PV&J

PV&J Simplified Coding Turk Machine
Software Requirements Specification
For Turk System

Version 1.0

Revision History

Date	Version	Description	Author
06/Oct/17	1.0	First Draft	PV&J

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Software Requirements Specification

1. Introduction

This section gives an overview of the entire PV&J Simplified Coding Turk System (SCTS). The purpose and scope will be herein clarified along with key definitions for understanding the rest of this document.

1.1 Purpose

The purpose of this document it to describe in detail the PV&J Simplified Coding Turk System. It will detail the purpose, features, use cases, and behavior of the system as well as its technical specifications and dependencies.

1.2 Scope

The Simplified Coding Turk System(SCTS) is a web application that allows users that lacking the programming skill set to create their ideas to contract developers instead. The application is an online contract bidding system, where clients propose projects and developers compete for those projects through bids.

The SCTS can be viewed online by any type of user, regardless of membership. Clients who seek a development can create a posting in the system which is then publicly visible. Developers can bid on these postings with proposed timelines and compensation bids, from which the client can pick.

Internet is needed as this application needs to be accessed by its users. A database will be used to store all of this data. Detailed profiles of clients and developers enable users to know who they will potentially be working with.

1.3 Definitions, Acronyms, and Abbreviations

Term	**Definition**
SCTS	Abbreviation of Simplified Coding Turk System
RU (Registered User)	Users that are registered in the Turk System Can be either clients or developers
SU (Super User)	Registered Users that have administrative privileges
SD (System	System Demand that is posted by a client

Demand)	
Project Bid	A bid made by the developer that consists of the promised timeline and compensation amount for the project

1.4 References

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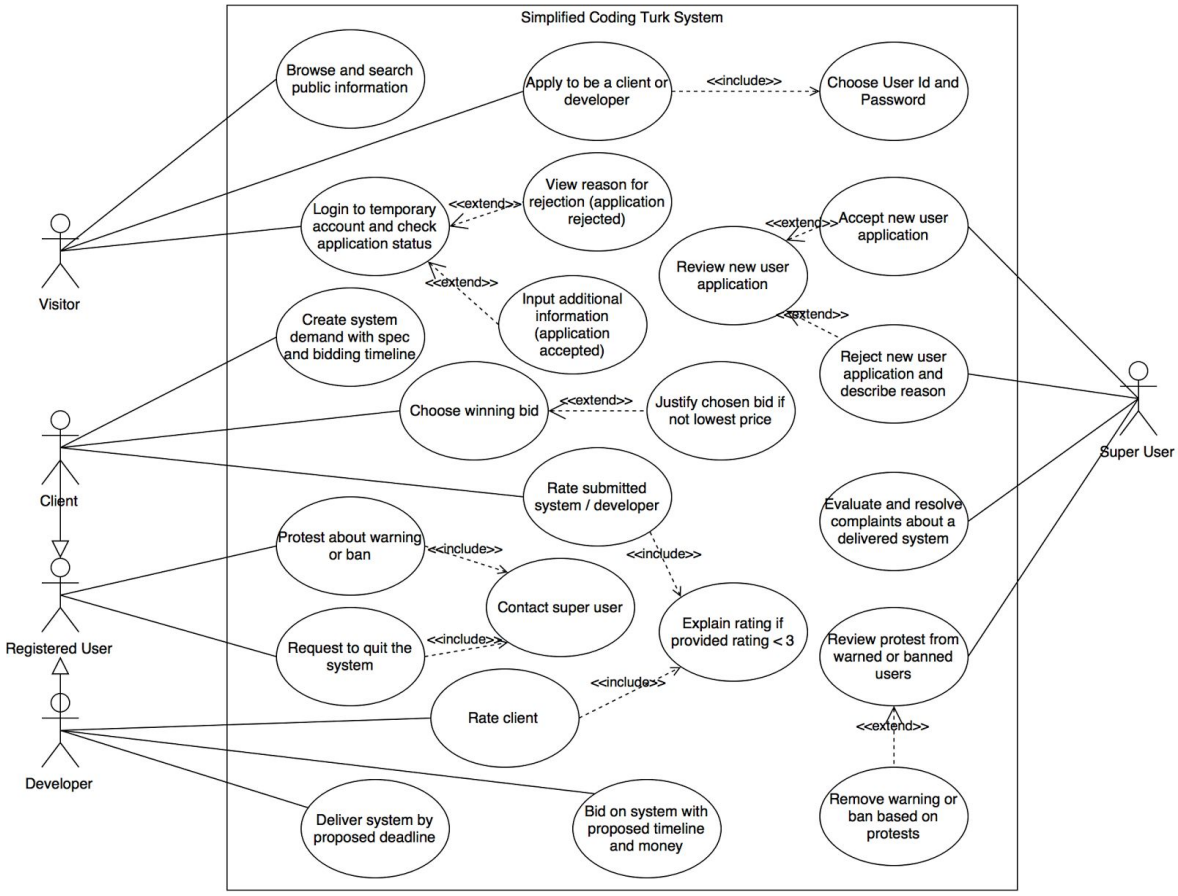
1.5 Overview

