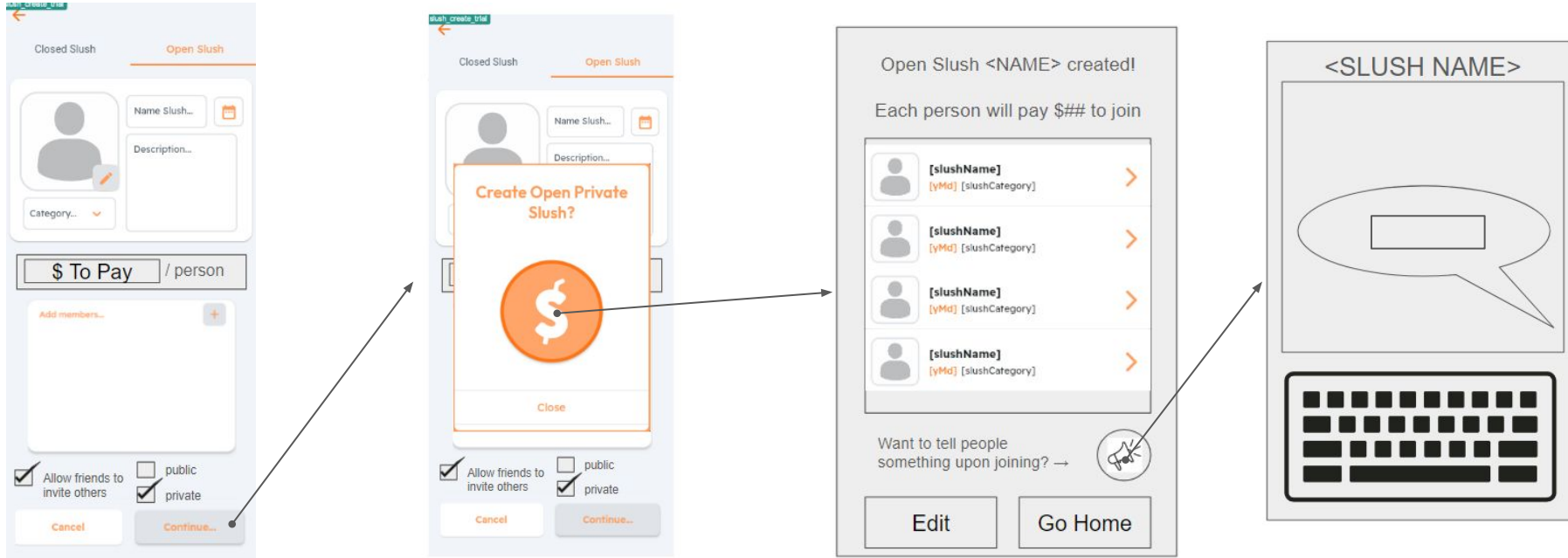


# Open Slush Design

# Flow 1: Open Private Slush



# Create Open Slush

- Just like closed slush, we are able to fill in details describing the slush and categorizing it
- Input: Amount that each individual in the open slush will pay
- Just like closed slush, they can invite members.
  - CHANGE “ADD” TO “INVITE” since now, the person is invited to the slush and they can only join if they pay
- Default conditions: “Private” and “allow friends to invite others” are checked.
- “Allow friends to invite others” text and box disappear when “public” is checked off

The screenshot shows a mobile app interface for creating an 'Open Slush'. At the top, there's a header with a back arrow and the text 'slush\_create\_trial'. Below this, there are two tabs: 'Closed Slush' and 'Open Slush', with 'Open Slush' being the active tab. The form is divided into several sections. The top section contains a profile picture placeholder, a 'Name Slush...' input field with a calendar icon, a 'Description...' text area, and a 'Category...' dropdown menu. Below this is a '\$ To Pay' input field followed by '/ person'. Underneath that is an 'Add members...' button with a plus icon. At the bottom, there are two checkboxes: 'Allow friends to invite others' (checked) and 'public' (unchecked). Below these are two buttons: 'Cancel' and 'Continue...'. Arrows from the list on the left point to specific parts of the form: the first arrow points to the profile picture area, the second to the '\$ To Pay' field, the third to the 'Add members...' button, and the fourth to the 'Allow friends to invite others' checkbox.

slush\_create\_trial

Closed Slush Open Slush

Name Slush...

