

**Online Turk System
Software Requirements Specification
For Web Application**

Version <1.0>

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RST & Maybe G	Version: 1.0
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Revision History

Date	Version	Description	Author
13/10/17	1.0	First phase of the online turk system	Rod Ta, Timothy Lee, Sunny Liang

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Software Requirements Specification

1. Introduction

1.1 Purpose

The main purpose of this Software Requirement Specification is to give a description of an Online Turk System. It will explain what each type of user can do on the website, the purpose of the website, and the interface of the website.

1.2 Scope

This software we will be developing will be an online bidding system for hiring developers. Members on the website can choose to be clients or developers. Visitors can just browse around and search public information made available by clients/developers. Developers seeking for work can bid their price for the specific task to a specific client's system demand. Clients then can choose which developer s/he wants to hire from all the current bidding developers. There will be a rating system applied to both the clients and developers to inform others how reliable the client/developer is. If the client/developer's rating are too low, there will be warnings and consequences handled by the super-user.

1.3 Definitions, Acronyms, and Abbreviations

Terms	Definition
Visitors	Anyone who wishes to browse or search public information made available by the clients/developers.
Clients	A user who can post system demands and show bidding timeline made available to developers who may be interested in the job.
Developer	A user who can bid on a client's system demand
Super-user	Administrator of the website who handles user accounts, money related issues and proctor user activities.

1.4 References

wikipedia.org

1.5 Overview

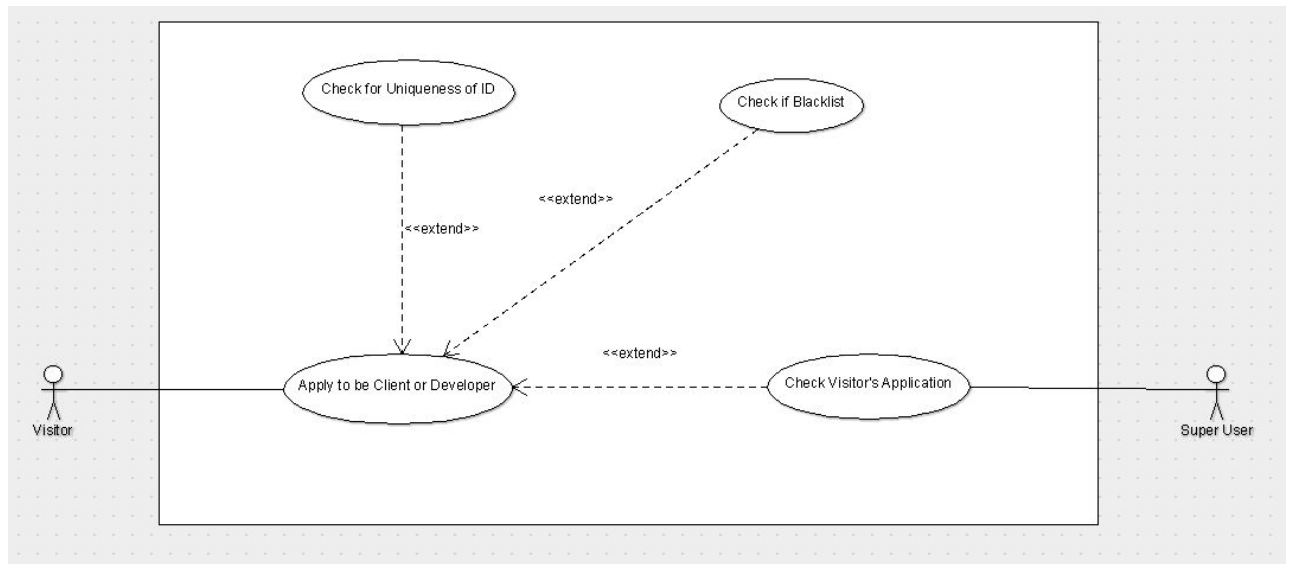
The remaining bottom portion of this document will describe and show use-case models along with system specifications. Within the use-case model, it will include each of the four user actions based on what responsibilities each one has. The system specifications will include restrictions upon each user along with penalties, which will not be included in the use-case model. There will also be some additional features mentioned later in this document.