The next few sections provide more information about the SCTS. Specifically, the Overall Description describes the type of users that will be interacting with the Turk System. Each user has different use cases which will be explained in the rest of the SRS document.

2. Overall Description

1.1 Use-Case Model Survey

A use case diagram is an overview of the users of a system and the applicable use cases for each of those users. This diagram describes the functionality of our system as well as how each user interacts with the system. Here we introduce the use case diagram for our STCS. These use cases are discussed further in detail in Section 3.1.



There are 5 types of users in this system: visitor, registered user, client, developer, and super user.

Visitors are those who are not logged into the system. They can browse publically available information and apply to join as a client or developer.

Registered Users can browse information and contact super user about warnings and request to quit.

Clients can browse information, create new system demand, accept bids for their demands, and rate developers.

Developers can browse information, bid on system demands, submit completed systems, and rate clients.

Super Users are registered users with administrative privileges. They approve new users, review protests from warned/banned users, and mediate issues between clients and their contracted developers.

1.2 Assumptions and Dependencies

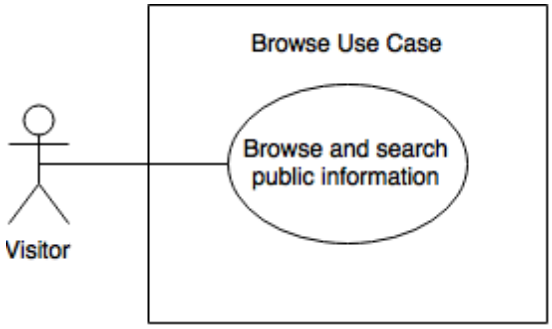
Assumptions and dependencies must be made for the system to function as intended.

- A developer can only work with one client at a time.
- Clients must have sufficient funds to request a system.
- There is a minimum of 25 clients and developers to keep the system alive.
- The system runs without failure.