Description...

Category...

\$ To Pay / person

Add members...

☒ Allow friends to invite others ☐ public ☒ private

Cancel Continue...

Once “Continue” is pressed after adding members and filling out open private slush

- This button pops up. Once they click the big button, the slush is created and they are taken to the next page
- Close closes the window if the user wants to continue editing the open slush

slush\_create\_trial

←

Closed Slush Open Slush

Name Slush...

Description...

Create Open Private Slush?

\$

Close

☒ Allow friends to invite others ☐ public ☒ private


Cancel Continue...

## After They Click the button

- Name is filled into this area
- This field will be filled with whatever the user inputted earlier
- This is a list of everyone who was invited
- “Start message board” button in case the slush creator wants the people who join the slush to be able to see a message upon joining
- “Edit” button, which is only allowed for open private slushes since the limit only increases the amount of money sent into this slush
- “Go back home” button if the slush creator is done creating slushes

Open Slush <NAME> created!

Each person will pay \$## to join




**[slushName]**  
[yMd] [slushCategory]






**[slushName]**  
[yMd] [slushCategory]






**[slushName]**  
[yMd] [slushCategory]





**[slushName]**  
[yMd] [slushCategory]

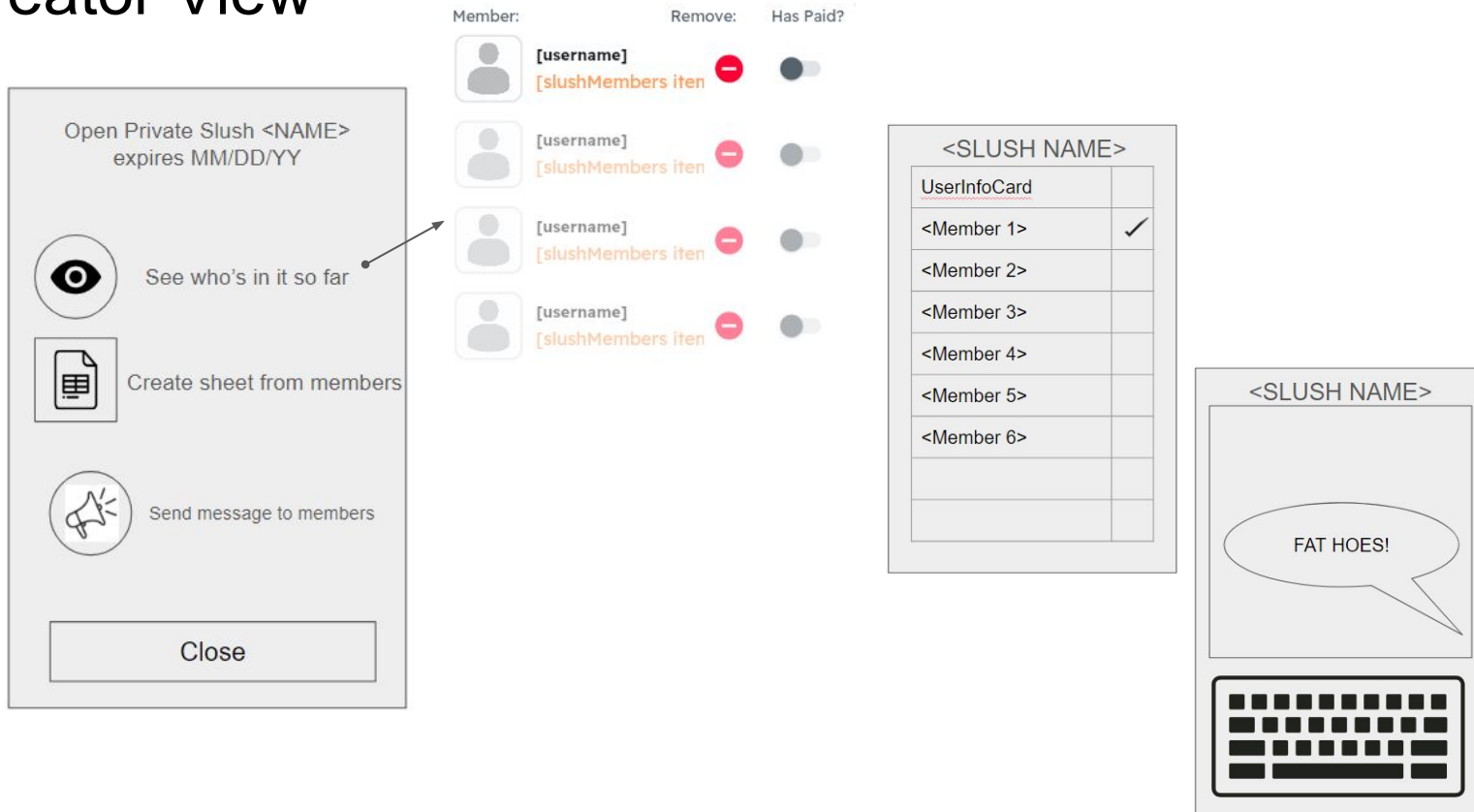


Want to tell people something upon joining? → 

**Edit**

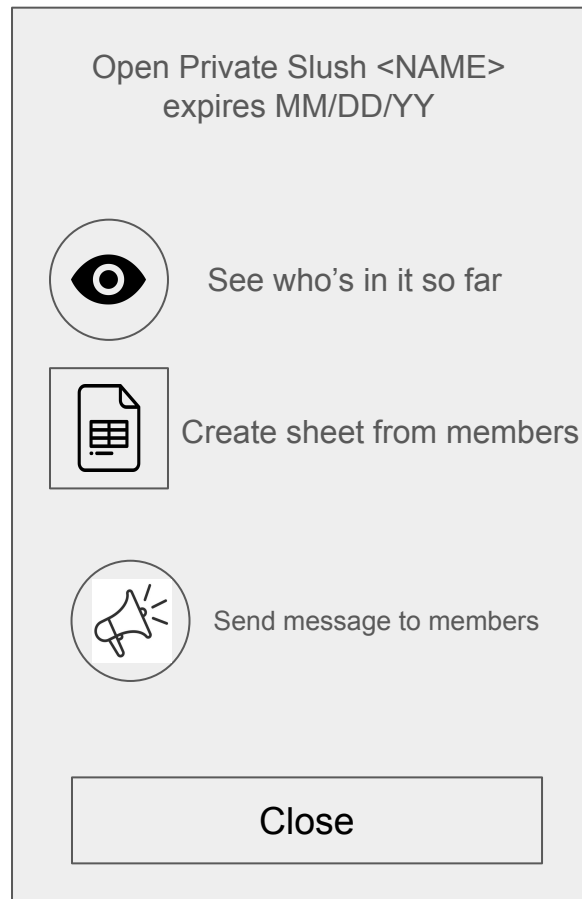
**Go Home**

# Flow 2: After Open Private Slush has been created: Slush Creator View



# What the slush creator sees when they want to see their non-expired open slush

- This is the page that the slush creator sees upon when they want to see their already-created open private slush before it expires
- This will show in our slush-style list view the list of everyone who has paid and joined the open slush. They can remove people.
- Using DataTables, this will create a sheet that the user can use as a tool to see who has joined
- This will go to a Telegram-like message board where only the creator can send messages and the joined members can react
- Close closes