3. Specific Requirements

3.1 Use-Case Reports

I. Use Case: Apply to be Client or Developer

A. Diagram



B. Brief Description:

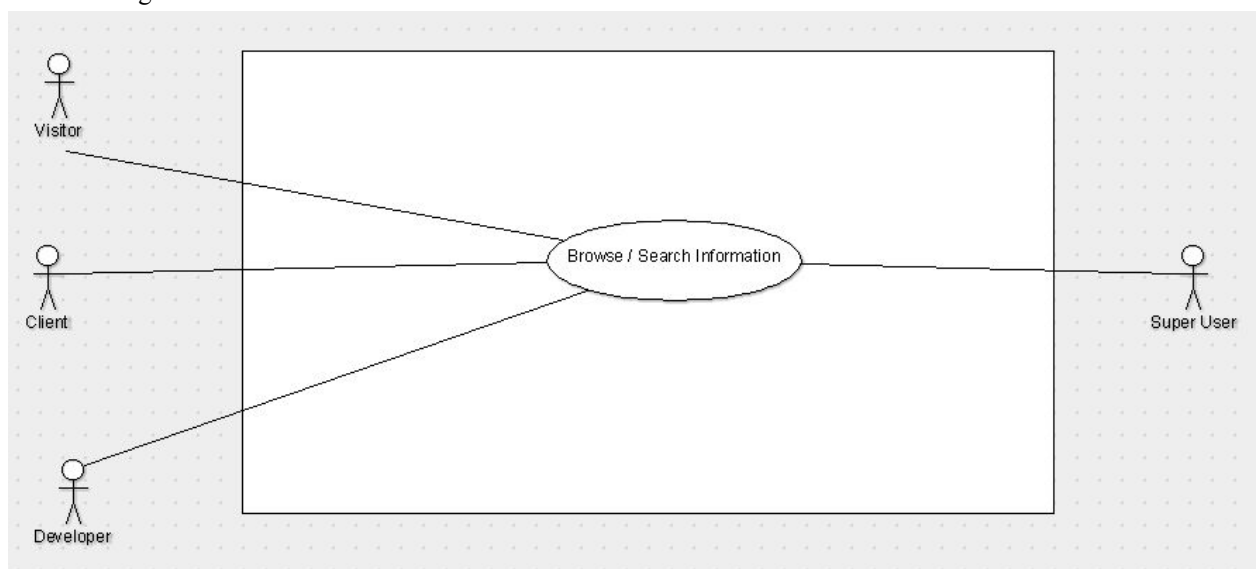
- Visitors can apply to become a client or developer.

C. Initial Step-By-Step Description:

1. To apply to become a Client or Developer, a Visitor needs to create a temporary account with an username and password of their choice.
2. The username is checked for uniqueness for security issues. Request new username if not unique.
3. Extra basic information and deposited money is required to complete the application.
4. The system checks if the user is on the blacklist. Denies application if they are on it.
5. A Super-user checks the non-blacklisted applicants to promote them to a Client or Developer or blacklist them.

II. Use Case: Browse/Search Information

A. Diagram



B. Brief Description:

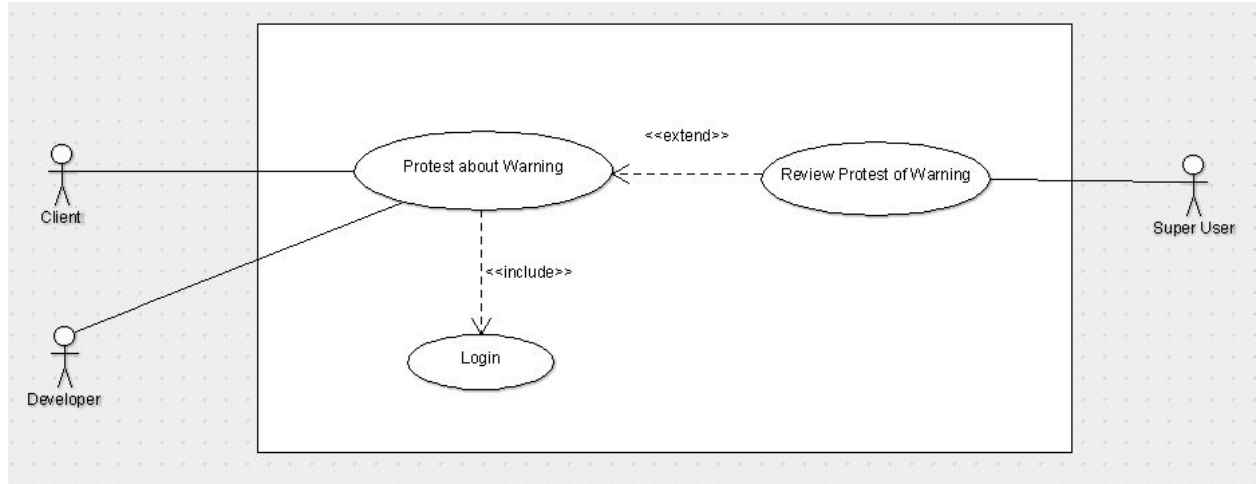
- Visitors, Clients, Developers, and Super-users can browse and search through demands and user information.

