Guttersnipe (0.3)

Software Requirement Specifcations

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Part 1: PROPOSAL

01.01

PROPOSAL: GUTTERSNIPE

1. What is the site/app?

Guttersnipe is a web portal and mobile app that caters to anarcho-communist street youth (and adults) who desire to subvert capitalism by sharing resources.

It will enable people to broadcast to each other locations of shareable resources, distributed among three main categories:

1. Housing: squats, abandoned buildings, punk houses, etc.
2. Food: dumpsters, Food Not Bombs, free meals, etc.
3. Healthcare: clinics, needles, condoms, etc.
4. Movement: rideshares, train maps

Eventually, other types of resource sharing will be integrated into the application.

Each Shareable will be characterized as a

1. Thing: Categorization and Tags
2. Space: Geolocation
3. Time: Schedule

Further development will require a close study of the writings of Kropotkin and Fourier.

2. What need does this meet? or problem does it solve?

This application serves the urgent need to overthrow capitalism by helping people to self-organize outside and beyond the market of commerce.

The ultimate intention is to facilitate the creation of alternate avenues of exchange, freely organized by free individuals.

3. Who is going to go/use to this site/app?

In the current incarnation, it is mostly aimed towards the freegans gutterpunks, who live off of dumpstered food, live in squatted housing, and travel by hopping trains.

As we get a better sense on the needs of the anticapitalist community and possibilities for alternative organizing, we will expand the possibilities for anti-market resource sharing.

4. Why will they go to this site/app?

To find food, clothing, shelter, etc.

5. Why will they keep coming back to your site/app?

See above.

6. How is it different from other similar sites?

There are similar sites of various types, but many of them have certain faults.

There is a site called rideshare.com; there is a site named couchsurfer.com; there is freecycle.com, which allows the sharing of goods.

These are all laudable efforts. Some of these are marred by an underlying desire for profit. But some of them are motivated out of genuine desire to promote Mutual Aid.

The very mission of Guttersnipe.net will be to promote the organization of the lumpenproletariat and to create alternative exchanges outside of capitalism. This mission will enable Guttersnipe.net to be singularly focused on this goal.

It will thus be able to bring together whatever resources necessary for the undermining of capitalism: the various services— such as squatting, dumpster diving, hitchhiking, train hopping, resource sharing, etc — will be coordinated on a singular web portal.

In addition, there are several web portals that are dedicated towards the promotion of anarcho-communist goals..

Such sites are

- Freegan.info
- Picture the Homeless
- Squat.net
- Foodsharing (Germany)

Many of our initial design specifications will be taken from the freegan group and Picture the Homeless.

In addition, we intend Guttersnipe to be cross platform, available both via the web and as a mobile app.

To my knowledge, there are not yet any apps dedicated with such a task.

7. What steps will a person go through interacting with the site/app?

Most of the various interactions will be handled using forms.

The various services offered by Guttersnipe all boil essentially boil down to two types of transaction:

1. information submission;
2. information retrieval.

One person posts about an abandoned building or a good dumpster; another person searches for such information.

** All Users can view a Shareable or search all Shareables.

Shareables can be searched and results will be shown with the following data:

1. Thing: Description, Categorization, Tags
2. Space: Map
1. Time: Calendar

** Guttersnipe, registered users, can add, edit, and delete Shareables. Guttersnipes may also rate Shareables, comment on Shareables, and erase these comments.

Guttersnipes can manage their profiles, which contains their availability schedules, names, account expiration date, optional email, optional password, optional location, optional contact info.

All guttersnipes expire after a certain date, but this date may be extended at any time.

Guttersnipes can communicate to each other messages that contain Schedules and Text in order to coordinate a meeting time.

** Bosses

Bosses are Guttersnipes with administrative capacities.

They can delete any Guttersnipe account, any Shareable, and any Comment.

Practical Constraints

Security

We will have to build in a security infrastructure in the project in order to guarantee anonymity of transactions.

Tor will be used to anonymize transactions.

Whisper will be used to encrypt communications and interactions.

The host server will have to be able to run Python/Flask.

1.1. Purpose

Guttersnipe promises to be a platform for individuals and groups to freely share resources such as food, shelter, and medicine.

This Document will detail the features of Guttersnipe, and will serve as a guide to developers, and as a legal document and users manual for prospective clients.

1.2. Scope.

1.2.1. Users

1.2.1.1. User

All System users can search the Shareables view a single Shareable, and read the rating and the comments ascribed to it.

1.2.1.2. Vagrant: This class represents all visitors to the site who has not yet signed in as a member.

The Vagrant class inherits all the properties and functionalities of the baseclass User.

All Vagrants may register to become a user, may login as a user, and may retrieve a lost username or password.

1.2.1.3. Guttersnipe: This class represents a user who has registered for an account in the system.

This class inherits all the properties and functionalities of the baseclass User.

In addition, the Guttersnipe can exercise control over its own account. The Gutternsipe may edits its own profile, and edit its own availability schedule. It may renew its membership and change its password. It may logout of its account.

The Guttersnipe may also create a new Shareable, and edit or delete a Shareable that it has created.

The Guttersnipe may rate or comment on a Shareable and may delete a previous comment.

The Guttersnipe may send messages and send the schedules of other Guttersnipes. It may read messages and schedules as well. It may block any other Guttersnipe except for a Boss.

1.2.1.4. Boss: The Boss class represents the administrative users of the System.

Bosses have all the same properties and functionality as the Guttersnipe, but their functionalities are unlimited in scope.

The Boss may edit or delete any Shareable, may delete any User, and may delete any comment.

1.2.2. Business Objects

1.2.2.1. Shareable: Each shareable is classified according to its categorization and description, its schedule, and its location.

1.3. AcronymsandAbbreviations

1.3.1. V: Vagrant
1.3.2. G: Guttersnipe [User]
1.3.3. B: Boss
1.3.4. SRS: Software Requirements Specification
1.3.5. GUI: Graphical User Interface.
1.3.6. FSM: Finite State Machine.
1.3.7. 1 DB: Database.
1.3.8. 1 ERCD: Entity-Relation Class Diagram.

1.4. Summary

The rest of this SRS is organized as follows:

Section 2: Gives the overall description of the Guttersnipe application. It contains the Use-Case diagram and descriptions for Guttersnipe. Section 2 also contains the assumptions and dependencies of the system.

Section 3: Gives specific software requirements and functionalities in the form of Mini Use- Case diagrams along with accompanying Collaboration diagrams, Finite State Machine of the system, and ER Class diagram of the system. This section also contains supplementary software requirements of the systems.

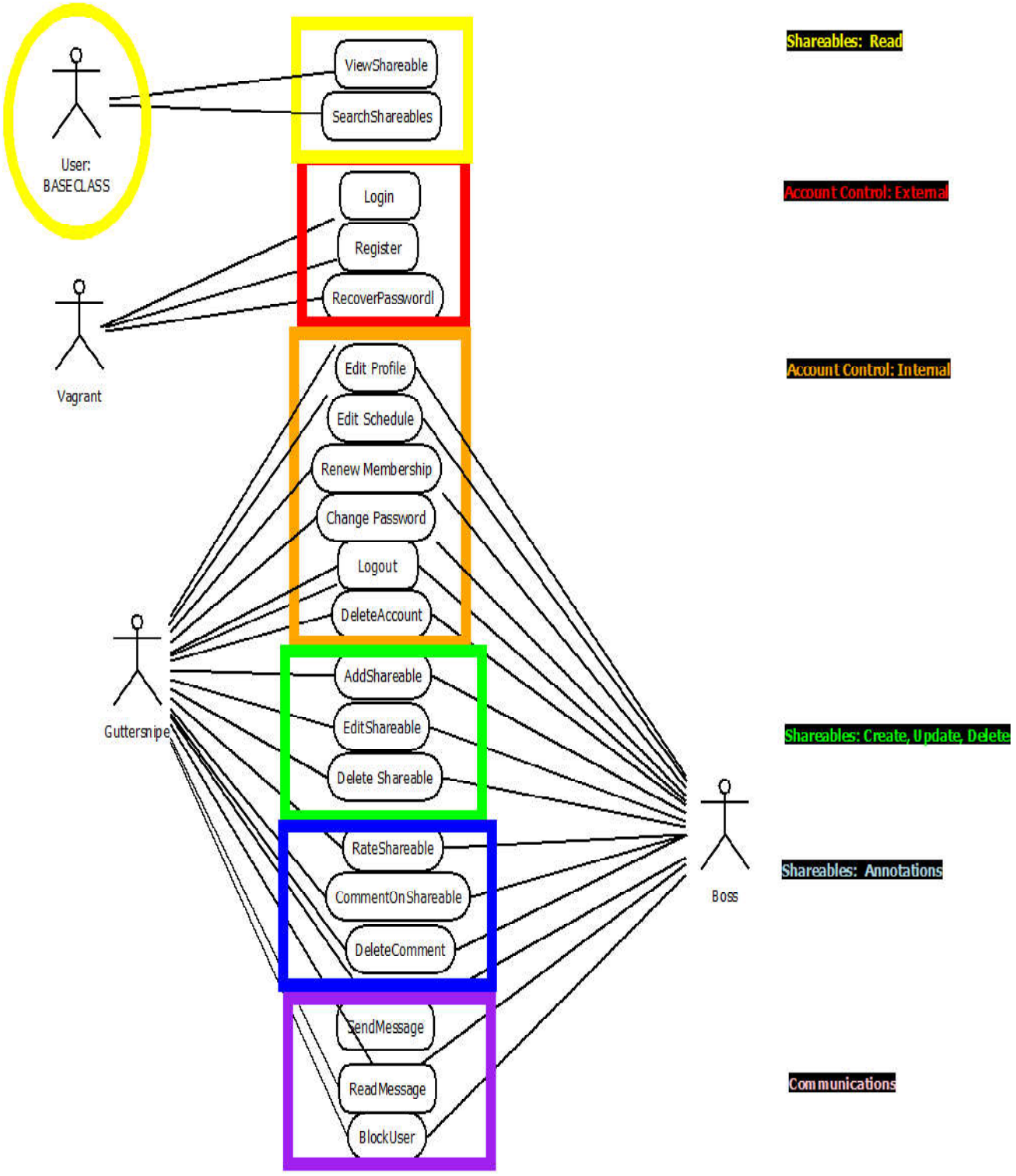
Section 4: GUI Components: The appendix contains user interface prototypes for the system, including many screenshots from the 0.2 release of the application.

Part 1.2: Technical Introduction

Part 1.3: Acronyms and Abbreviations
Part 1.4: Summary

2. Overview

2.1 User Case Diagram and Descriptions



02.01.01

Usecases: USERS

A.

B.

i. User (U)

a. Shareables (Read)

a) View: ***Any U may view a search result.***

b) SearchShareables: ***Any U may search for Shareable by Thing (Categorization, Tags), Space (Geolocation), and Time (Schedule)***

ii. Vagrant (V)

a. Account Management (External)

*a) Login****: Any V can login to the system, which transforms V into a G or B .***

b) *Register****: Any V may register to become a G.***

c) *RetrieveUsername****: Any V may request a username reminder.***

*d) RecoverPassword****: : Any V may request a password reminder.***

C.

i. Guttersnipe (G)

a. Account Management (Internal)

*a) EditProfile****: Can edit information on own account.***

*b) EditSchedule****: Can edit availability schedule.***

*c) RenewMembership****: Can renew the terminal date of membership***

*d) Logout****: Can log out of own account.***

*e) ChangePassword****: Can reset own password..***

*f) DeleteAccount****: Can delete own account.***

b. Shareables (Create, Update, Delete)

*a) CreateShareable****: Can add a Shareable resource.***

*b) UpdateShareable****: Can update Shareable created by self.***

*c) DeleteShareable****: Can delete Shareable created by self.***

c. Shareables (Annotate)

*a) RateShareable****: Can rate any shareable***

*b) CommentOnShareable****: Can comment on any shareable.***

c) DeleteComment ***Can delete own comment.***

d. Communications

*a) SendMeetup****: Can communicate message (schedule + text) from other Guttersnipe.***

*b) ReadMessage****: Can read message inbox.***

*c) SetSchedule****: Can set availability calendar.***

*d) BlockUser****: Can block any other user except Boss.***

ii. Boss (B)

Boss has same capabilities as Guttersnipe, but they are

unrestricted to apply to all system users. The relevant overrides are as follows:

a. UpdateShareable**: Can update Shareable created by any user.**

b. DeleteShareable**: Can delete Shareable created by any user.**

a) Deleting a Shareable account triggers DeleteAccount, DeleteComments and DeleteShareables for that User.

D.

a. DeleteComment **Can delete Comment written by any user.**

a) Deleting a Comment triggers DeleteAccount, DeleteComments and DeleteShareables for that User.

E.

a. DeleteAccount**: Can delete the account of any user, except for another Boss.**

a) Deleting a user account triggers DeleteComments and DeleteShareables for that User.

b. BlockUser**: Triggers a DeleteAccount option for the blocked user.**

a) Blocking a user account triggers DeleteAccount, DeleteComments and DeleteShareables for that User.

F.

G.

02.02.01

Client / Server
Assumptions and Dependencies

Previous release

The previous release (0.2.1.5) of Guttersnipe was a MEAN stack application, utilizing Mongo/Mongoose, Node, Express, and Angular 1.x.