## Upon clicking “Create sheet from members”

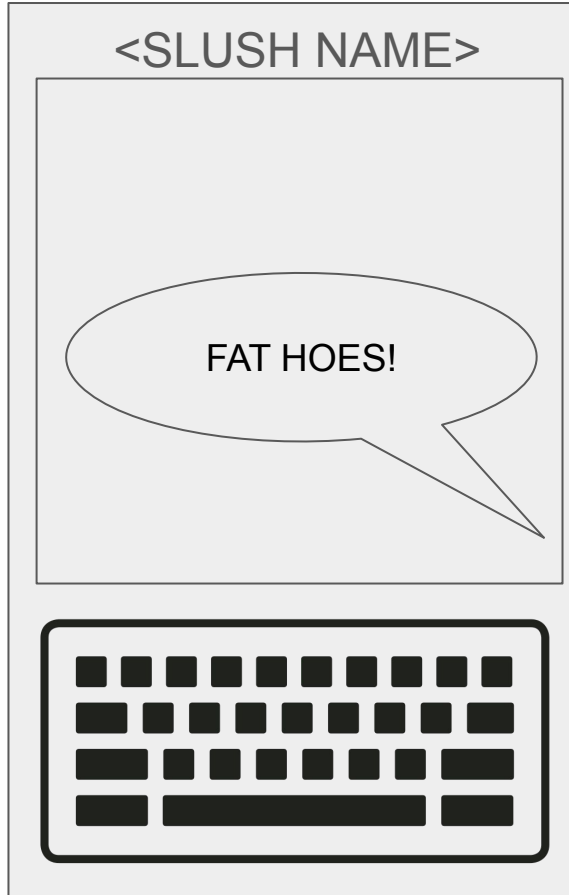
- The user can use this sheet as a tool to track a binary corresponding to each individual. For example, this could be used as a party invite list
- Left column: User Info Card displaying minimal information about the member (Picture, username, slushID)
- Right column: Check box

<SLUSH NAME>	
UserInfoCard	
<Member 1>	<input checked="" type="checkbox"/>
<Member 2>	<input type="checkbox"/>
<Member 3>	<input type="checkbox"/>
<Member 4>	<input type="checkbox"/>
<Member 5>	<input type="checkbox"/>
<Member 6>	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>



# Upon clicking “Send message to members”

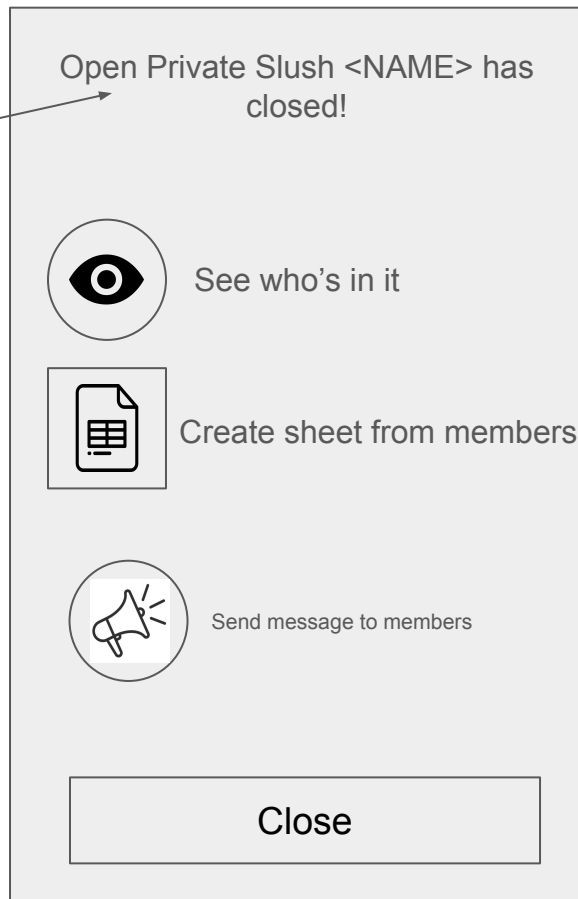
- This is the message board that the slush creator can use to send messages to. Here, the members cannot message into the chat. Only the slush creator can.
  - Future implementation: Reactions to messages



Flow 3: After Open Private Slush End Date has been reached: Slush Creator View

# What the slush creator sees if either they are on the app and their slush expires or if they just opened the app after their slush expired