C. Initial Step-By-Step Description:

1. Browse all demands that were posted. This includes existing and expired demands. All existing bids, Client, Developer involved will a specific demand be presented.
2. Search for specific demands.
3. Search up Clients or Developers to check their public information, rating, demands, and bids.

III. Use Case: Protest/Review about Warning

A. Diagram



B. Brief Description:

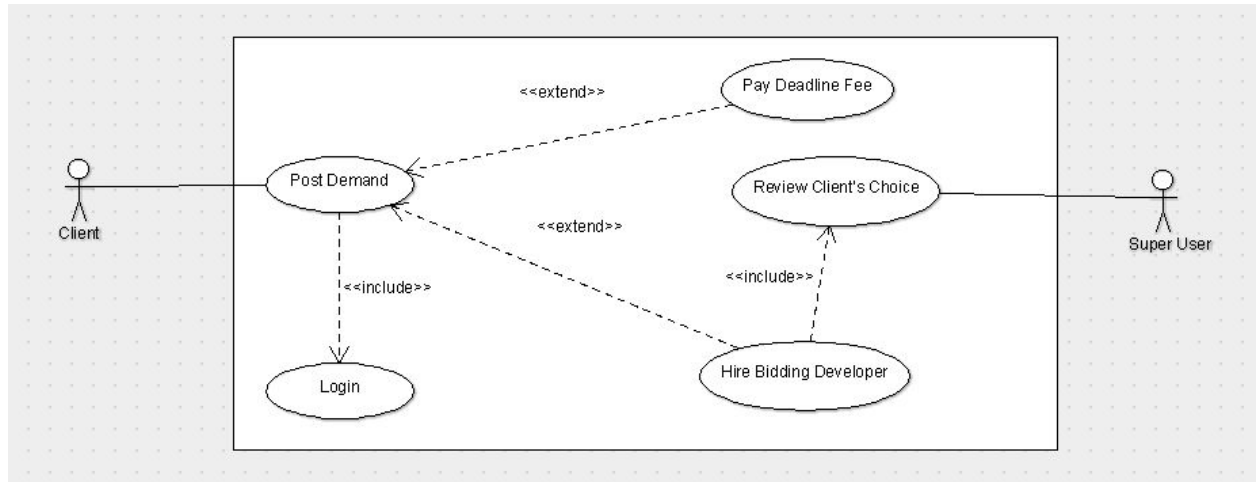
- Clients and Developers protest about warnings received by the system. Super-users review their protest and either keeps or removes the warning.

C. Initial Step-By-Step Description:

- Any logged in Client or Developer will be warned if:
 1. Their average received rating is ≤ 2 for ≥ 5 projects due to poor performance.
 2. Their average sent rating is < 2 or > 4 for ≥ 8 projects due to irresponsible evaluations.
- For Protest
 1. Clients or Developers will have to appeal to the Super-user by sending their reasoning of why they do not deserve the warning(s).
 2. They wait for Super-user's response.
 3. They follow-up with the appeal until the case is closed.
- For Review
 1. The Super-user will review the appeal from Clients or Developers.
 2. The Super-user sends a response to the Client or Developer of their decision.
 3.
 - a. If Super-user accepts appeal, then remove warning(s) and close case.
 - b. If Super-user needs more information, then leave case open and repeat from step 1.
 - c. If Super-user declines appeal, then close the case and the Client or Developer will keep his warning.