The deployment of a node application requires a server or PAAS that supports a node engine. We find this constraint too restrictive because many servers do not have a node engine, including the servers where we hope to do our initial deployments.

Although Mongo/NoSql is a fine technology, we believe that rapid, optimized database queries can best be done with an SQL database, which will obviate the need for a lot of the “middle-tier” post-processing of results from a database query.

Current release

Client. The client requires a contemporary browser that supports standard HTML 5, CSS 3, and Javascript. It will use Angular 2.x as a front-end framework.

The application will be ported to mobile devices initially by taking advantage of libraries like phonegap which allow one to use the device webview to deploy web interfaces. Native Android/ iOS ports may be attempted as well.

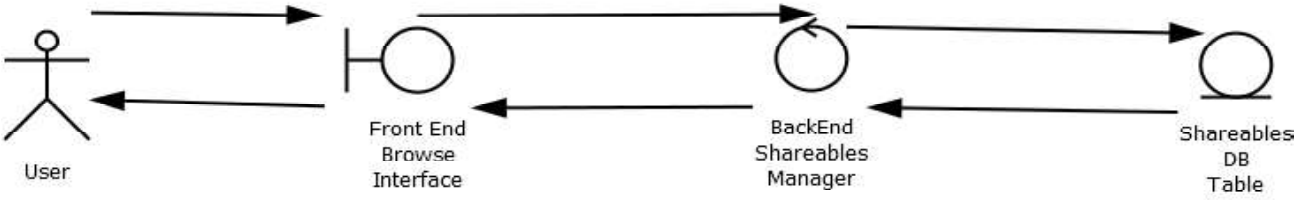
For backend technologies, we sought a technology that could easily be ported to a variety of servers where no superuser access is required. We dislike bulky frameworks, preferring to add components as we need them. To this end, we have chosen the Flask / Python framework.

SPECIFIC REQUIREMENTS

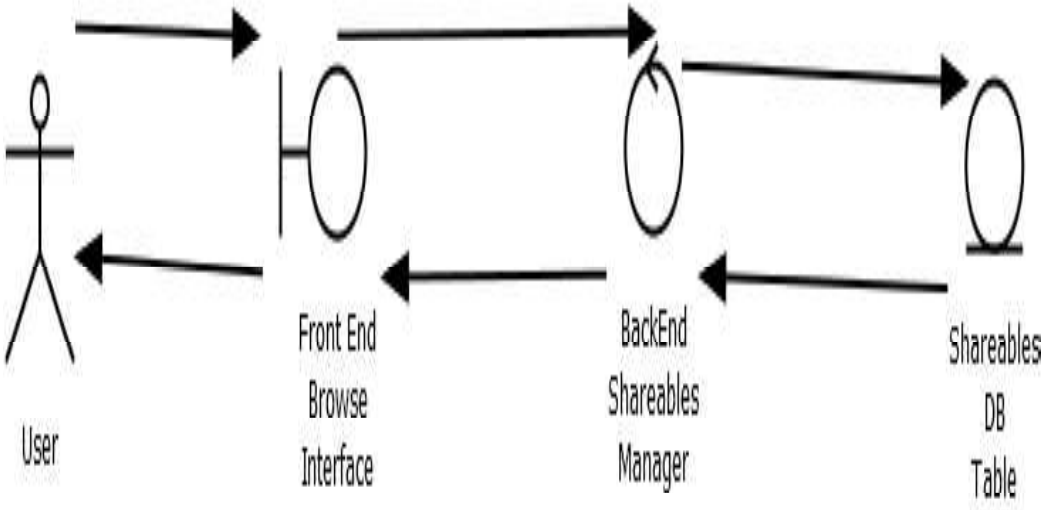
Collaboration Diagrams

3.2.1. SHAREABLE: READ

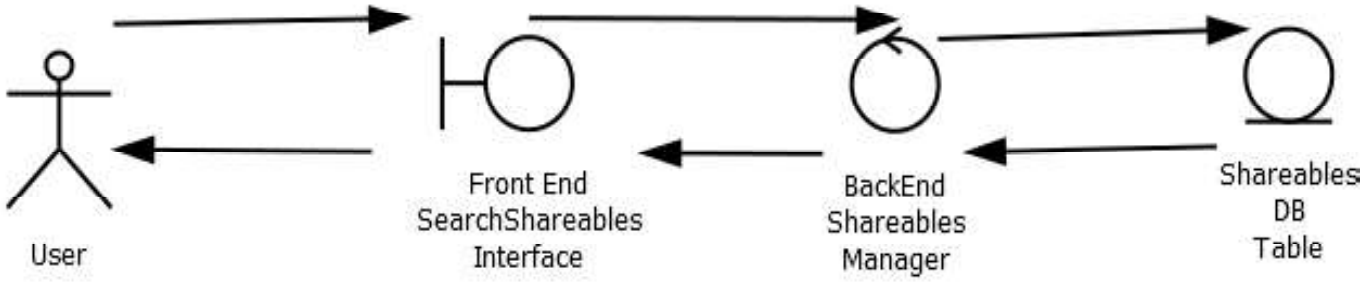
03.01.04.xx
View Shareable
Collaboration Diagram



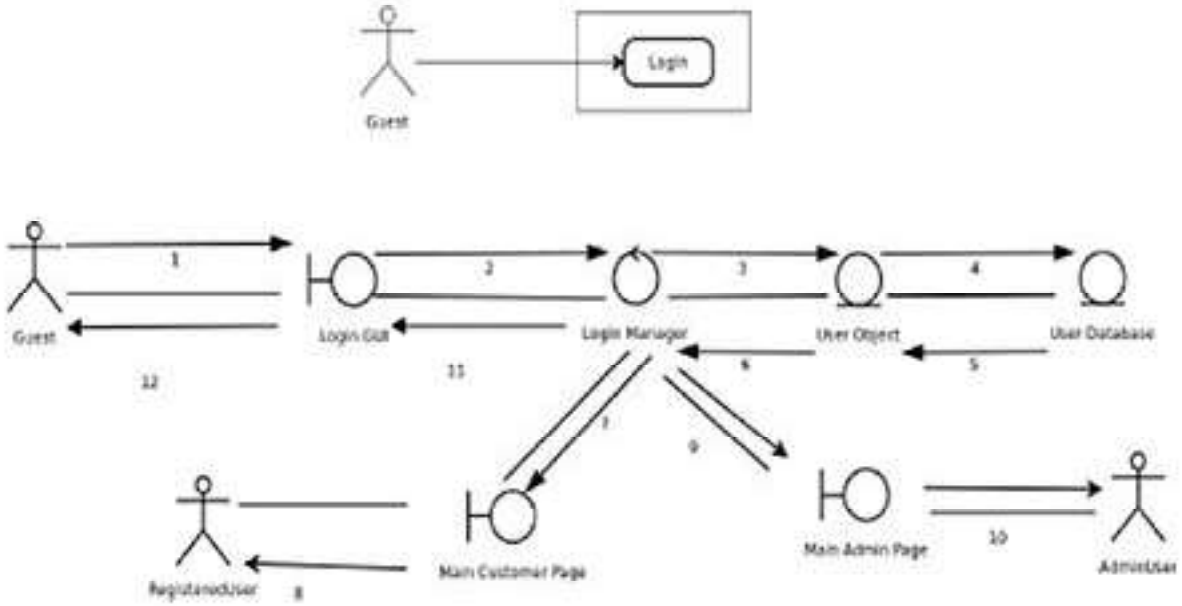
03.01.04.xx
View Shareable
Collaboration Diagram



03.01.04.xx
Search Shareables
Collaboration Diagram



3.2.2. ACCOUNT CONTROL: EXTERNAL

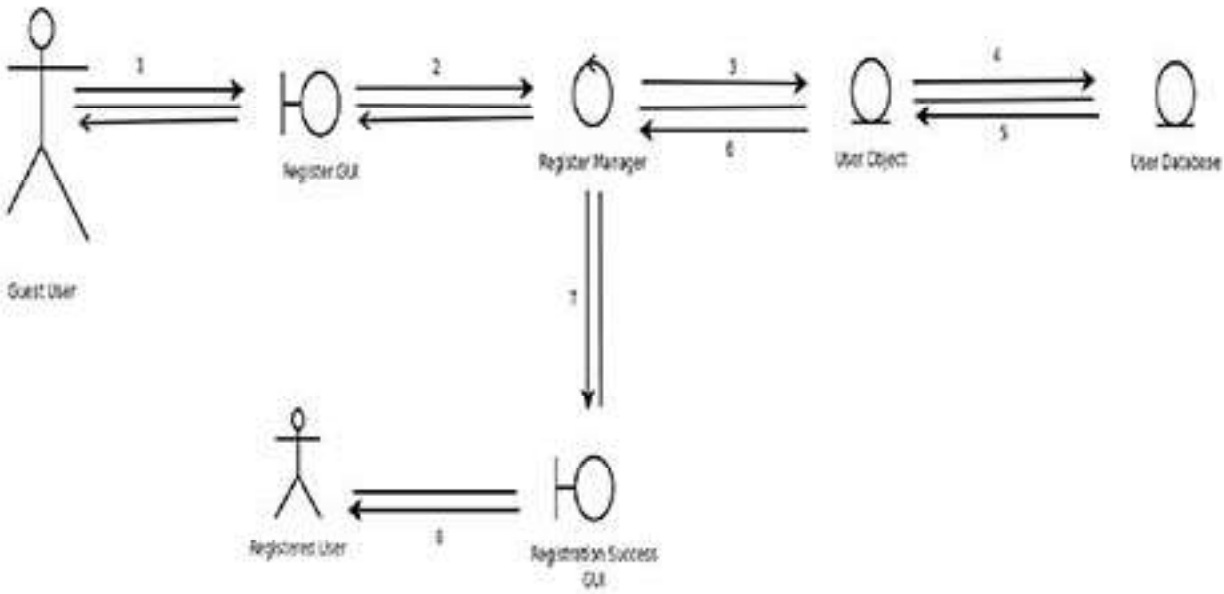


1. Guest User fills in account information on the login page
2. User info passed to login manager
3. Pass login info to user object
4. Login object queries user database with login info
5. User database passes back query results to user object
6. Login manager receives results
7. Login manager shows main customer page
8. System recognizes end user as Customer
9. Login manager shows main admin page
10. System recognizes end user as Admin

Exception 1
5. DB error sent to Login Object
6. Failure sent to Login Manager
11. Login manager presents Failure message on GUI
12. Guest receives error message

Exception 2
7. First time login user present with choose interest page

Figure B2: Login

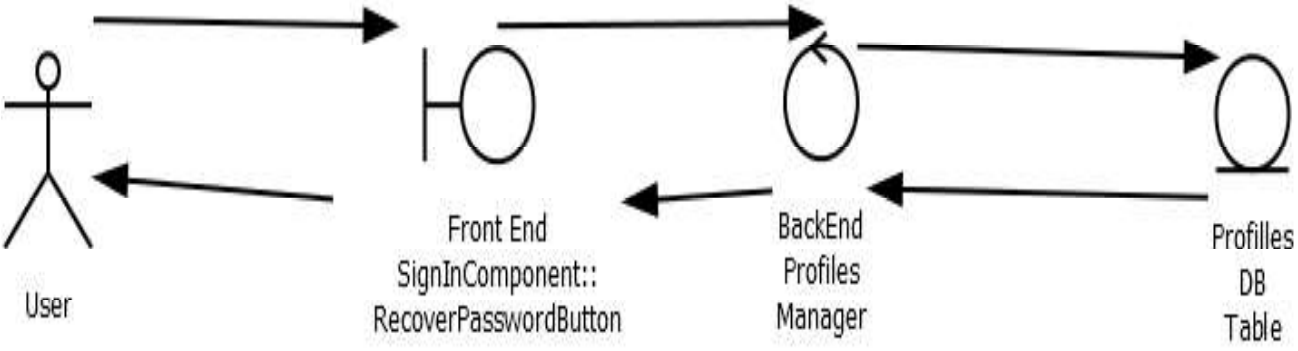


1. Guest User clicks on 'Register GUI' to be registered as a user.
2. The information is then passed to the register object.
3. This information is passed to the user object and generates password.
4. The information is stored in the user database.
5. User database send the information to user object.
6. The correct information passed from the user object is then passed to register object.
7. This opens a new GUI and welcomes the 'new user'.
8. This turns a Guest User be a Registered User.

Exceptional Case:
1.The visitor enter the information and clicks 'Submit'.
2.The information is passed to Register Object.
9. The processed information is wrong so is returned to Register GUI.
10. Guest User is specified the information provided is wrong.