- Same as what they would see, except this text changes after the expiry date



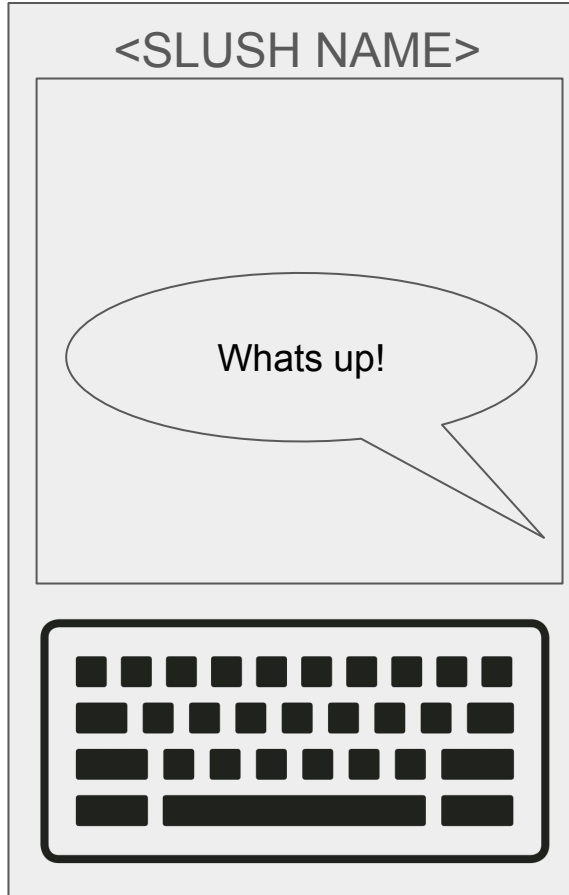
## Upon clicking “Create sheet from members”

- The user can use this sheet as a tool to track a binary corresponding to each individual. For example, this could be used as a party invite list
- Left column: User Info Card displaying minimal information about the member (Picture, username, slushID)
- Right column: Check box

<SLUSH NAME>	
UserInfoCard	
<Member 1>	<input checked="" type="checkbox"/>
<Member 2>	<input type="checkbox"/>
<Member 3>	<input type="checkbox"/>
<Member 4>	<input type="checkbox"/>
<Member 5>	<input type="checkbox"/>
<Member 6>	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

# Upon clicking “Send message to members”

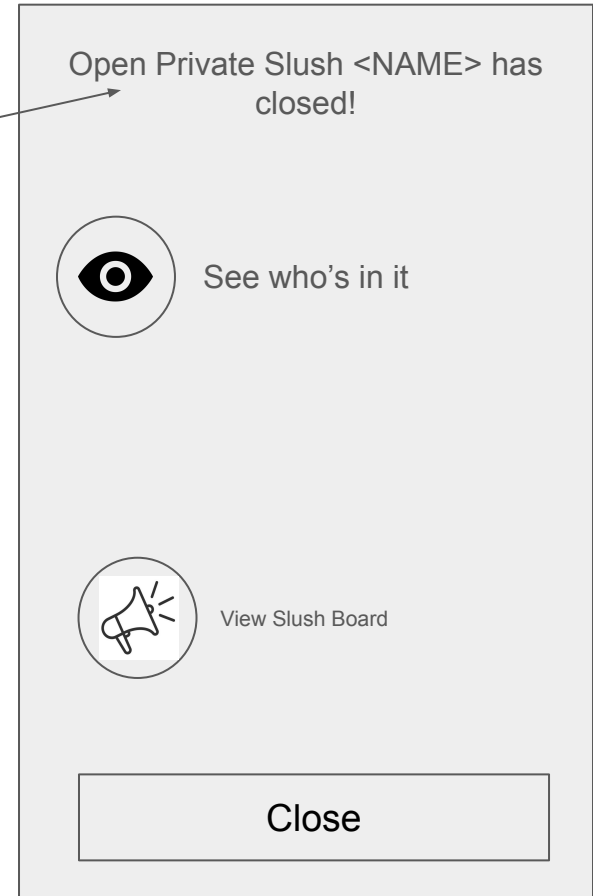
- This is the message board that the slush creator can use to send messages to. Here, the members cannot message into the chat. Only the slush creator can.
  - Future implementation: Reactions to messages



Flow 4: After Open Private Slush End Date has been reached: Slush Member View

What the slush member sees if either they are on the app and the slush expires or if they just opened the app after their slush expired

- Same as what they would see, except this text changes after the expiry date



## Upon clicking “View Slush Board”

- This is the message board that the slush creator can use to send messages to. Here, the members cannot message into the chat. Only the slush creator can.
  - Future implementation: Reactions to messages

