Critique of Tick4Tock

Tick4Tock is a web application designed around the notion of allowing the users to do favours for one another. Even though the final product is functional, it has limitations that make it unable to fulfil its maximum potential.

In the current state of the application, users are able to create requests and view the list of existing ones. Additionally, they can search through the list of requests by tag. From each detailed view of the requests, user can gather important information such as the user who posted it, the karma they have, the location and duration of the request, the description of the request etc. When a user accepts a request, time point is added to their score equal to the duration of the request, and the original poster loses this amount of time point.

On the user’s own dashboard, they have their own information as well as two links: one to the list of requests they accepted and one to the list of requests they posted. When viewed from another user’s perspective, there will be “+Karma” and “-Karma” buttons, which is used to rate other users based on their performance. Users can view other users by clicking on their picture in detailed view of the requests.

Additionally, “favours” are things that each person is willing to do. As such, when clicking on the favours link on the left panel, it only shows them their own favour list. However, other user’s favours can be viewed from their account page.

Even though the main functions are there, the app fails to deliver anything beyond the necessary. For instance, it does not offer the users the ability to trade in favours directly when accepting. Additionally, it does not automatically delete the request once it is done, requiring users to delete by themselves. The form for creating requests does not hide the date field when recurring is ticked for instance. The account creation is also lacklustre, not having an alert to tell the user the creation has been successful. It also does not prevent users below a certain age from creating account, like we originally planned. The current karma system is flawed, allowing users to add or subtract each other’s karma indefinitely and without providing a reason. We also did not hide buttons for editing, accepting, and deleting requests and favours based on the users, therefore anyone can technically delete and modify someone else’s request or favour. Finally, the search function is only able to search by the exact name of tags and nothing else, such as the user’s name or request title.

Further extension can improve this product. For starters, fixing the issues above would vastly improve the overall quality of the product. Furthermore, improvements on the UI could improve the user experience. Additionally, we could add social media authentication to improve security as well as offering an alternative method of creating an account. Last but not least, quality of life improvements such as alerting the user of upcoming requests will also push the project further.

The greatest limitation of this product is the small target demographic, as evidenced by the small user base of other time trading websites. However, Tick4Tock can be used be both one-timers and regulars, thus enabling it to tap into a wider audience than other web applications.