

Gig.io

Project Charter

Team Members:

Geoff Hackett, Sam Fellers, Rishabh Saxena, Jacob Stuart, Andrew Houvenagle

Problem Statement:

Many people have menial jobs that they need done and lack the time or ability to do them. Our application aims to solve this problem by providing an environment for users to find cheap, reliable help for completing daily and simple tasks in an efficient manner. Gig.io allows users to post certain tasks they need completed and other users can accept these tasks for an agreed upon pay. A key feature of the application will be the ability for users to bid on the wage they are willing to accept for said task. In addition, a review system will also be available to make sure that users receive help from trustworthy and genuine people.

Project Objectives:

1. Allow users to post tasks that they need done
2. Allow users to bid on existing tasks in order to “win” a task. The winning bidder will be paid after the completion of the task
3. Enable users to securely send payments to other users
4. Provide a rating system for each user based on their performance
5. Send text messages to notify users when they win a bid or a new bid is placed
6. Interactive text alerts to signal when a task is done
7. Tasks are shown to potential bidders by location

Stakeholders:

Users: The typical user for this application would be anyone who is interested in posting or bidding on tasks. Any person seeking help to complete a task would also be a regular user.

Developers: Geoff Hackett, Sam Fellers, Rishabh Saxena, Jacob Stuart, Andrew Houvenagle
Project manager: Geoff Hackett
Project owners: Geoff Hackett, Sam Fellers, Rishabh Saxena, Jacob Stuart, Andrew Houvenagle

Deliverables:

- A Node.JS web application that allows users to post tasks they need done so that other users can bid on the task, and which securely handles payments.
- As part of the web application, a system that allows users to rate users they interact with
- A text message notification system which updates users on bids and task completion