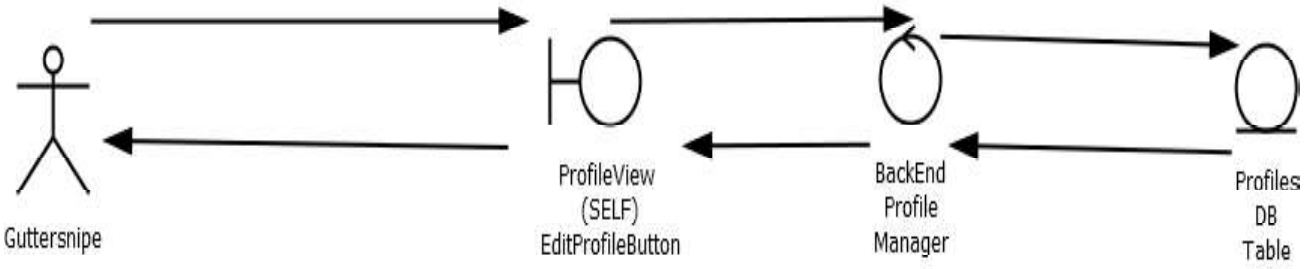
B1: Register

03.01.04.xx
Recover Password
Collaboration Diagram

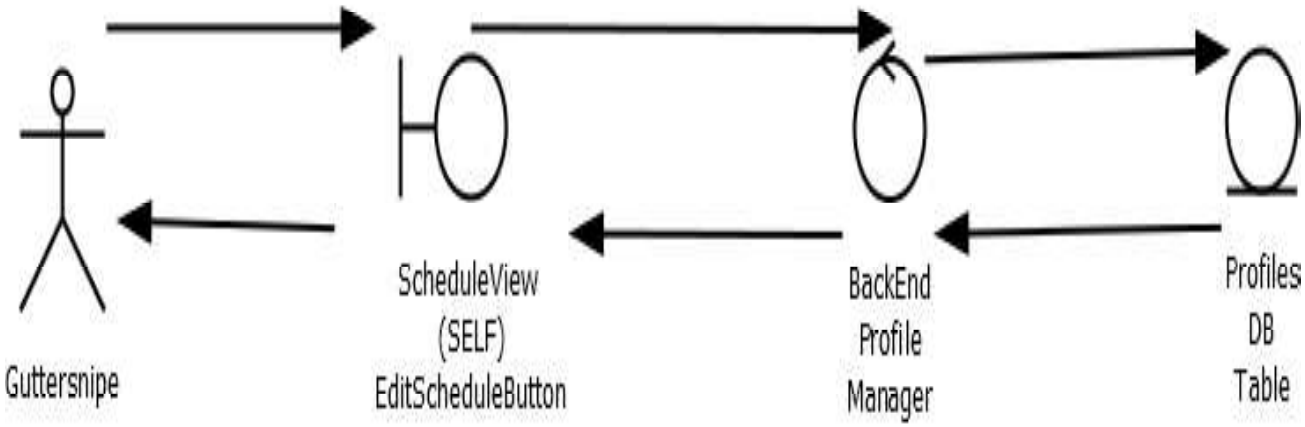


3.2.3. ACCOUNT CONTROL: INTERNAL

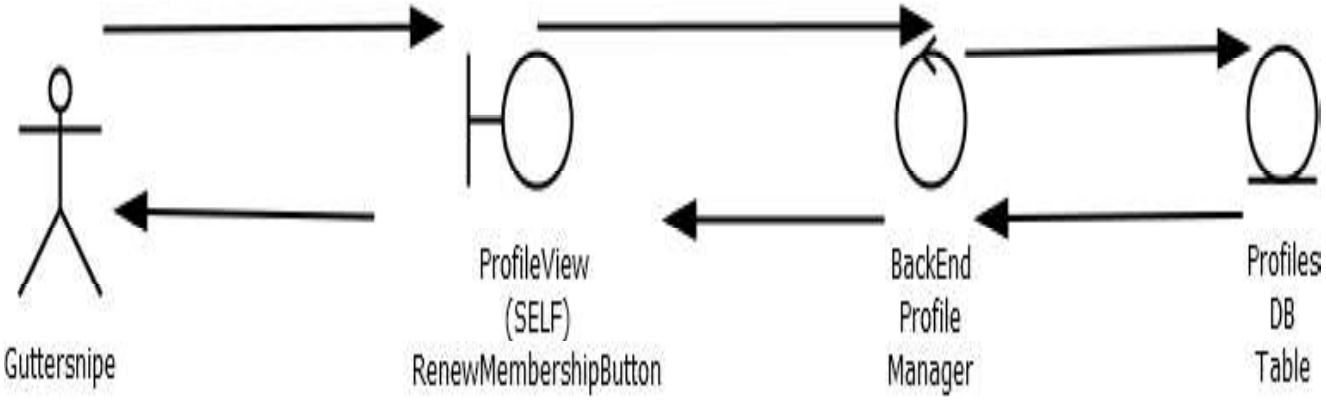
03.01.04.xx
Edit Profile
Collaboration Diagram



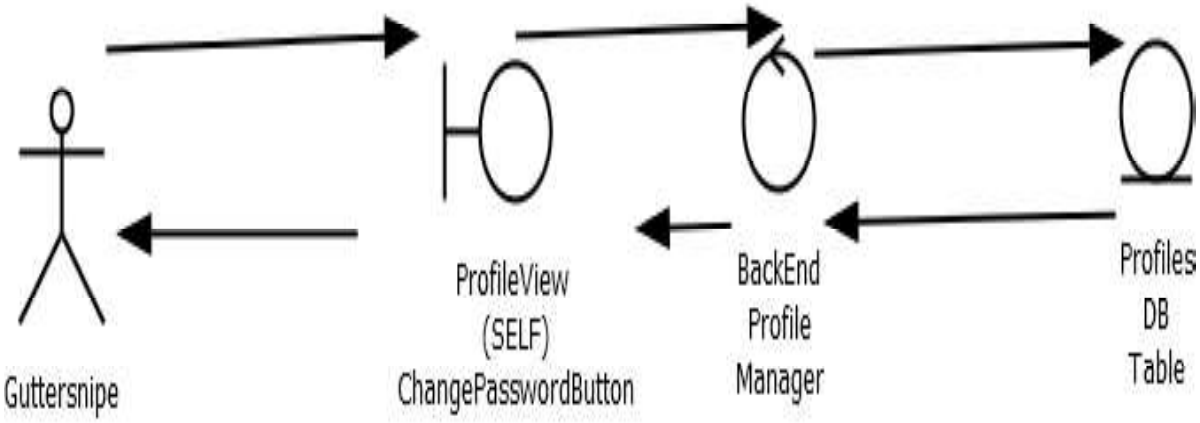
03.01.04.xx
EditSchedule
Collaboration Diagram

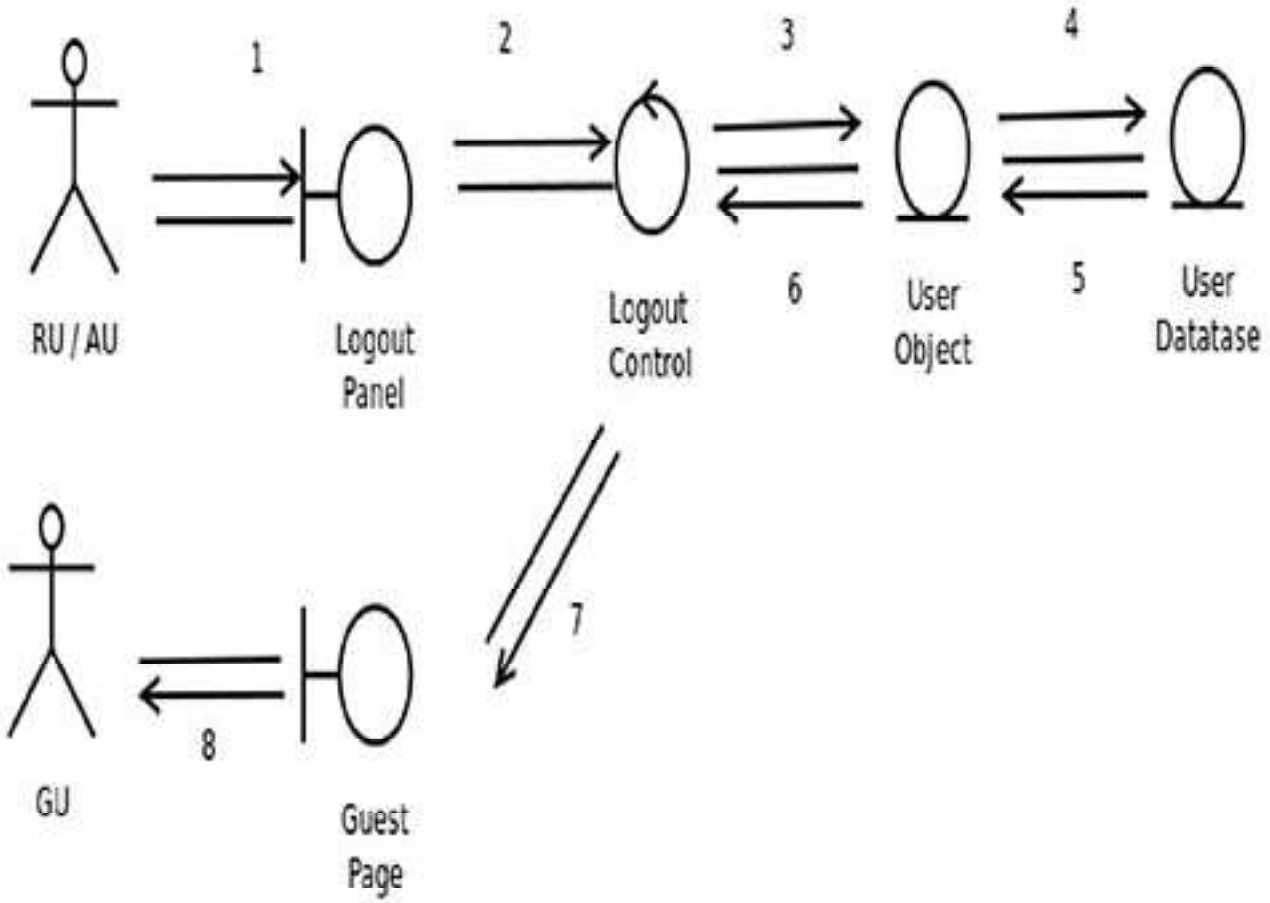


03.01.04.01
Delete Shareable
Collaboration Diagram



03.01.04.xx
Change Password
Collaboration Diagram

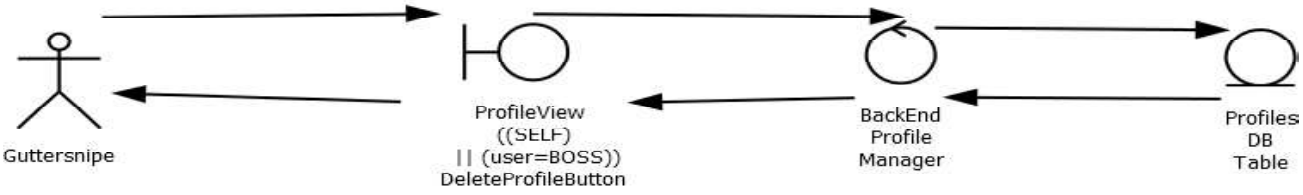




1. Registered User/Admin User clicks on the Logout button
2. Logout Control processes request, verifies user's desire to logout
3. Controller passes logout to user database, ends user's session, completes any pending transactions
4. Database returns results to Logout Control
5. Logout Control produces Guest page stating "You have now been logged out"
6 End User is now considered to be a Guest