IV. Use Case: Post Demand & Hire Developer

A. Diagram



B. Brief Description:

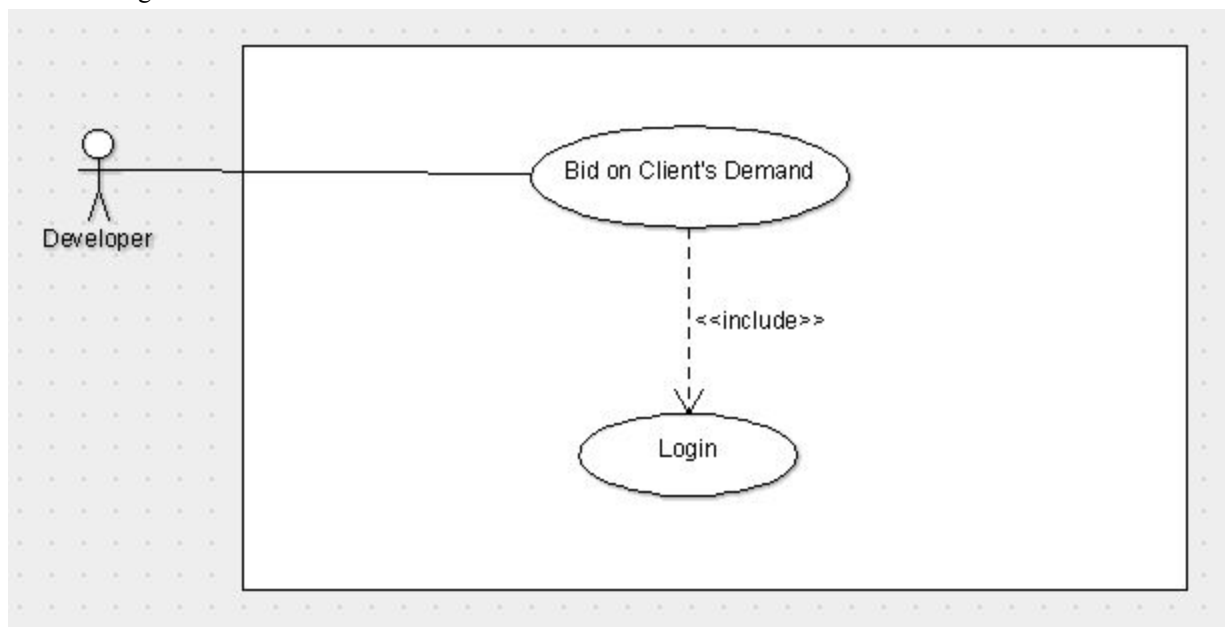
- Clients can post a demand and hire a Developer that bids on their demand.

C. Initial Step-By-Step Description:

- For Post Demand
 1. A Client posts his demand for a Developer. The demand includes what the Developer should do and the initial pay of the work.
- For Hiring Developer
 1. A Client picks a bidding Developer for his demand. Normally the lowest bid will be hired, but a Client can accept a higher bid if he gives a reasoning behind his choice.
 2. The Super-user reviews the Client's choice of Developer.
 3. The Client will send half of the bidding price to the chosen Developer as a front if the Super-user approves of the choice.
- For Review Client's Choice
 1. A Super-user either accepts or declines the Client's decision of Developer.

