

Sustech Nd(need)

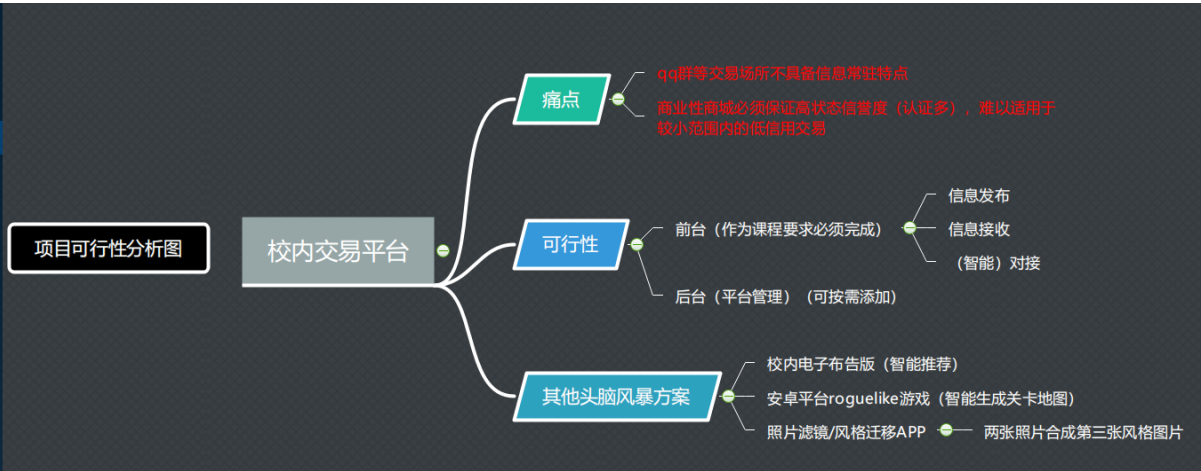
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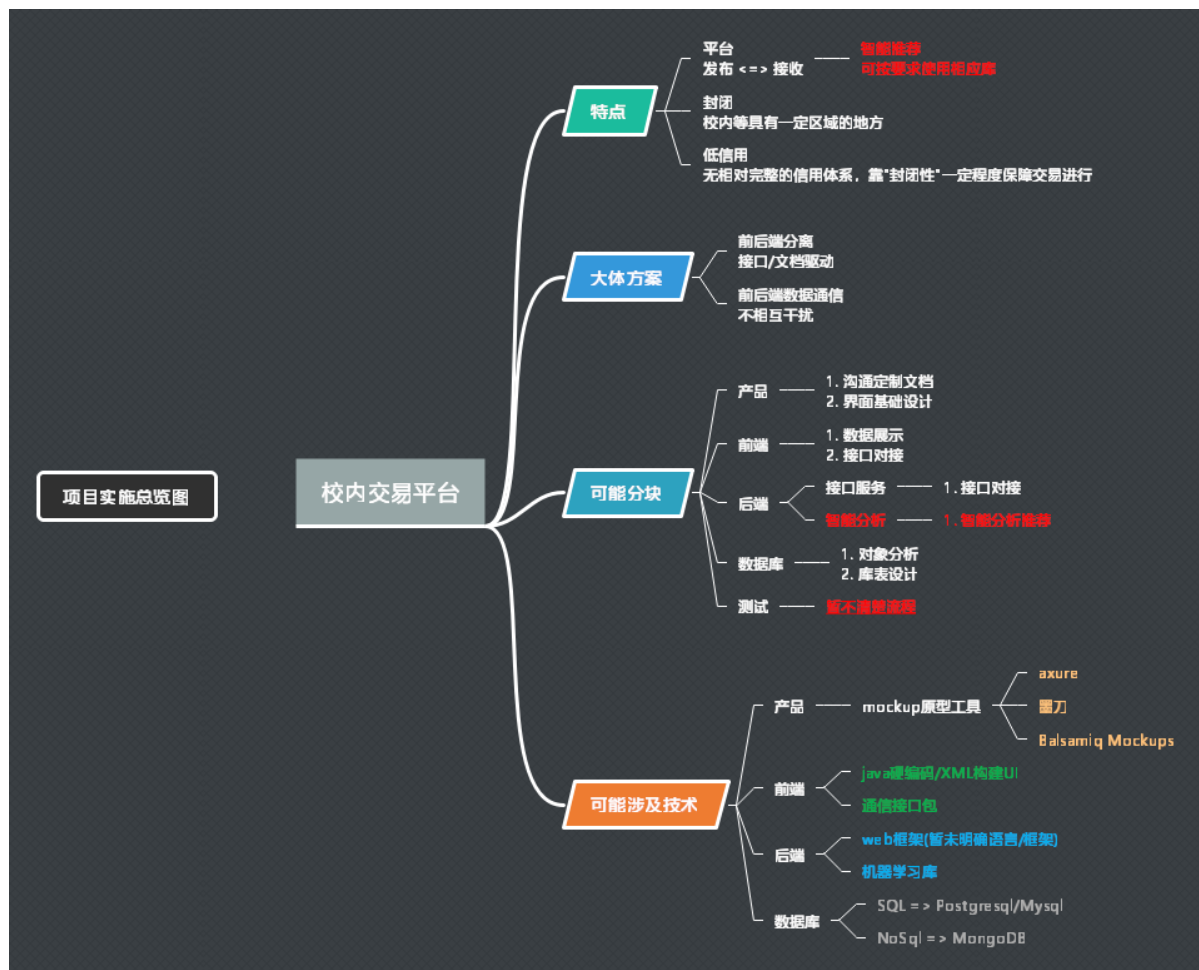
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Part-1 Analysis

Available



Basic



Part-2 prototype

1. requirements [beta]

1. [find help] send out your requirements
2. [i can help] get other requirements(or mark that i can support some help)
3. [platform] matching requirements

2. function [beta]

1. register and login => session management
2. send out requirement => send out requirement
3. update requirement list => get requirement and local update

3. User Interface [beta]



[interface design demo]

(file:///I:/%E8%AF%BE%E7%A8%8B/%E8%AF%BE%E4%BB%B6/%E5%A4%A7%E5%9B%9B%E4%B8%8B%E8%A
F%BE%E4%BB%B6/%E8%BD%AF%E4%BB%B6%E5%B7%A5%E7%A8%8B/project/design/offical/prototype/ind
ex.html)

Part-3 DBA atom

1. only the client side

1. user => ~1000-10000
2. Post Object => ~1000-5000/day
3. comments
4. Post Object types
5. Post Object tags
6. transaction table
7. *favorite Post table (work for AI algorithm)

8. *System config

when face more users or information => module to many smaller parts

[details about DBA design](#)

Part-4 user story tips

1. how to check a transaction is over?

1. the reputation system :: once a transaction is over
=> the poster choose/check the acceptor in the comments list(!!!)
=> send confirm information to acceptor
=> acceptor check the transaction
=> both check => transaction is over

<>key point => higher reputation => more like show in index page

if one transaction is not over along a long time(two weeks)
hide it from where the user can see it(delete or not)

2. how to avoid bad behavior user(cheater)?

1. report him/her to the system :: once a cheater do a bad behavior
=> report to system
=> check in
=> cancel Auth => reduce to 0 reputation => can not post in recent days
=> not solved in several days(two weeks) => move to blacklist(!!!)
=> solved => reduce nonzero reputation

<>key point => blacklist => create blacklist notice to let others know

3. how to avoid too much post for bad user?

1. make the big post number/day relate to the reputation
=> limited post for one person/day

<>key point => higher reputation => higher post number/day