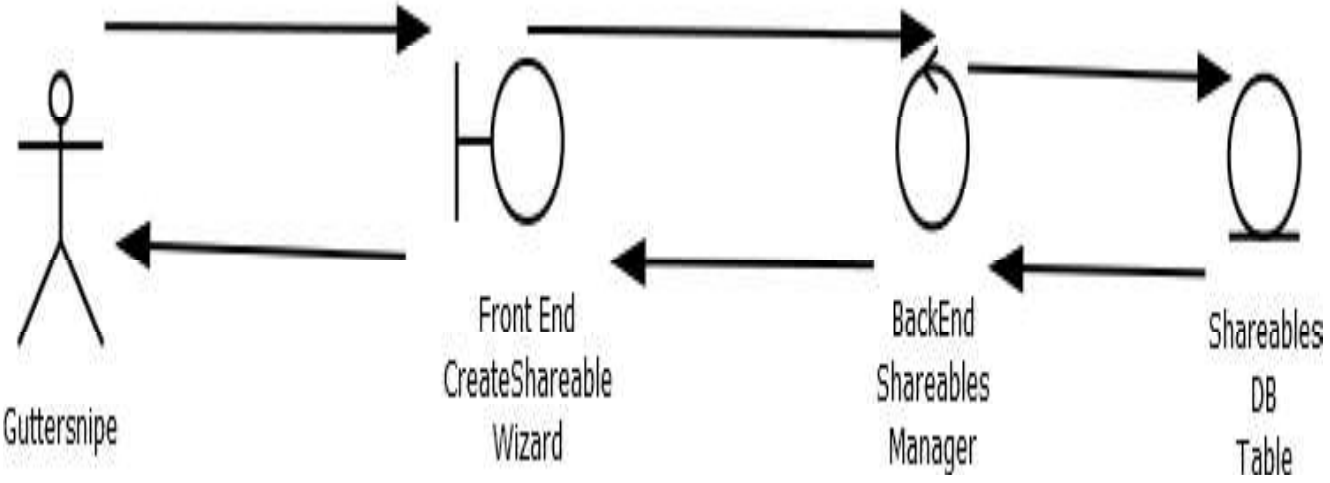
Figure C8: Logout

03.01.04.xx
Delete Profile
Collaboration Diagram

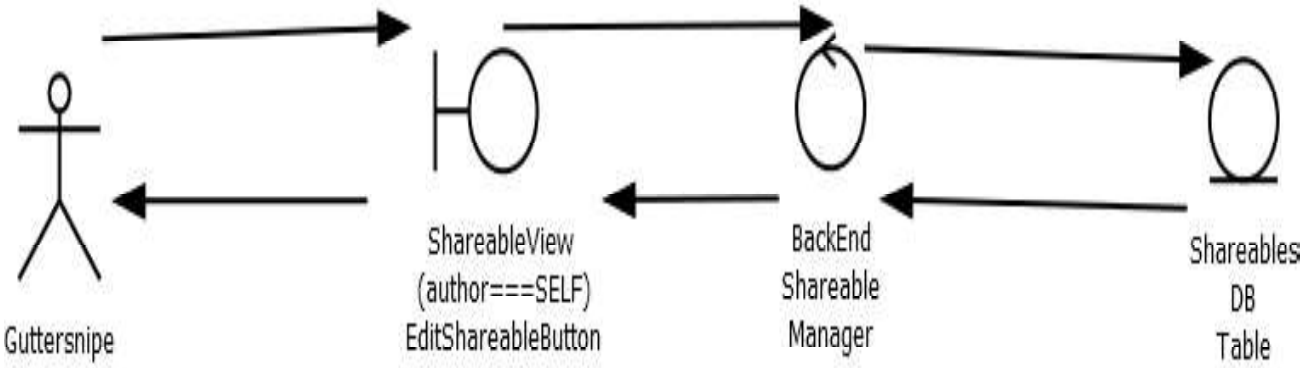


3.2.4. SHAREABLE: CREATE, UPDATE, DELETE

03.01.04.01
Delete Shareable
Collaboration Diagram



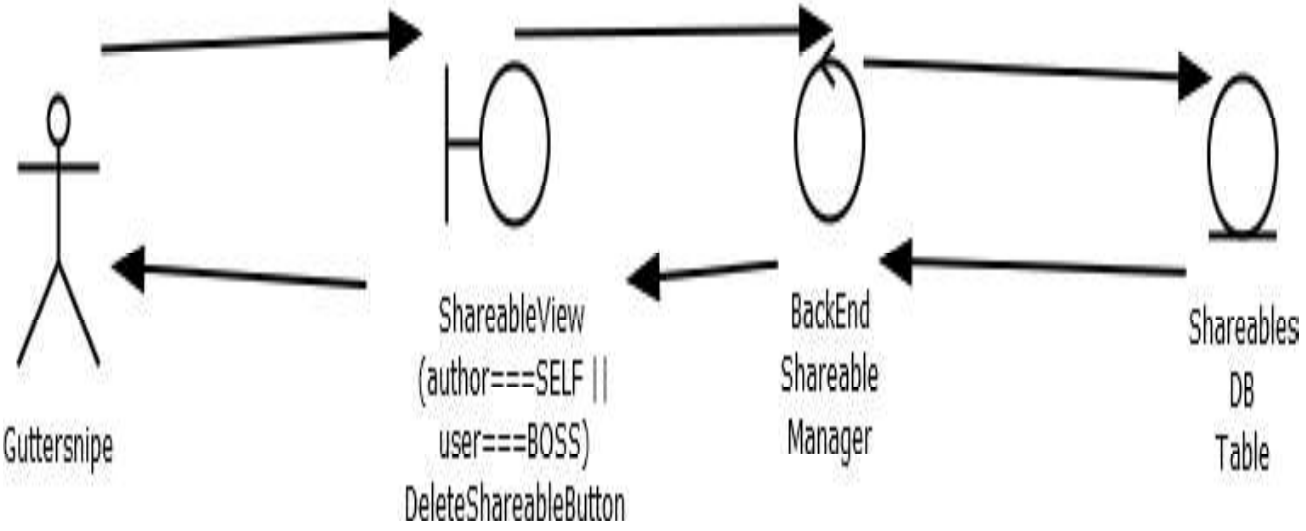
03.01.04.xx
Edit Shareable
Collaboration Diagram



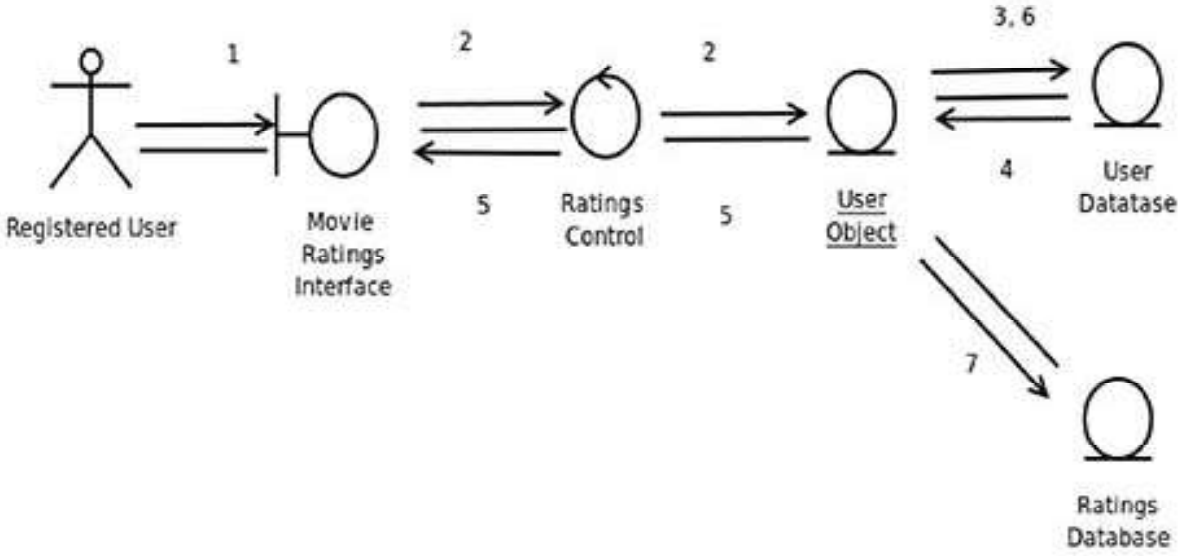
03.01.04.xx

Delete Shareable

Collaboration Diagram



3.2.5. SHAREABLE: ANNOTATE

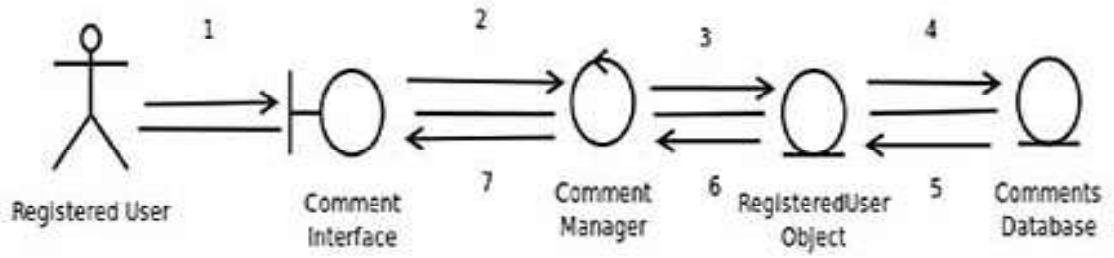


Figure

1. Registered User clicks on movie rating interface
2. Rating Interface submits UserID, MovieID, and Rating to Rating Control
3. Rating Control checks User DB to check User's ratings permissions
4. User DB returns RU's permissions
5. Ratings Control sends success or failure message back to Ratings GUI
6 Ratings Control updates Registered User Database to record Rating Behavior
7. Ratings Control updates Movie Database with new rating

Exceptions:
1. RU presses submit button without selecting a rating
2. RU does not have permissions to rate movie

Figure C2: Rate

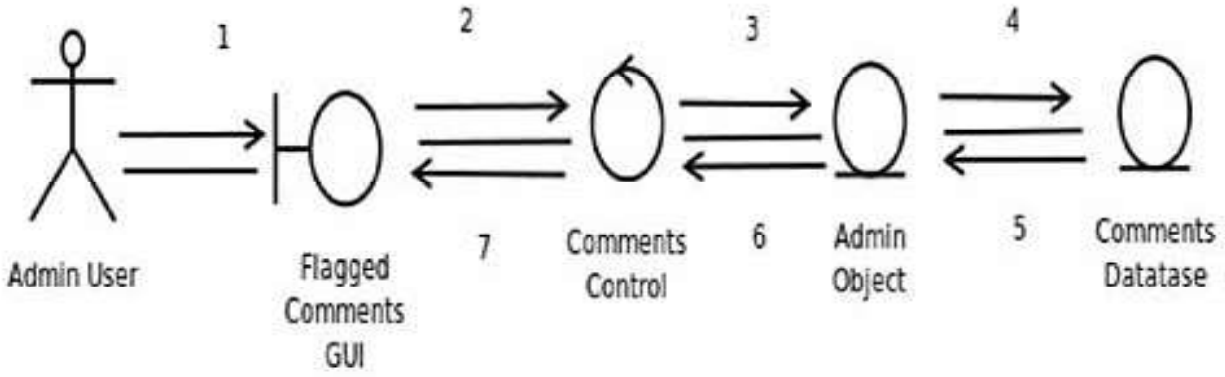


1. RU visits the comment interface of a movie page
2. RU submits comment to be processed by the comment manager
3. The Comment Manager accesses RegisterUser object to processes the comment with a timestamp
4. The data is inserted to Comments Database
5. The comment information is sent back to the RegisteredUser object
6. The comment information is passed back to the comment manager
7. The Comment Manager updates the Comment Interface with new comment(s)

Exception 1:
2. Blank comment is submitted
7. The comment manger displays an error message to the GUI

Exception 2:
2. A comment that exceeds the character limit is submitted
7. The comment manager displays an error message to the GUI

Figure C3: Comment

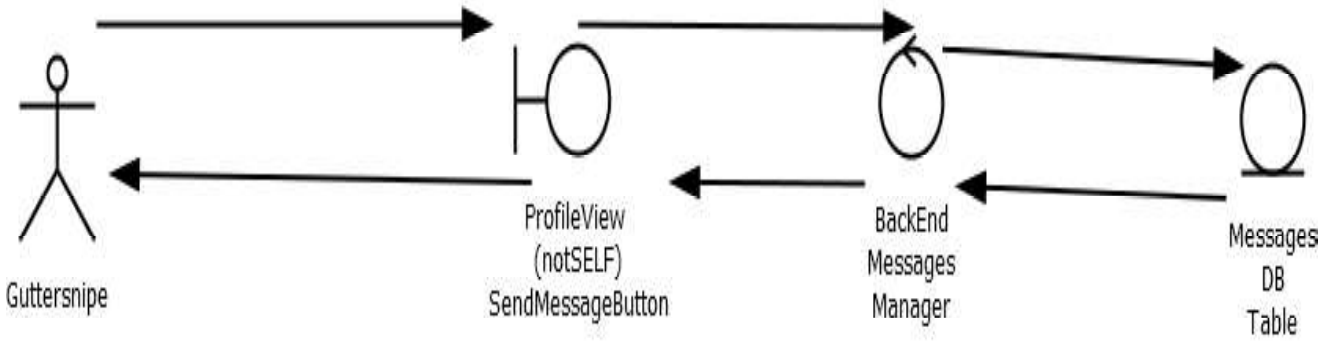


1. Admin User selects comments for deletion from Flagged Comments Panel
2. GUI sends deletion request to Comments Control
3. Comments to be deleted are sent to Database
4. Comments are sent to comments database
5. Database returns remaining Flagged Comments from Database
6. The remaining flagged comments are sent to comments control
7. The remaining Flagged Comments are displayed on the GUI