V. Use Case: Bid on Client's Demand

A. Diagram



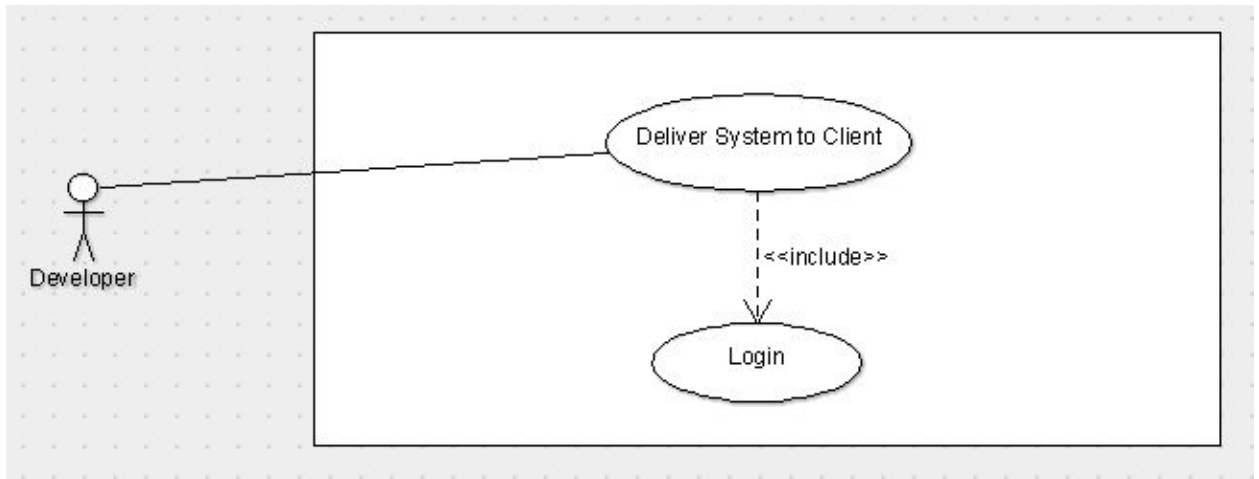
B. Brief Description:

- Developers can bid on Client's demands of their choice.

C. Initial Step-By-Step Description:

1. A Developer logs into his account.
2. The developer places a bid amount of his own choice onto a Client's Demand.

VI. Use Case: Deliver System to Client
A. Diagram



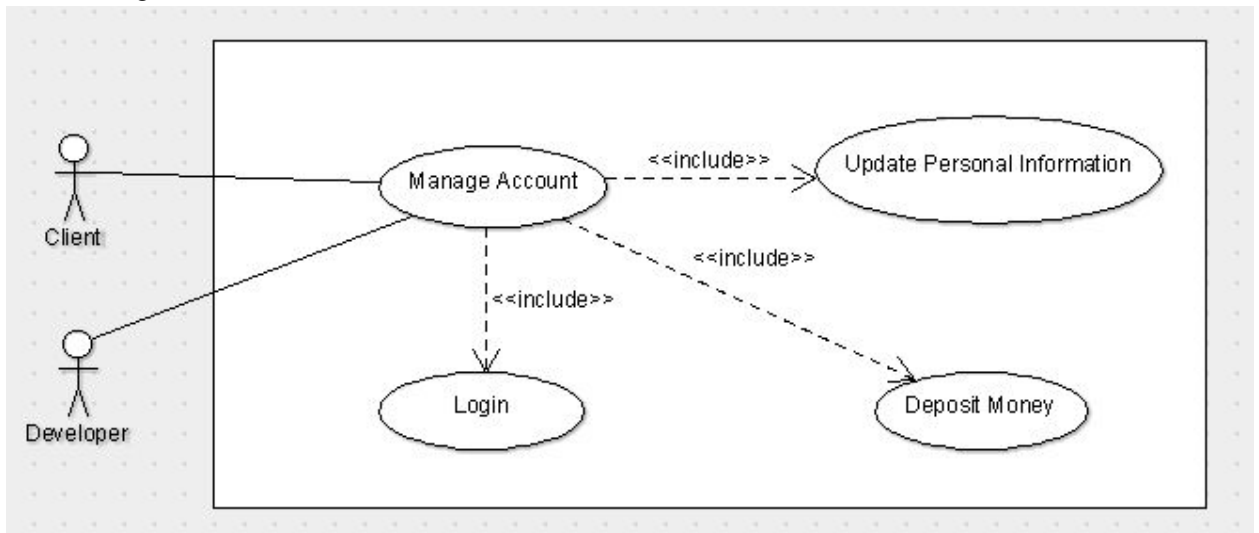
B. Brief Description:

- Developers deliver their system to a Client.