3. Specific Requirements

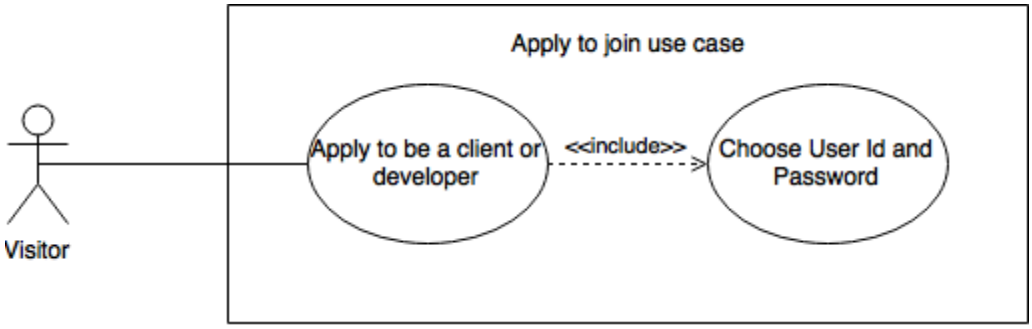
1.1 Use-Case Reports

- ***Browse use case***



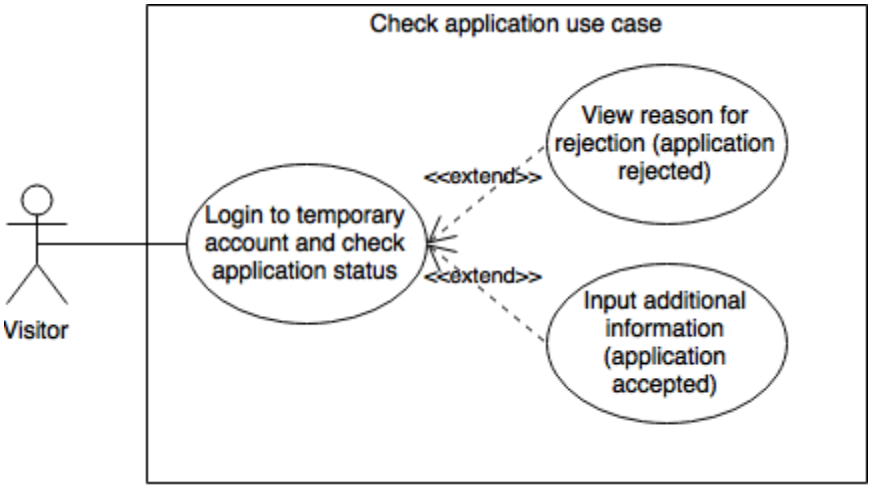
Visitors can browse and search public information without having to be registered into the Turk System.

- ***Apply to join use case***



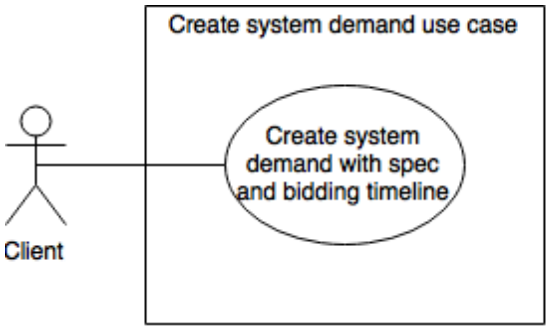
Visitors can register by applying to be either a client or developer. This requires the choice of user id and password. This will create a temporary account for that user during their application process.

- ***Check application use case***



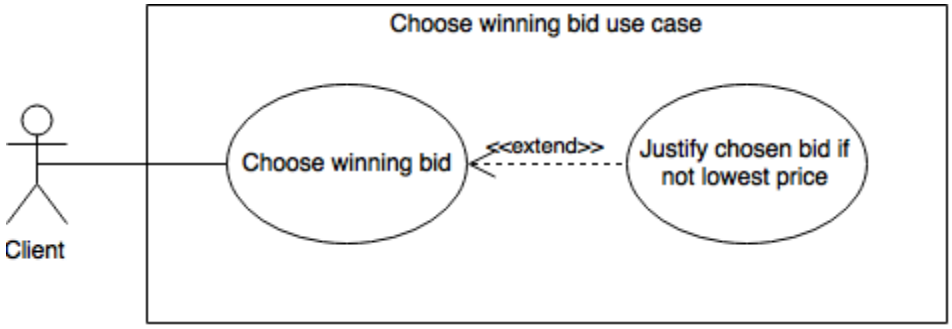
Visitors can login to their temporary account to check the status of their application. If rejected, they will be presented with an explanation for their rejection. If accepted, they will be asked to input more information to complete their profile and provide information to clients.

- ***Create system demand use case***



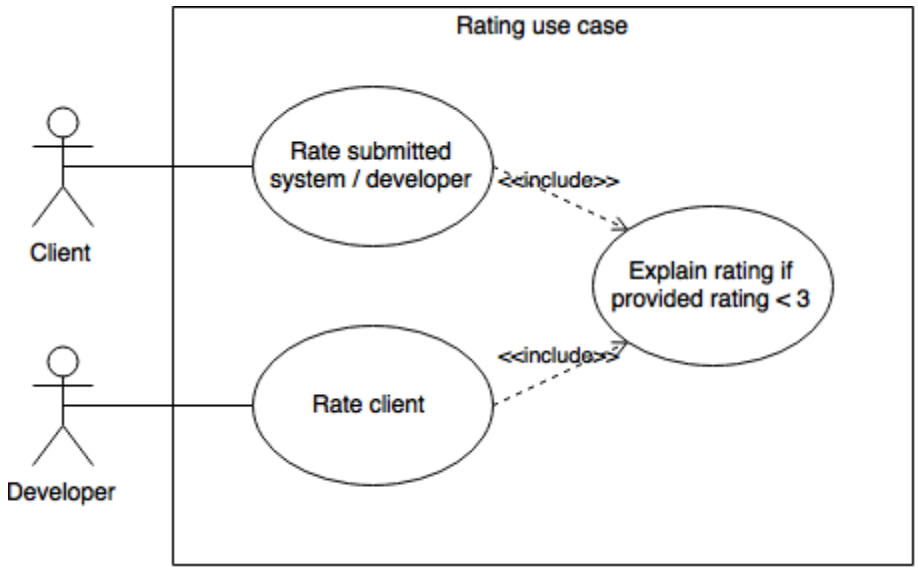
Clients are given the ability to create a system demand and request a developer for the project. Clients can add details for the deadline timeline as well as the specifications to provide developers with information on the project.