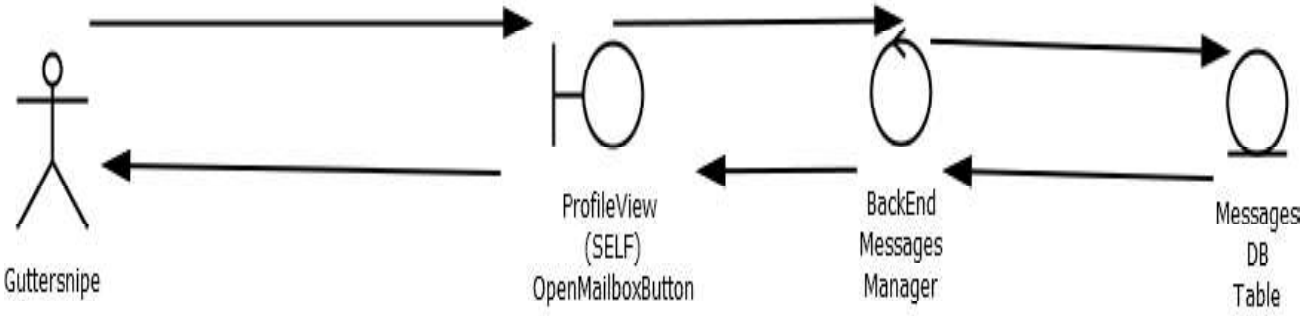
D1: Erase Comment

3.2.6. COMMUNICATIONS

03.01.06.xx
Send Message
Collaboration Diagram



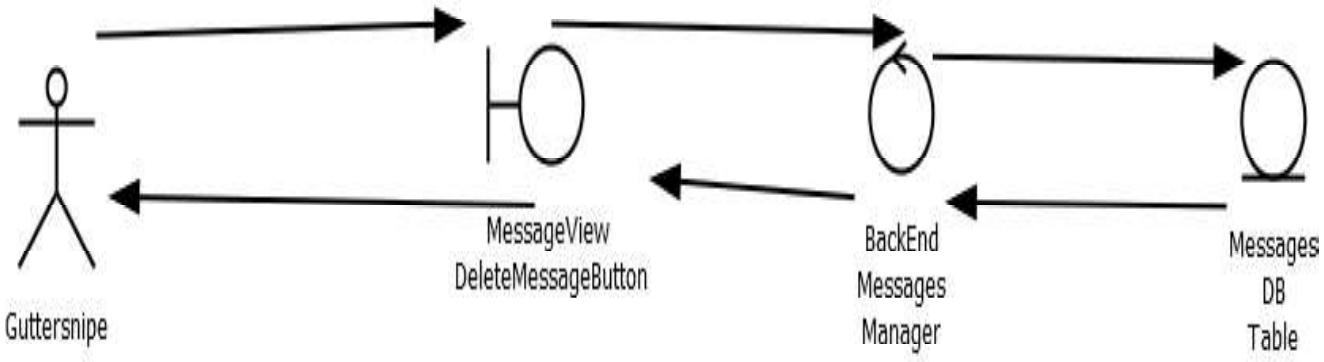
03.01.04.xx
OpenMailbox
Collaboration Diagram



03.01.04.xx

Delete Message

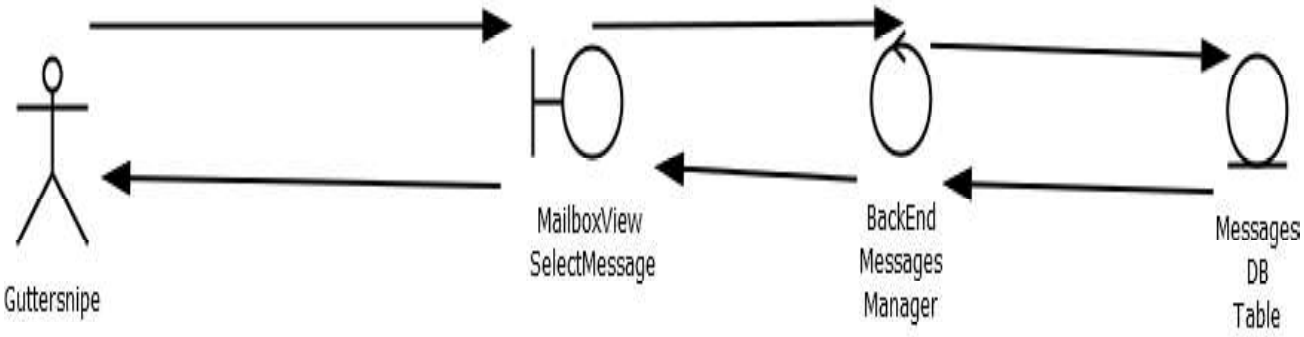
Collaboration Diagram



03.01.04.xx

Read Message

Collaboration Diagram

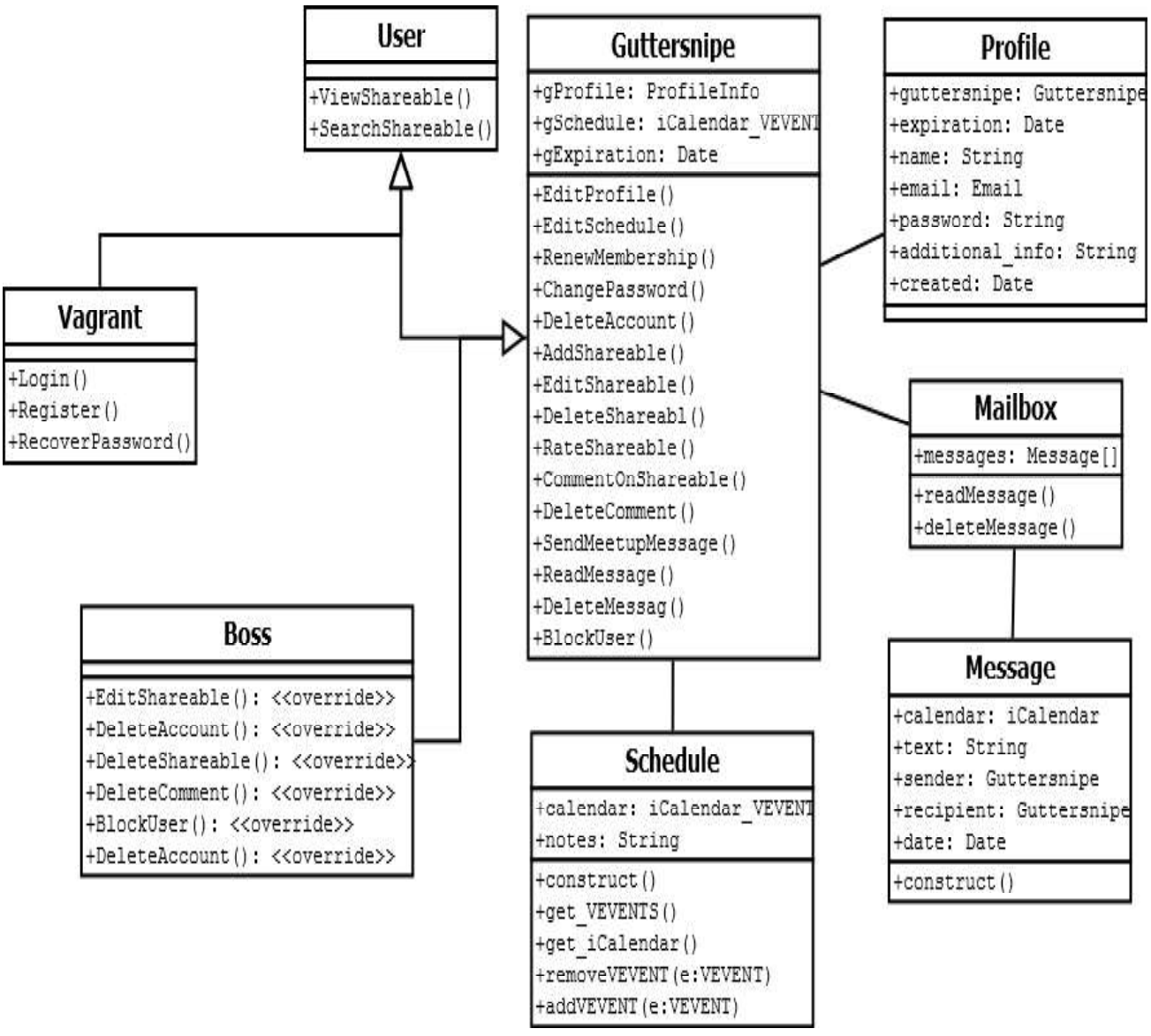


BLOCK USER

Class D&D
(diagrams && definitions)

User Class

(A) Diagram



03.02.01 User Class Definitions

User Class (abstract)
* Methods:
 ++ViewShareable()
 ++SearchShareable()

Vagrant (extends the User Class)
* Methods:
 ++Login()
 ++Register()
 ++RecoverPassword(

Guttersnipe (extends the User Class)
*Attributes:
 ++gProfile: ProfileInfo
 ++gSchedule: iCalendar_VEVENT
 ++gExpiration: Date

* Methods:
 ++EditProfile()
 ++EditSchedule()
 ++RenewMembership()
 ++ChangePassword()
 ++DeleteAccount()
 ++AddShareable()
 ++EditShareable()
 ++DeleteShareabl()
 ++RateShareable()
 ++CommentOnShareable()
 ++DeleteCominent ()
 ++SendMeetupMessage()
 ++ReadMessage()
 ++DeleteMessage()
 ++BlockUser()

Boss
* Methods:
++EditShareable() : «override»
++DeleteAccount(): «override»
++DeleteShareable () : «override>
++DeleteComment () : «override»
++BlockUser () : «override»
++DeleteAccount () : «override»

Attributes:
*** private $userID;
*** private $username;
*** private $accountType; *** private $userEmail;

Functions:
*** public function login($userID, $userPassword)
// This allows a guest user to log in to the system and become a registered user or admin user
*** public function register()
// This allows a guest user to become a registered user
*** public function complainComment($commentID)
// This allows a guest user to send a complaint about a comment identified by commentID

RegisteredUser Class
ÿ(extends the User Class)

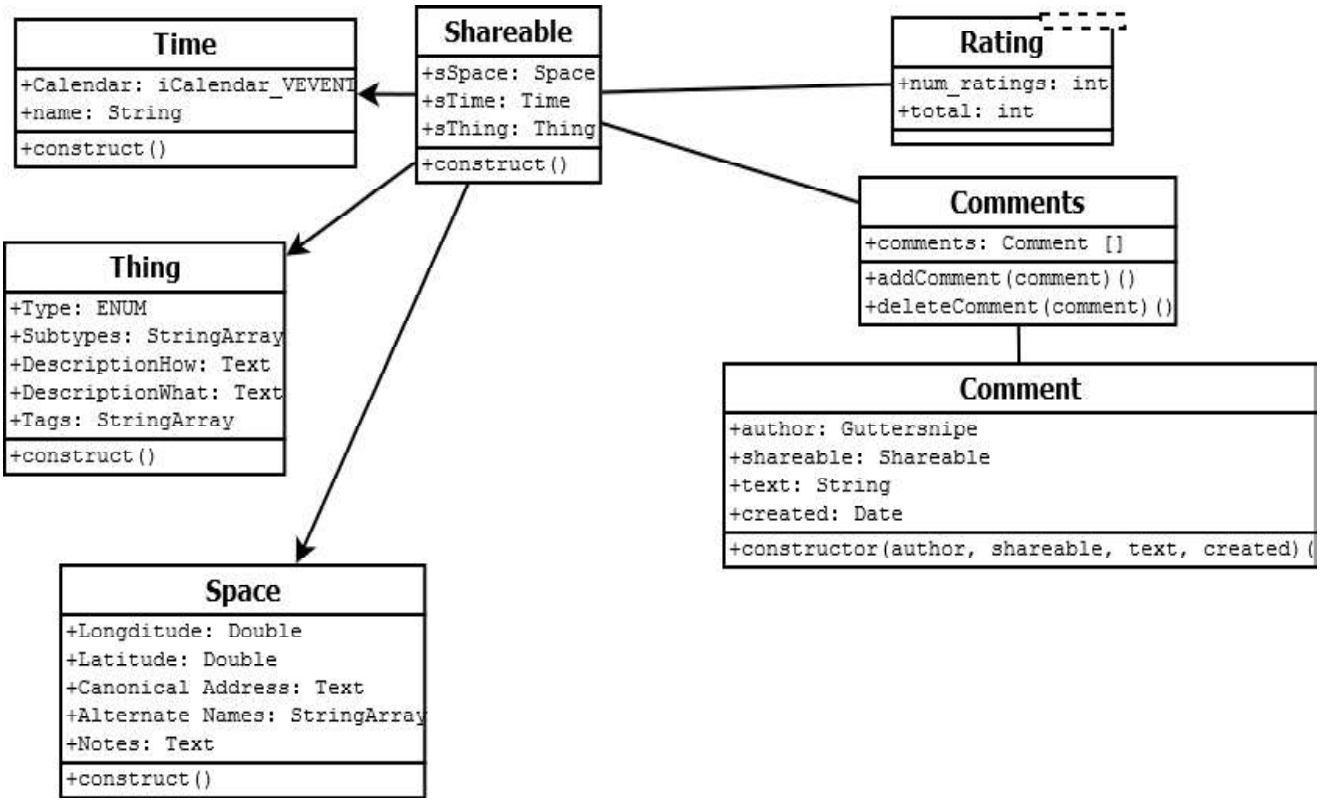
Attributes:
*** private $userID;
*** private $username; *** private $userEmail;

Functions:
*** public function getID()
// This returns the id of the registered user
*** public function getUsername()
// This returns the username of the registered user
*** public function getEmail()
// This returns the email address of the registered user
*** public function complainComment($commentID)

// This allows a registered user to send a complaint about a comment identified by commentID
*** public function login($userID, $userPassword)
// This allows a registered user to send a complaint about a comment identified by commentID
*** public function rateMovie($userID, $movieID, $rating)
// This allows a registered user to give a rating to a movie.
*** public function submitComment($userID, $movieID, $commentText)
// This allows a registered user to post a comment to the movie page identified by movieID

Shareable Class

(A) Diagram



03.02.02

Shareable Class and Parts

a. Shareable

a) *Attributes:

(1) thing: Thing

(2) space: Space

(3) time: Time

b) Functions

(1) __construct(thing, space, time) // Constructor for the Shareable class

b. Thing Class

a) *Attributes:

(1) type: ENUM

(2) subtypes: String []

(3) descriptionHow: String

(4) descriptionWhat: String

(5) tags: StringArray []

b) Functions

(1) __construct()

c. Space Class

a) *Attributes:

(1) longditude: Double

(2) latitude: Double

(3) canonical Address: String

(4) alternate Ñames: String[]

(5) notes: String

~~b)~~ ~~Functions~~

(1) __construct()

d. Time Class

~~a)~~ ~~*Attributes:~~

(1) calendar: sCalendar_VEVENT

(2) notes: String

~~b)~~ ~~Functions~~

(1) __construct()

e. Rating Class

~~a)~~ ~~ÿAttributes:~~

(1) num_rating: int

(2) total: int

~~b)~~ ~~Functions~~

(1) __construct()

f. Comments Class

~~a)~~ ~~Attributes:~~

(1) comments: Comment []

~~b)~~ ~~Functions~~

(1) __construct()

(2) addComment()

(3) deleteComment()

g. Comment Class

~~a)~~ ~~Attributes:~~

(1) ++author: Guttersnipe

(2) ++shareable: Shareable

(3) ++text: String

(4) ++created: Date

~~b)~~ ~~Functions~~

(1) *** function __construct($commentID, $commentText, $userName, $timestamp) // Constructor for the Comment class

B.