C. Initial Step-By-Step Description:

1. A Developer logs into his account.
2. The Developer delivers his system to his Client.

VII. Use Case: Manage Account
A. Diagram



B. Brief Description:

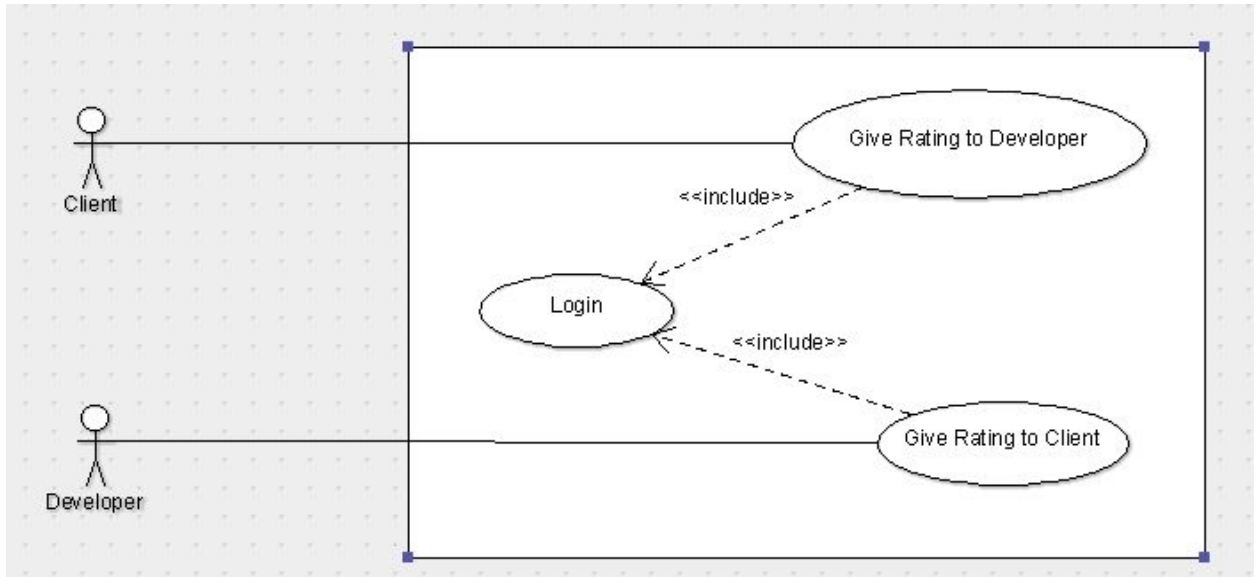
- Clients and Developers can manage their accounts. They can update their personal information or deposit money.

C. Initial Step-By-Step Description:

1. Client or Developer logs into his account.
- For Update Personal Information
 2. a. Clients or Developers can update their personal information and profile picture.
- For Deposit Money
 2. b. Clients or Developers can deposit money onto their account.

VIII. Use Case: Give Rating

A. Diagram



B. Brief Description:

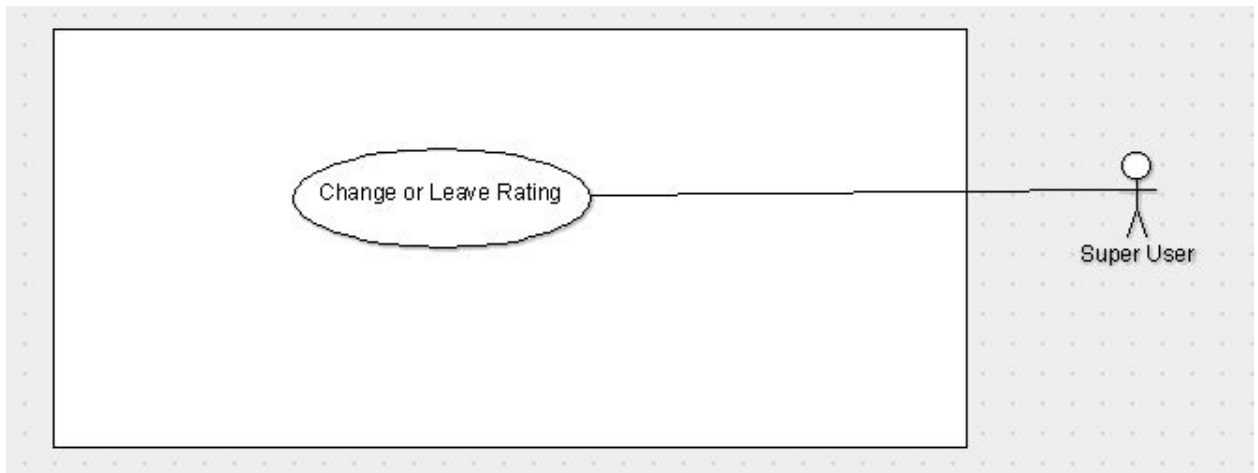
- Clients could give rating to their Developers. Developers could give ratings to their Client.