- ***Choose winning bidder use case***



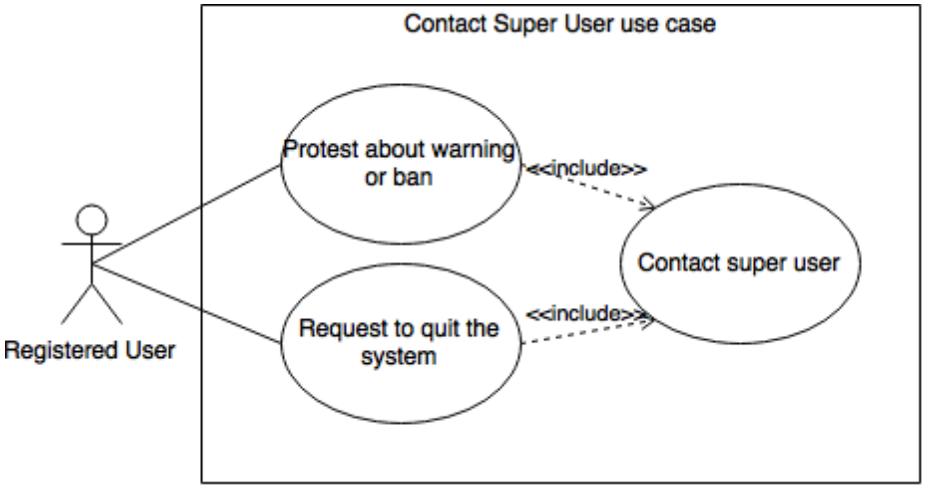
Clients are able to pick the winning bid from a list of bidders after reviewing each proposal. If they do not pick the lowest priced bid, then the client has to briefly justify their reasoning.

- ***Rating use case***



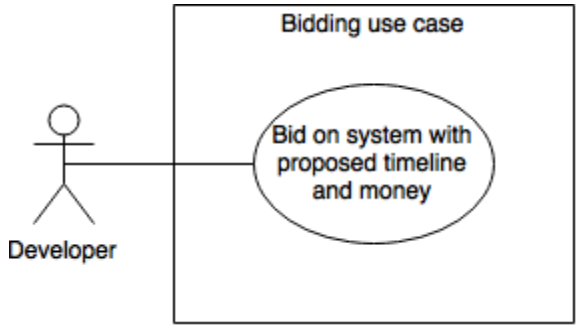
Clients are able to rate a system and the developer they hired upon completion of the contract. Developers may rate clients based on any potential issues or pleasant experiences working with them. Either user types must explain his or her rating if he or she provides a rating less than 3.

- ***Contact Super User use case***



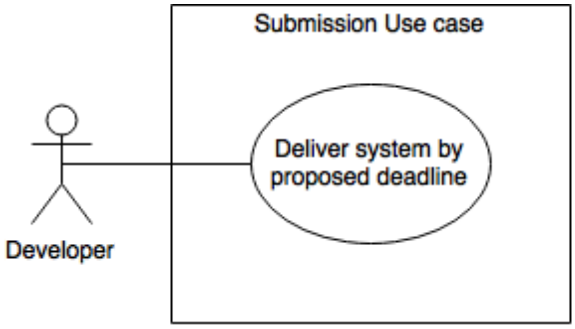
Registered users can protest to the super user about a warning or ban that they received. Registered users can also request to quit the system if they do not see themselves using the Turk System in the future.