Managers

(SearchManager, BrowseManager, MovieViewManager, LoginManager, RegisterManager, MovieRatingsInterface, MovieProcessor, CommentManager, CartManager, CheckoutManager, PasswordControl, LogoutControl, CommentControl, FlaggedCommentsManager, WarningSystem, DeleteManager)

i. GUI Classes
(SearchGUI, BrowseGUI, ViewMovieGUI, LoginGUI, MainCustomerPage, MainAdminPage, RegisterGUI, RegistrationSuccessGUI, MoviesBought, MoviePlayerInterface, CommentGUI, ViewCartGUI, CartGUI, CheckoutGUI, ConfirmationGUI, ResetPasswordGUI, GuestPage, FlaggedCommentsGUI, ComplaintInterface, ComplaintsInterface, DeleteUserGUI)

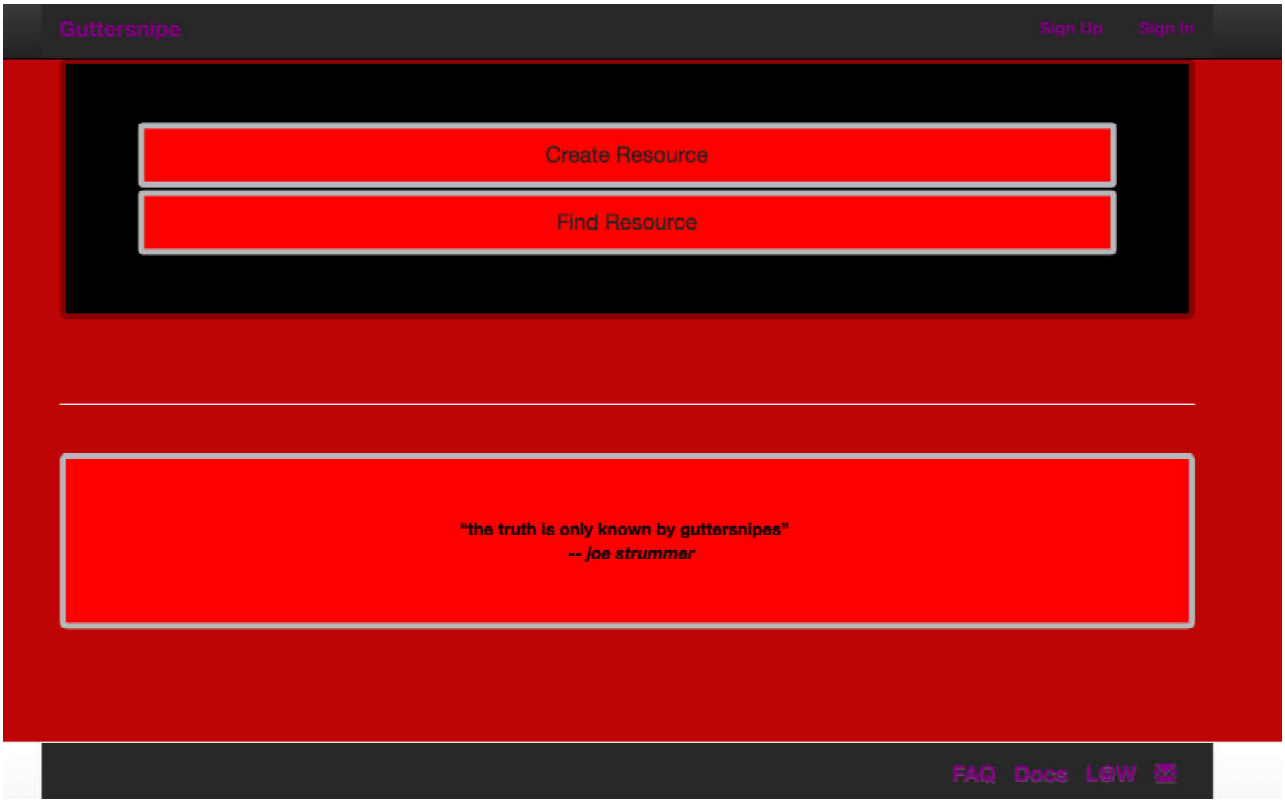
ii. Database Tables
(MOVIES, R_USERS, RATINGS, PURCHASES, COMMENTS, COMPLAINTS)

Figure : Complaints.php
Figure :
Figure : register.php
Figure : firstLogin.php
Figure: ViewMovieInfo.php
Figure : browse.php
* Add functionality to current Classes
(
U,
GU, RU, AU, Movie, Cart
)
* Create new Object Classes
(
Player,
Comment,
Session?
All Database Returns Need Object Wrapper
)
* Create new Logic Classes
(
SearchManager, BrowseManager, MovieViewManager, LoginManager,
RegisterManager, MovieRatingsInterface, MovieProcessor, CommentManager,
CartManager, CheckoutManager, PasswordControl, LogoutControl, CommentControl,
FlaggedCommentsManager, WarningSystem, DeleteManager
)
Create new GUI Classes
(
SearchGUI,
BrowseGUI, ViewMovieGUI, LoginGUI, MainCustomerPage, MainAdminPage,
RegisterGUI, RegistrationSuccessGUI, MoviesBought, MoviePlayerInterface,
CommentGUI, ViewCartGUI,
CartGUI, CheckoutGUI, ConfirmationGUI, ResetPasswordGUI, GuestPage,
FlaggedCommentsGUI, ComplaintInterface, ComplaintsInterface, DeleteUserGUI
)
Create Database Tables
(
MOVIES,
R_USERS, RATINGS, PURCHASES, COMMENTS, COMPLAINTS

GUI COMPONENTS

1. Screenshots from 0.2 release and Future Wireframes

Front Matter: Explanation



Front Page shows

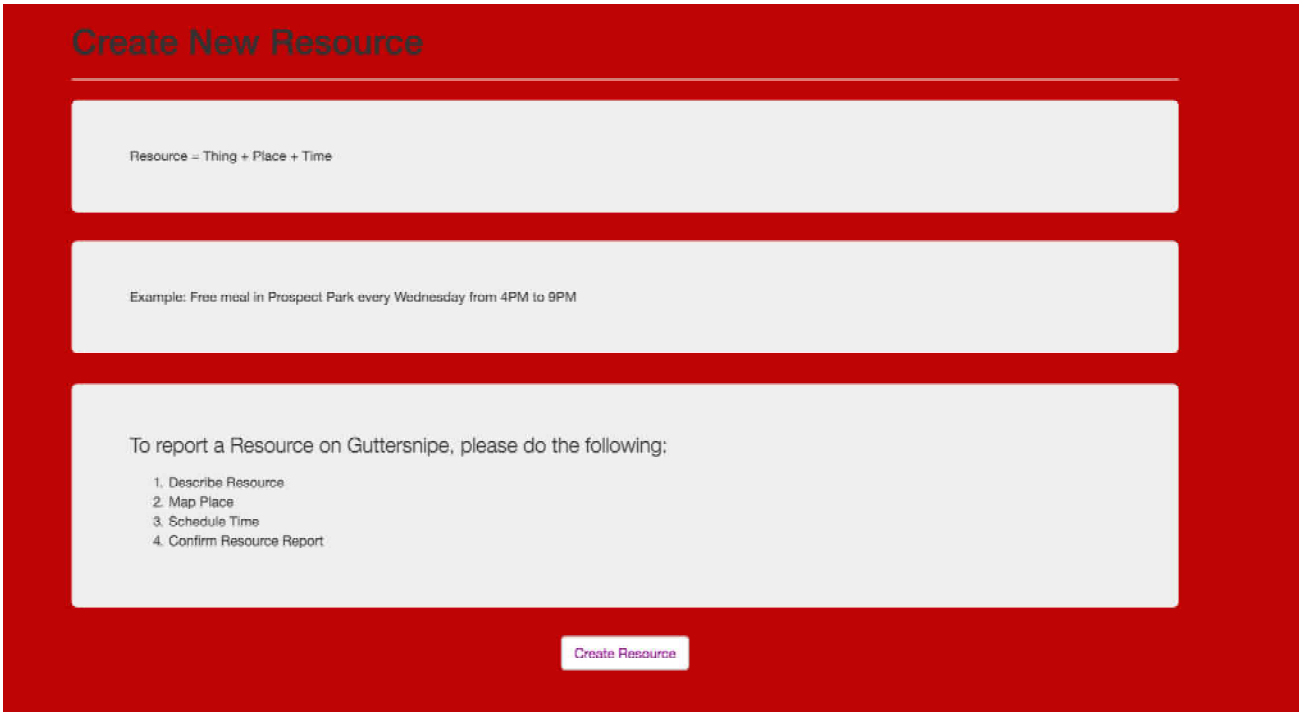
- Top Menu Links
  - Home (here)
  - Sign Up
  - Sign In
- Body Links
  - Create Resource
  - Find Resource
  - "the truth is only known by guttersnipes" – joe strummer
- Bottom Menu Links

04.02.01
CreateShareable: Start

Starts the CreateShareable Wizard

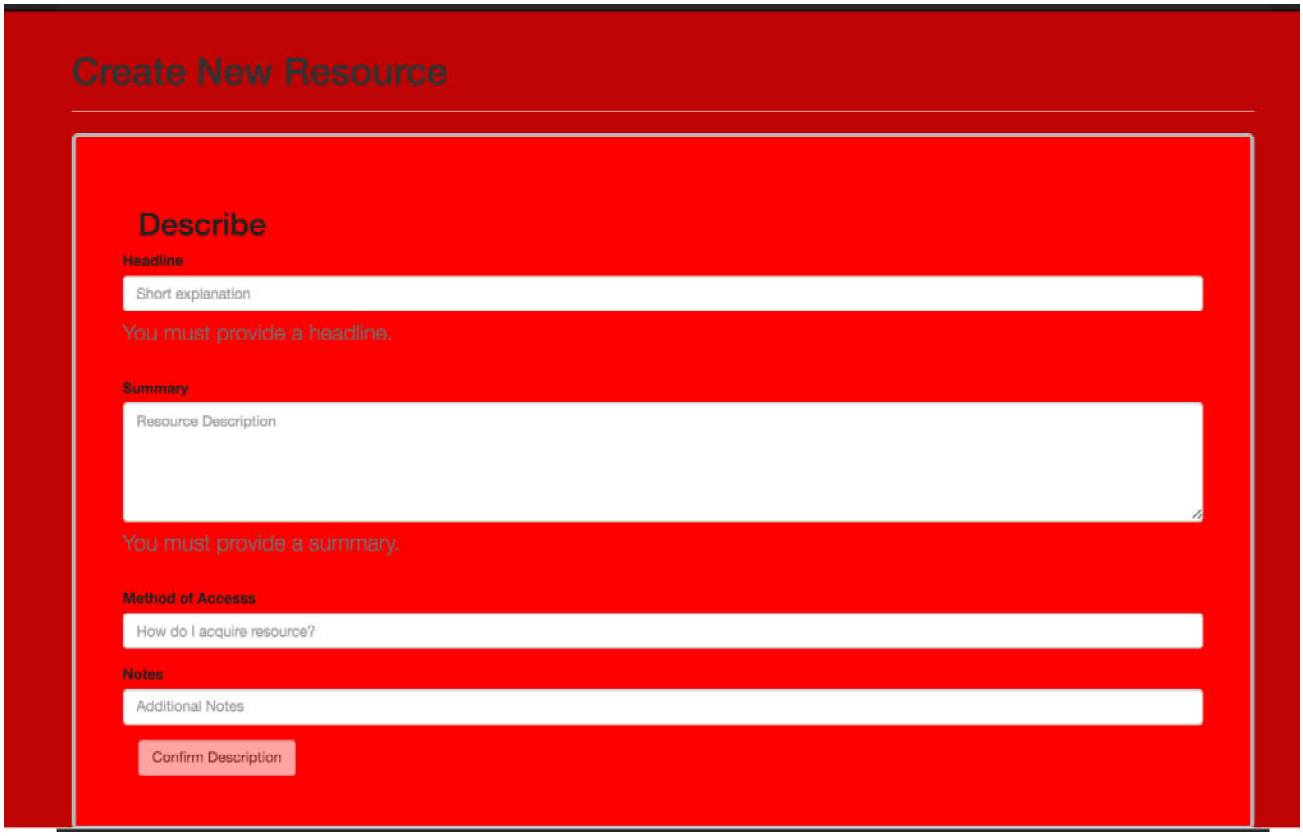
Buttons for consent and negation.