C. Initial Step-By-Step Description:

- For Give Rating to Developer
 1. A Client logs into his account.
 2. The Client is asked to evaluate the delivered system for his demand with ratings from 1 to 5, 1 being the worst, 5 being the best.
- For Give Rating to Client
 1. A Developer logs into his account.
 2. The Developer rates their client after receiving their final payment with ratings from 1 to 5, 1 being the worst, 5 being the best.
 3. If the rating is ≤ 2 , then a paragraph must be provided.

IX. Use Case: Change or Leave Rating

A. Diagram



B. Brief Description:

- Super-users can change or keep a rating.

C. Initial Step-By-Step Description:

1. Super-user assesses the situation of why the Client or Developer received a low rating.
2. Super-user decides whether to change or leave the ratings.

3.2 Supplementary Requirements

- I. Applicants
 - A. Rejected Applicants
 - 1. An applicant will be rejected if s/he has been blacklisted from the system. The super-user must give a one sentence description regarding the rejection of the applicant.
 - B. Accepted Applicants
 - 1. Accepted applicants who are developers must submit a resume, picture of themselves, and sample(s) of their work.
 - 2. Accepted applicants who are clients will also submit a resume and picture, but also business credentials.
- II. Users
 - A. Login
 - 1. All users will have a username and password.
 - 2. Users(clients and developers) who share similar interests are shown in the recommended section.
 - B. Account Management
 - 1. Users can choose to quit the system by filing a request to the super-user.
 - 2. Users can pay or transfer money to either client or developer, but must be approved by the super-user.
- III. New Users
 - A. Page
 - 1. Top 3 most active clients and developers are shown on the front page.
- IV. Hiring
 - A. Posting
 - 1. A client with insufficient funds to fulfill a transaction is automatically warned and the posted project demand is cancelled.
 - B. Penalty
 - 1. If there is no bidder for a posted demand by the posted deadline, the project is removed automatically and the client is charged \$10.
- V. Delivery of the System
 - A. Penalty
 - 1. A developer will receive a penalty if the system is delivered past the posted deadline. The front money and a fixed penalty will be transferred back to the client as a result of a late delivery by the developer.
 - 2. An automatic rating of 1 will be given to the developer for the project.
 - B. Delivery
 - 1. If the system is delivered successfully before the deadline, the remaining half of the developer's bidding price is transferred to the super-user automatically.
 - C. Finished Transaction
 - 1. The system will charge 5% from both the client and developer, which will be transferred to the super-user.
- VI. Rating System
 - A. Super-user
 - 1. When a rating is low the super-user will discuss with the developer and client regarding how much money will be given to the developer and client.
 - B. Warning
 - 1. A user that is warned twice is thrown out of the system, and will be put into a black list for one year.

VII. Bonus

1. If a developer delivers a system before the deadline and receives a rating of ≥ 4 by the client for ≥ 5 demands, the developer will receive a medal, Early Bird.
2. Developers who have an average rating of ≥ 4 for ≥ 10 demands receive a medal, Hard Worker.
3. Developers who made more than \$1M from demands receive a medal, MILLIONAIRE!.
4. Clients who posts > 10 demands receive a medal, Job Supplier.
5. Developers who have worked on ≥ 20 demands receive a medal, Veteran.
6. Clients who got no bids on > 10 expired demands receive a medal, toohardman.
7. Users with the name Tim receive a medal, Cold-Headed-Tim.

Supporting Information

This Software Requirements Specification includes:

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