

CSc 322 Software Engineering Lab

Fall 2017

Requirements for a simplified coding Turk system (draft)

In this system, registered users can be either a *client* who posts system request or a *developer* who implements the system(s) a client posted. A *super-user* handles user accounts and proctor user activities.

Specific system features:

1. visitors can browse and search public information made available by clients and developers
2. a visitor can apply to be a client or developer with deposited money and basic information, a temporary account with applicant's own choice of user id and password is provided—the system should assure the uniqueness of the user id
3. the super-user check the credentials of user applications and decide to accept or reject
4. for rejected applicant, when s/he tries to login with the temporary account, s/he will be blocked with reason why s/he was rejected; for accepted applicant, s/he will be shown a welcome screen and asked to fill in more details about her/himself, such as a resume, picture, interests, sample work (for developer) and business credential (for client), interest, etc, which are available for others to browse
5. a client can post a system demand: including system spec and bidding timeline; a developer can bid on any demand with promised timeline and money.
6. The client can choose which bidding developer to hire; once confirmed, half of the bidding price will be transferred from the client to the winning developer as the front. The developer is required to deliver the system before the posted deadline: if not, the front money and a fixed penalty will be transferred to the client, and the developer will also receive an automatic rating 1 (worst). If the developer delivered the system before or on the deadline, the remaining half of the price is transferred to the super-user automatically. The client is asked to evaluate the delivered system with ratings from 1 to 5, 1 being worst, 5 being the best. If the rating is ≥ 3 , the money held by super-user account is automatically transferred to the developer; otherwise, the client should write one note describing why the rating is so low, the super-user will discuss with client and developer to decide how much money to give to the developer and back to client.
7. For every finished transaction, the system will charge 5% from both the involved client and developer.
8. The developer can also rate the client after finishing the transaction from 1 to 5, a paragraph must be provided for a rating ≤ 2 .

9. Any developer or client who received average rating is ≤ 2 for ≥ 5 projects is warned due to poor performance; any user whose average rating to others is < 2 (too low) or > 4 for ≥ 8 (too high) project is also warned for irresponsible evaluations, any user who is warned twice is thrown out of the system: s/he can login for one last time for system closing matters then the account is closed forever.
10. The whole history of any client and developer, including ratings and project details, is publicly available

Overall system requests:

1. A specialized GUI (but not necessarily web-based) is required: for new users, the top 3 most active clients and developers are shown in the front page. For users who already have transactions, the clients and developers who share the similar interests are shown.
2. Any visitor and user can check the grand statistics of the system, such as number of clients, developers, client(s) with the most projects and developer(s) making most money.
3. Any client with inadequate fund to fulfill the transaction will be warned automatically and the posted project nullified
4. Several developers can form a team to bid for a project, if winning the project, they can work together by sharing all documents; the money and penalty involved will be equally distributed; developers in the same team can rate each other from 1 to 5 as well
5. Users can choose to quit from the system by filing the quit demand to the super-user
6. Develop one creative feature (10%) of your own choosing within the system, this feature must be well-thought out in earnest to show your team's creativity; extra bonus will be given for truly outstanding creativity

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