin wants to invite another freelancer
And the admin entered the freelancer's email address/name that he wants to invite
When the admin clicks the send invitation button
Then an email and a message are sent to that freelancer with a link to the team page.

2.3.10. Remove Freelancer from Team

Team admin must be able to remove any other member from the team.

Scenario: Remove freelancer from team

Given a team admin is on the team members page
When the team admin clicks the remove button on a member
Then that team member is removed from the team.

2.3.11. Send Message

Any user can send a message to any other user. Messages will be sent via the website messaging system and the user can optionally enable email notifications.

Scenario: Send message

Given a user is on the messenger page
And the user selects another user to send a message to
And the user types the message
When the user clicks the send button



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Then the message gets saved and appears in the other user messenger
And an email is sent to that user if he has the 'email message notifications' checkbox enabled in his account settings.

2.3.12. Post in Forums

Users can go to the forums and must be able to post a question

Scenario: Post Question

Given a user is on the post question page
And the user types a question
And the user types the description
And the user adds labels
When the user clicks the post button
Then the post is saved and is available for other user to upvote/answer.

Scenario: Post Answer

Given a user is on a specific post page
And the user types a comment/answer
When the user clicks the post button
Then the comment is available for other user to upvote/answer.

2.3.13. Create Project

A stakeholder can post a project with two types of visibility:

- **Private:** The project won't be available in the projects screen and no one can see it was posted. The stakeholder needs to hire the freelancer/team.
- **Public:** Freelancers can see the project on the website and bid on it, the stakeholder can of course hire whomever he wants.

Scenario: Create Public Project

Given that the stakeholder on the create new project page
And the stakeholder fills the following details (Project Name, description, labels, minimum qualification, preferred bid, duration)
And selects Payment schedule (hourly, one-time payment)
And the stakeholder sets the project public
When the stakeholder clicks the submit button
Then the project is posted and is available for freelancers to bid on it.

Scenario: Create private Project

Given that the stakeholder on the create new project page



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And the stakeholder fills the following details (Project Name, description, labels, minimum qualification, preferred bid, duration)
And selects Payment schedule (hourly, one-time payment)
And the stakeholder sets the project private
When the stakeholder clicks the submit button
Then the project is saved and the stakeholder can start hire a freelancer or a team.

2.3.14. Propose a job

A stakeholder can hire a freelancer or a team to work on one of his projects.
However, after selecting the freelancer both must agree on the job and payment.

Scenario: Propose Job to freelancer

Given that the stakeholder is on the project workers page
And the stakeholder typed email or username of the team/freelancer he wants to hire
When the stakeholder clicks on the propose button
Then a request and an email are sent to that freelancer team
And a link to that request is given so freelancer can go to it and accept or reject it.

2.3.15. Show Biddings

A stakeholder can see all biddings on his project if the project is open

Scenario: Show biddings

Given the stakeholder is on the project workers page
And the project is public
When the stakeholder clicks the show biddings button
Then a popup list of all bidders is shown
And the stakeholder can from it Propose the job or comment on the bidding.

2.3.16. Comment on Bidding

Stakeholders And freelancers can negotiate with each other on the bidding page.

Scenario: Post Comment

Given a user is on the biddings page
And the selects a bidding
And the user types a comment
When the user clicks the submit button
Then the comment is posted on that bidding.



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2.3.17. Accept/Reject Proposal

Both stakeholder and freelancer must click accept the latest project agreement before the freelancer is assigned.

Scenario: Accept Proposal

Given that a user is on the proposal page
When the user clicks on accept proposal
Then a popup appears with the latest project agreement details
With confirmation button.

Scenario: Reject Proposal

Given a user is on the proposal page
And the user has accepted the proposal
And the other party didn't accept the proposal yet
When the current user clicks on reject
Then the user is removed from the users which accepted the proposal and can accept it again.

Scenario: Cancel Proposal

Given a stakeholder is on the proposal page
And the proposal wasn't accepted yet by both parties
When the stakeholder clicks the cancel button
Then the proposal is removed.

Scenario: Both parties accept proposal

Given the user is on the proposal page
And the user didn't accept the proposal yet
And the other party did accept the proposal
When the current user clicks on accept
And Confirm
Then the proposal is accepted and is saved and can no longer be edited
And the freelancer/team can start working on the project.

NOTE: If the proposal is between a team and a stakeholder
Then only the team admin can access and accept the proposal.



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2.3.18. Change Proposal

When the stakeholder change the proposal details then the proposal needs to be accepted again (even if one party accepted it before)

NOTE: That the comment does **NOT** affect the proposal details.

Scenario: Comment on proposal

Given a user is on the proposal page
And the user types a comment
When the user clicks the submit button
Then the comment is posted
And the proposal needs to be accepted again.

Scenario: Change Proposal

Given the stakeholder is on the proposal edit page
And the stakeholder edits the proposal details
When the stakeholder clicks on update button
Then the proposal is updated and needs to be accepted again.

2.3.19. Create Task

2.3.20. Complete Task

2.3.21. Pause Project

2.3.22. Complete Project

2.3.23. Cancel A Project

2.3.24. Review Freelancer

2.3.25. Pay Freelancer