04.02.02
CreateShareable: Instructions



Instructions on how to create Shareable

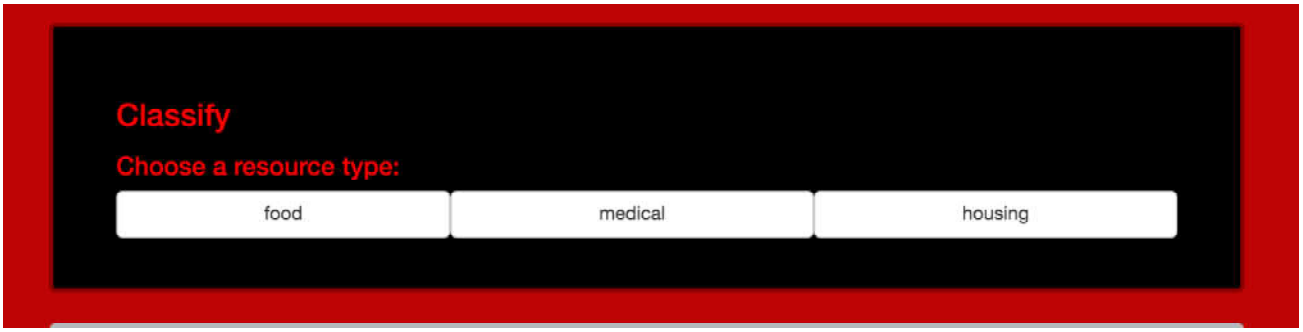
04.02.03
CreateShareable: Describe



Form for entering textual data about the Shareable

- Headline
- Summary
- Method of Access
- Additional Notes

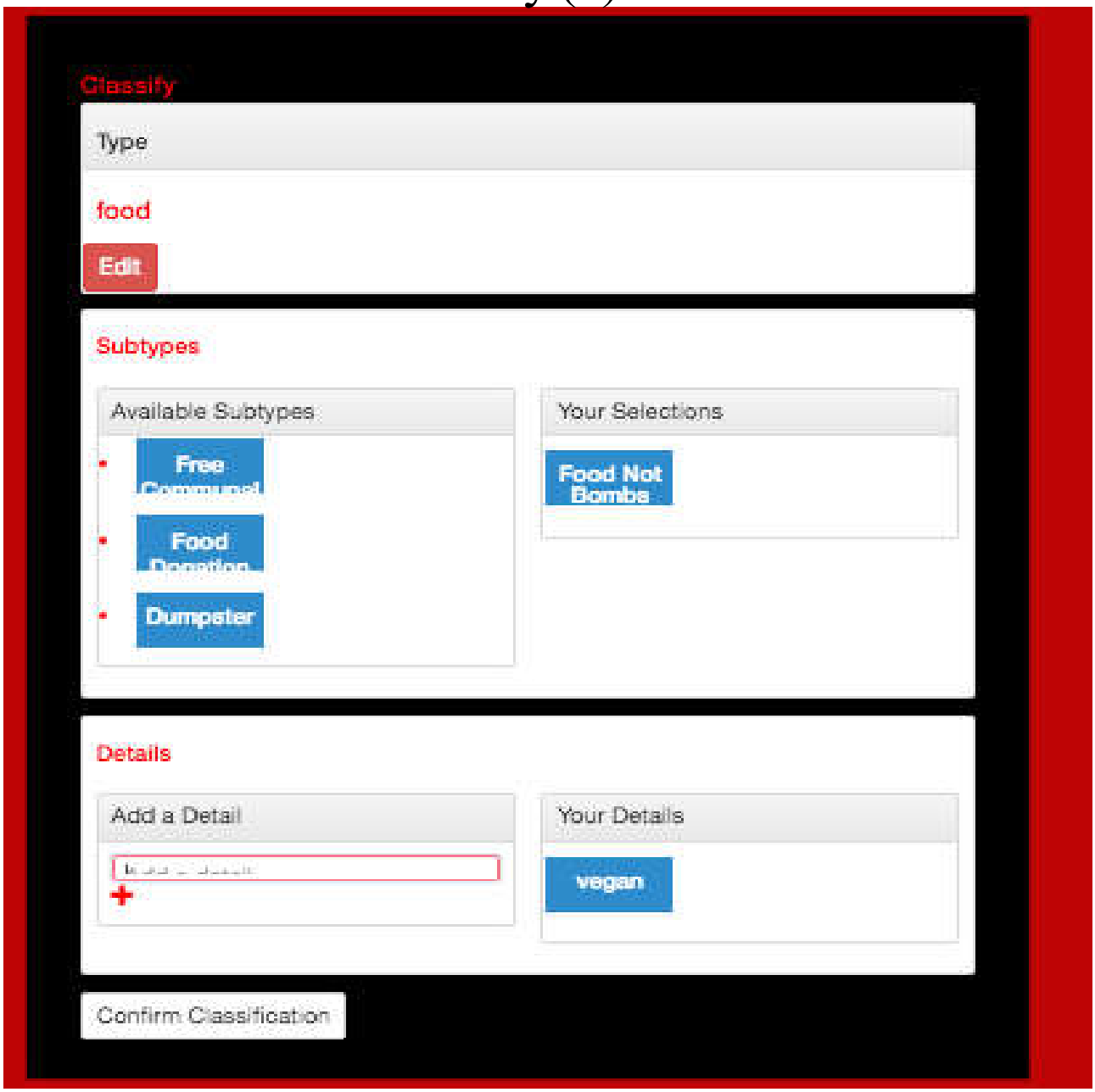
04.01.04(a)
CreateShareable: Classify (1)



Allows Guttersnipe to categorize Shareable as System-defined type

- Food
- Medical
- Housing
- Transport

04.02.04(b)
CreateShareable: Classify (2)

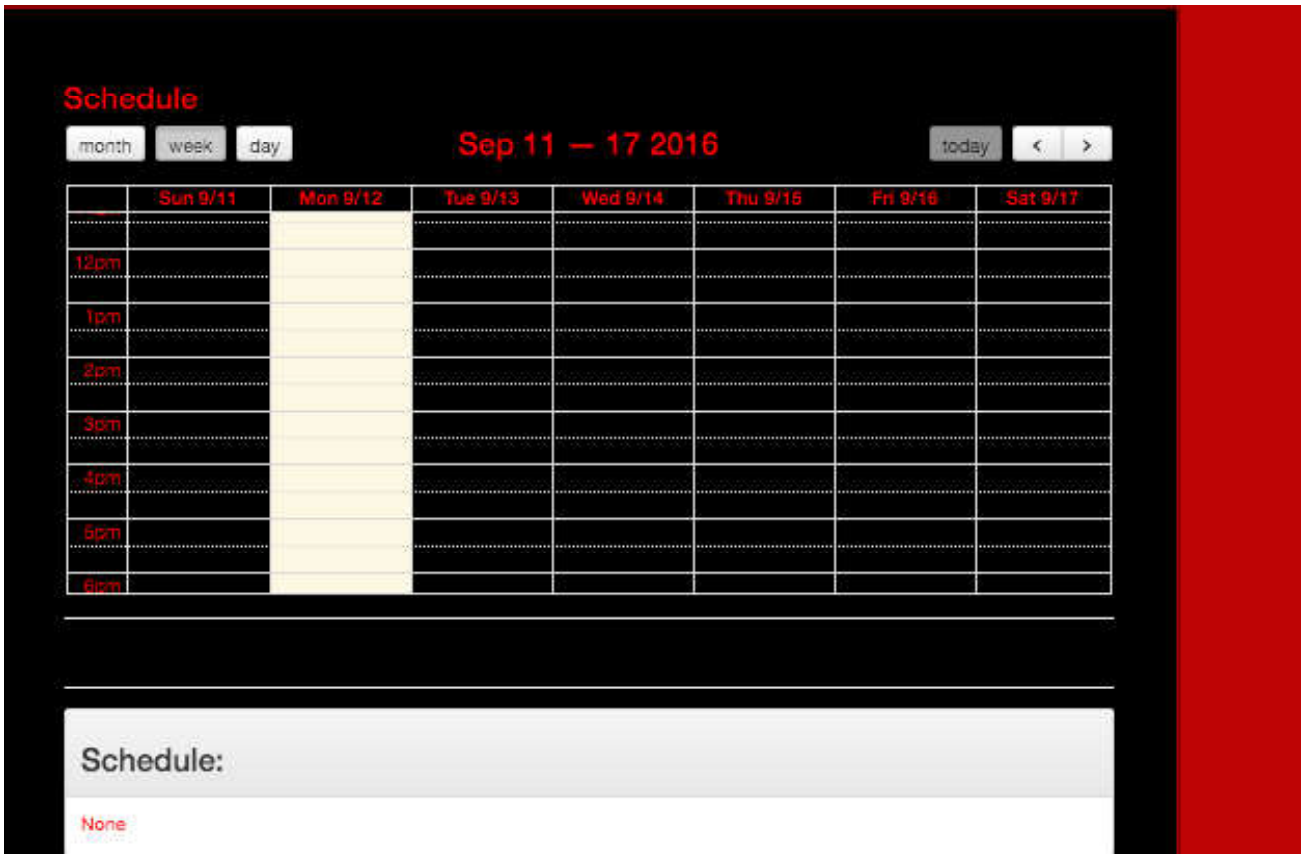


Allows Guttersnipe to add system-defined Type and Subtypes and Guttersnipes-defined tags to Shareable.

Map
Address of Resource :
Find Address
Notes
Confirm Map

04.02.06(b)

CreateShareable: Schedule (2)

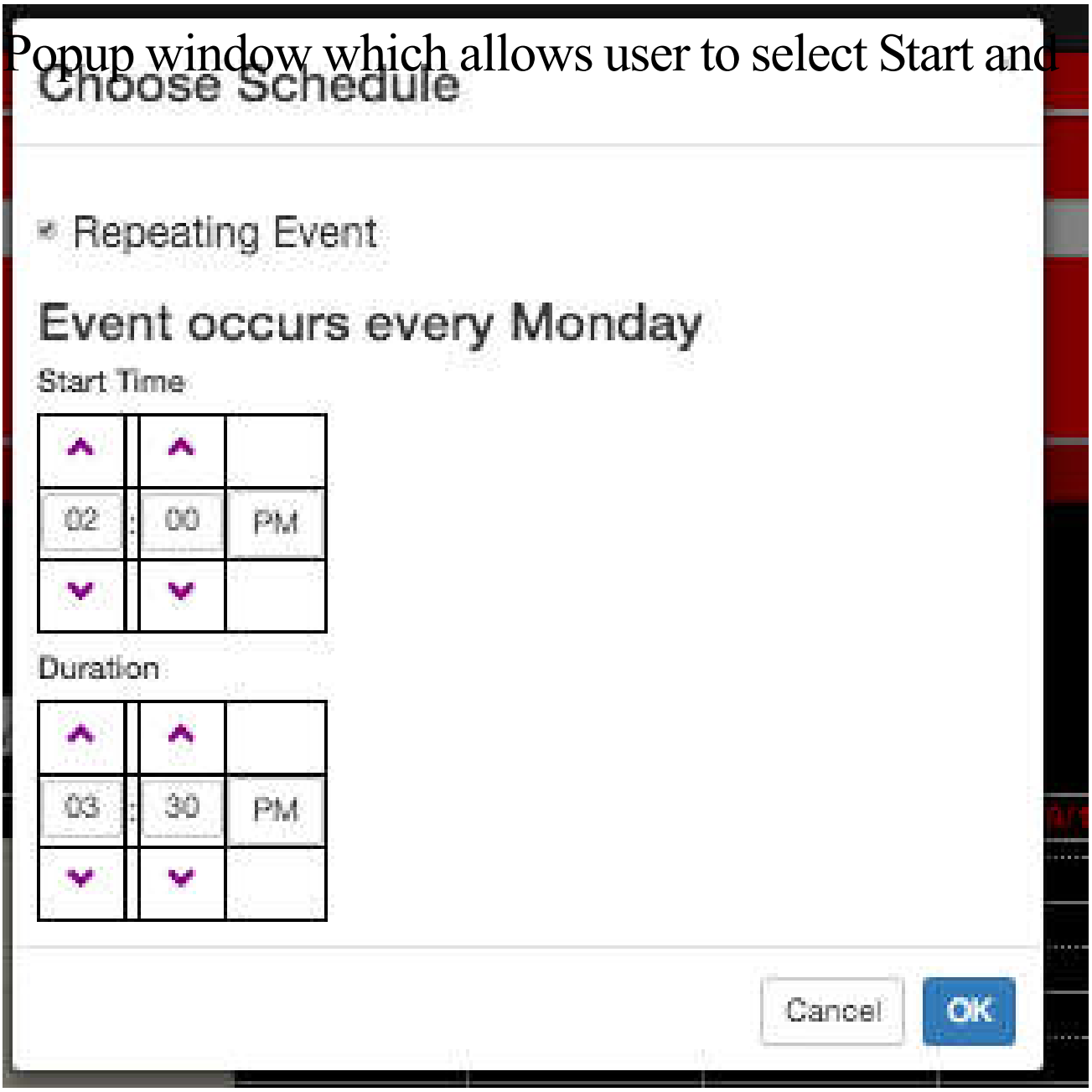


Shows blank calendar. When Guttersnipe clicks on a date, it will be shown popup in next Figure.

