Made by:

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Repo GitHub: github.com/kennykoswara/SOB

Web HelpMe: synchbattler.esy.es

Hosted at idhostinger.com

Specification:

- Bootstrap
- jQuery
- Codelgniter
- HTML5, CSS3, Javascript
- Google Map API
- Form input validation
- MySQL

Brief Description

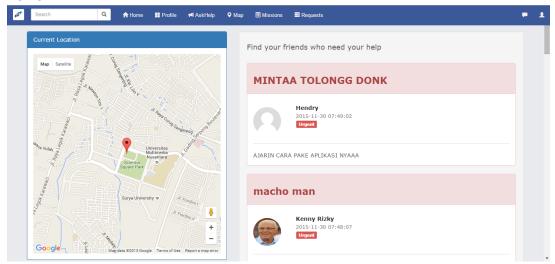
HelpMe is a social media to ease people to help other people or to be helped by other people. By using HelpMe, you can help many people that lives near you or even far from you. We implement the mission system in HelpMe, so it's kind of a game of helping people. The more you help, the more you'll be trusted, and you'll be more popular.

Page:

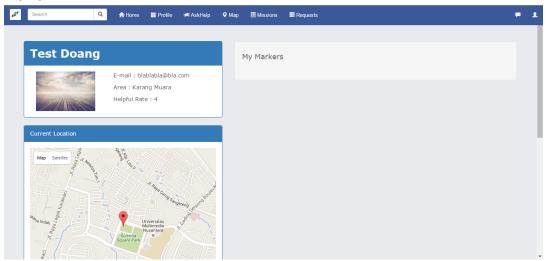
- Sign up/login

HelpMe	Email Password Sign In
Help Other People.	Want to help others? Join us today!
Sharing is Caring	Email
	Address
HelpMe	Retype Password

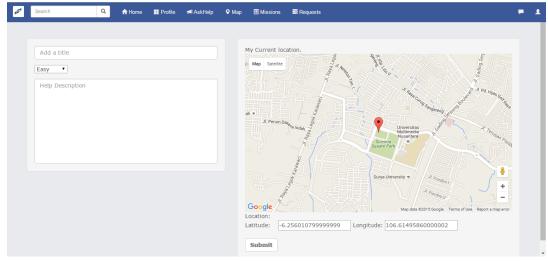
- Home



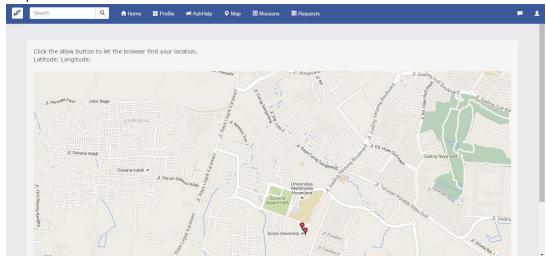
- Profile



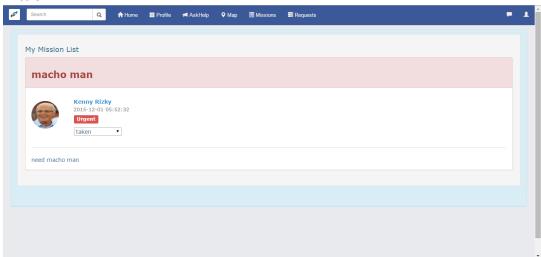
- Ask help



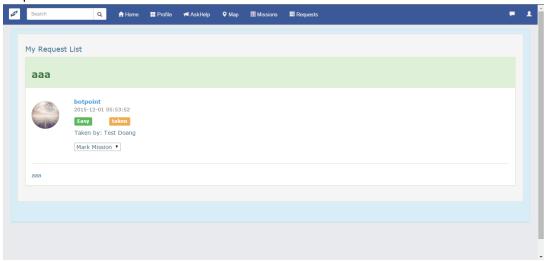
- Map



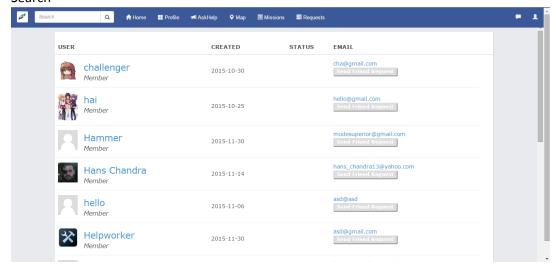
- Mission



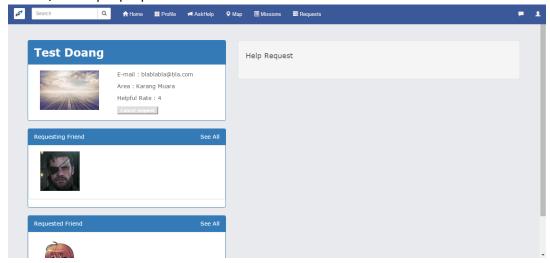
- Request



- Search



- Friend / Other people profile



Function:

- 1. Page Sign Up/Login
- The user can sign up a new ID in this page or login to HelpMe with existing ID
- 2. <u>Page Home</u>
- The user can see help requested by the user's friend. The user can also view his/her current location.
- 3. Page Profile
- The user can see his basic profile status, his friends, and the post that the user himself/herself posted. In this page, the user can also change his/her profile picture.
- 4. Page AskHelp
- The user can post help in this page by adding title, level of urgency, description, and his/her current location (noted by the red marker).

5. Page Map

- The user can see help posted by all people around the world (noted by colored marker based on the level of urgency) and then take it as a mission

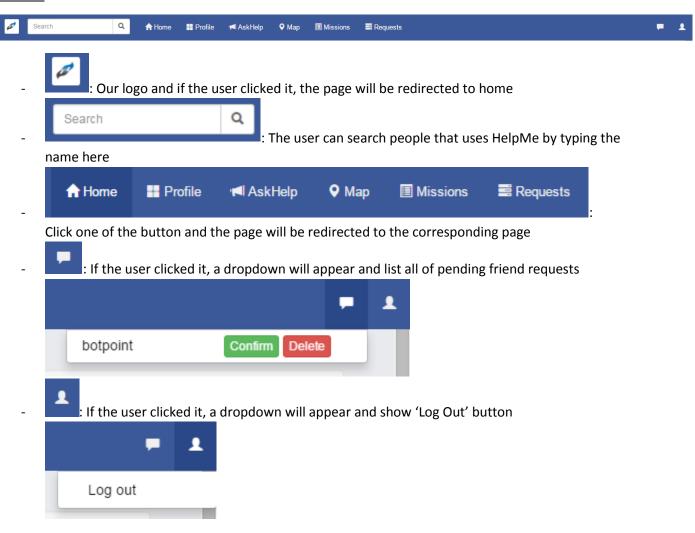
6. Page Mission

- The user can see all of the missions taken by himself/herself. The user can also confirmed the status of the mission (failed / accomplished)

7. Page Request

- The user can see the mission posted by himself/herself that is taken by other people. Here, the user can confirm the status of the mission.
- If the helper fails, the user can mark it as a 'decline' and then it will decrease the point of the helper.
- If the helper successes, the user can mark it as a 'accept' and then it will increase the point of the helper.
- The user can also delete the mission by mark it as 'delete'. The helper point's will not decrease nor increase.

Navbar:



Other feature(s):



Star: A star will appear for every 20 helpful rate the user has. The more star the user has, the more popular he/she will be.