- ***System bidding use case***



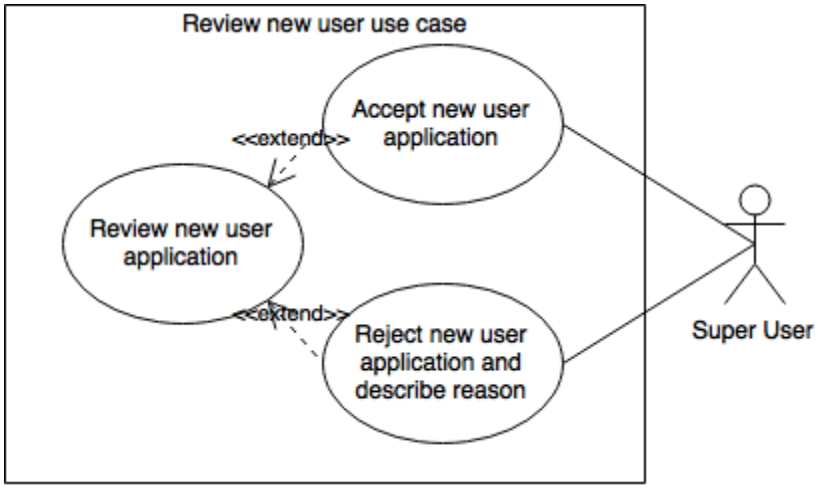
Developers can bid on a system with their proposed timeline and cost. Clients are able to pick the winning bid from the developers based on their own criteria.

- ***Submission use case***



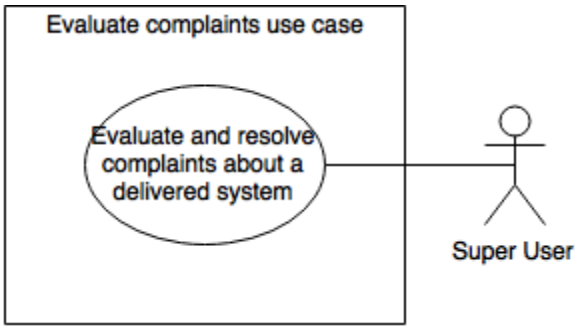
Developers can use a submission form to deliver their completed system by their proposed deadline. Otherwise they will not be able to and receive an automatic bad rating.

- ***Review new user use case***



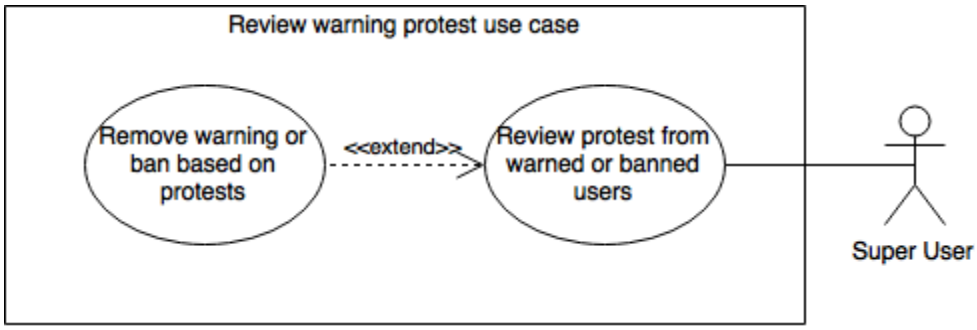
Super Users can use their administrative privileges to accept or reject a new user. They are required to explain a reject with a brief summary of their justifications. Both of these actions are done after reviewing a new user application.

- ***Evaluate and resolve complaints use case***



Super Users can resolve complaints that are submitted by clients about a submitted system. They will have the ability to evaluate the complaints, must discuss with the client offline, and determine how to distribute the remaining money from the contract.

- ***Review warning/ban protest use case***



Super Users can review protests from warned/banned users and reverse the system's decision should they determine it was not justified.

1.2 Supplementary Requirements

Supplementary requirements are included to further increase the usability and efficiency of the system.

1) Money transfer must be implemented directly into the system. This eliminates the need for a third-party application to complete transactions. Deposits can be made by clients, and full payments can be made upon project completion within the system.

2) Clients can contact super users to set up offline communication. In many cases, clients will want to speak to someone with administrative privileges to a submitted system due

to issues that they have with the submission. Implementing a means of discussion between clients and super users would allow them to set up a discussion to evaluate the situation fully.

4. Supporting Information

This SRS has:

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