04.02.06(c)

CreateShareable: Schedule (3)

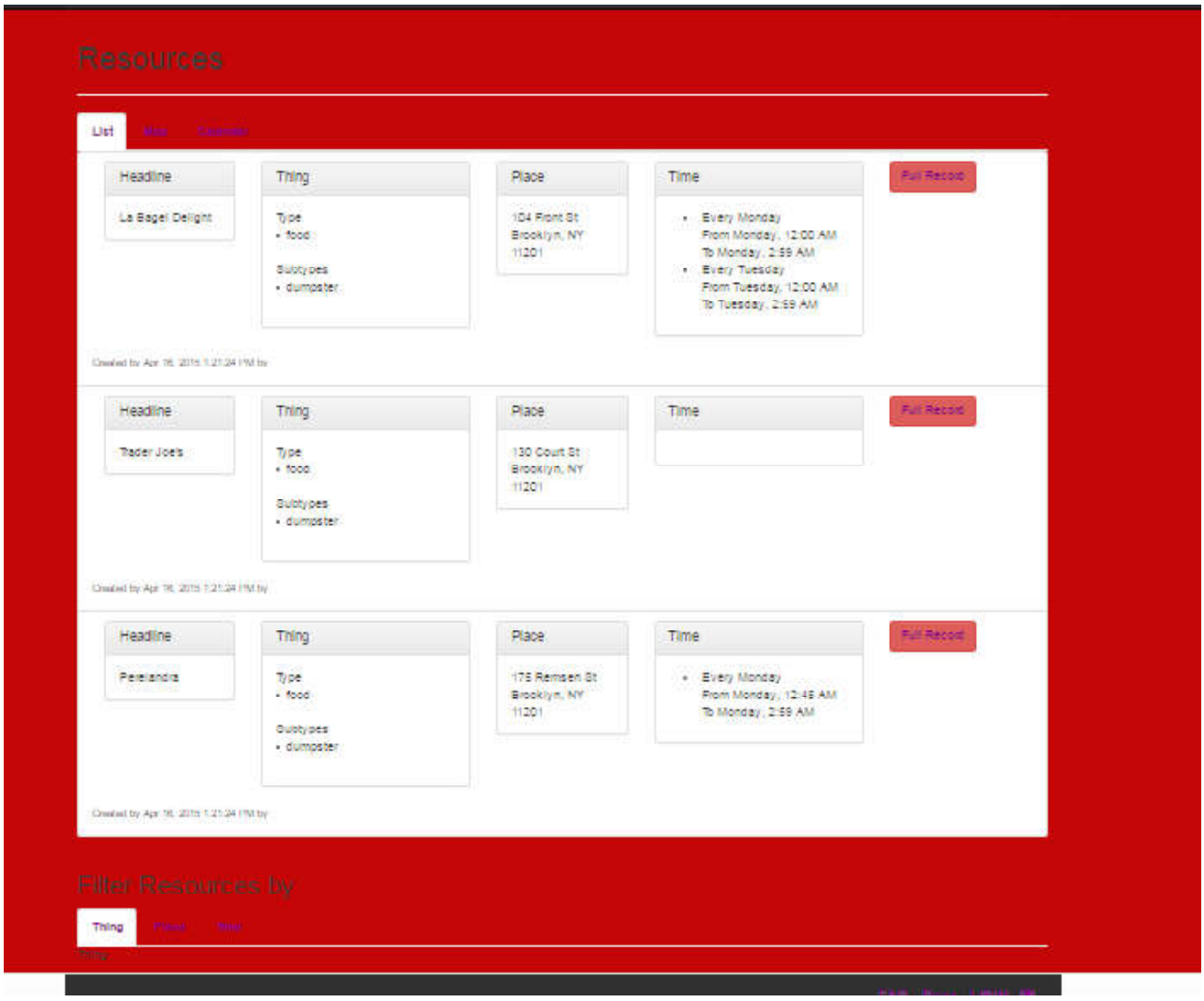
Popup window which allows user to select Start and



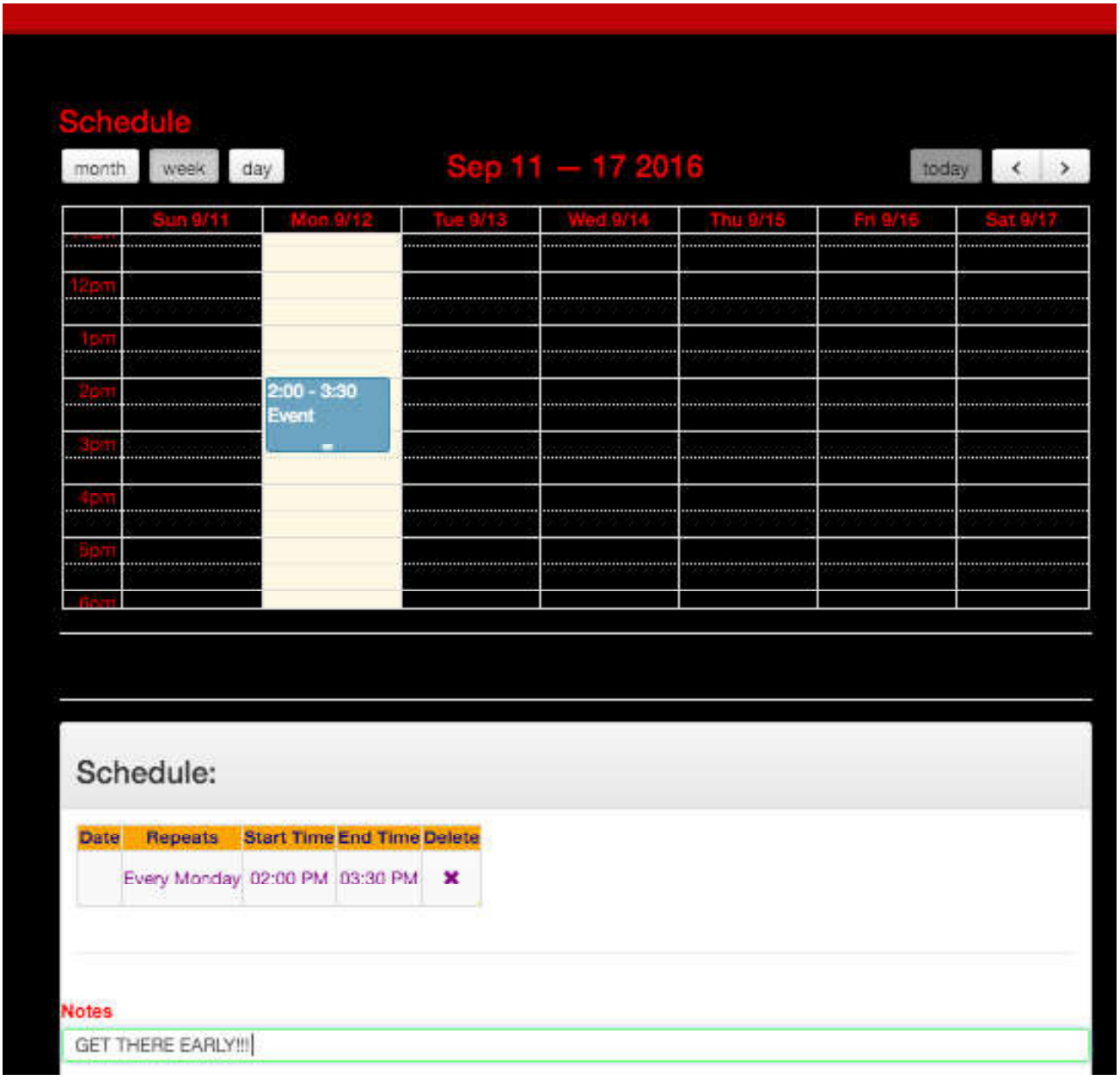
End times, along with RecurrenceType..

04.03.01

SearchShareable: Results List

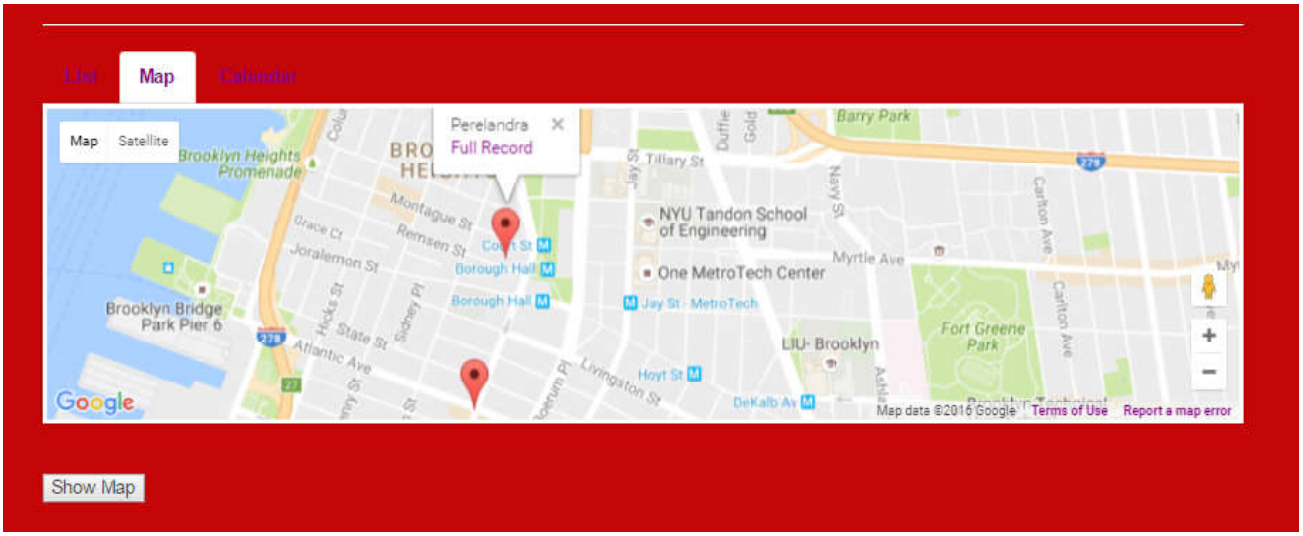


04.03.03
SearchShareable: Results Calendar



04.03.03
SearchShareable: Results Calendar

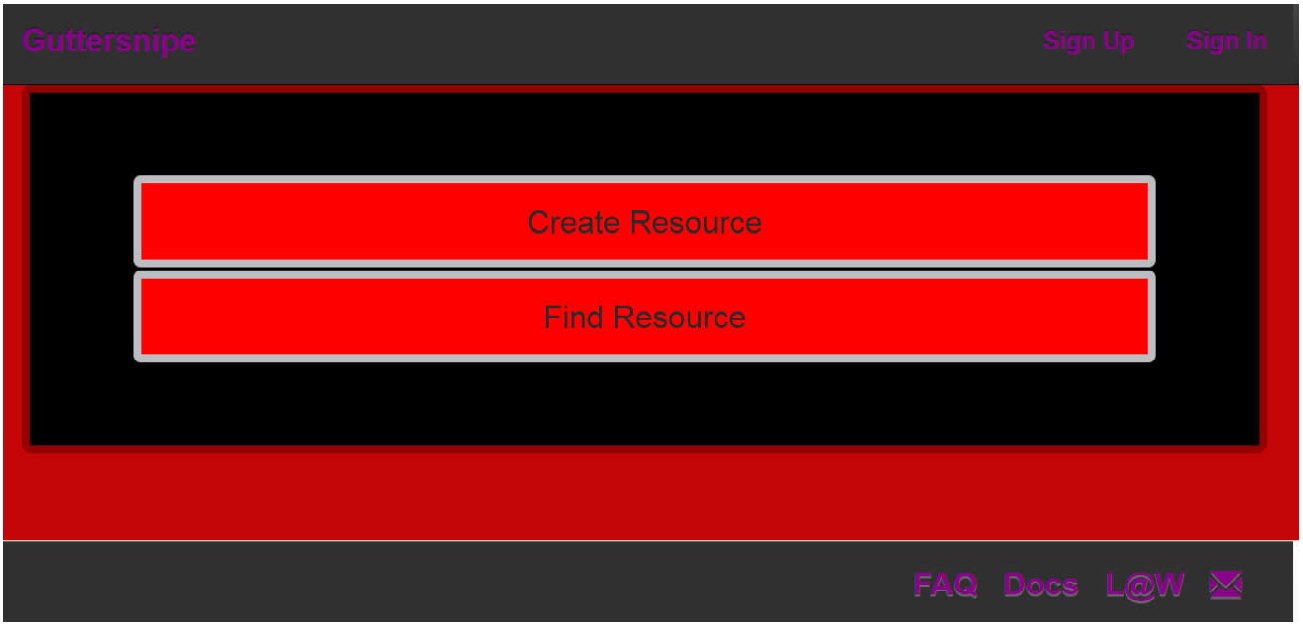
04.03.02
SearchShareable: Results Map



Shows Map of all matching resources.
Each point has a tooltip that opens up a window with a Summary and a link to the Shareable.

Filter Resources by
Thing

04.04.01
Full Screen Sign In

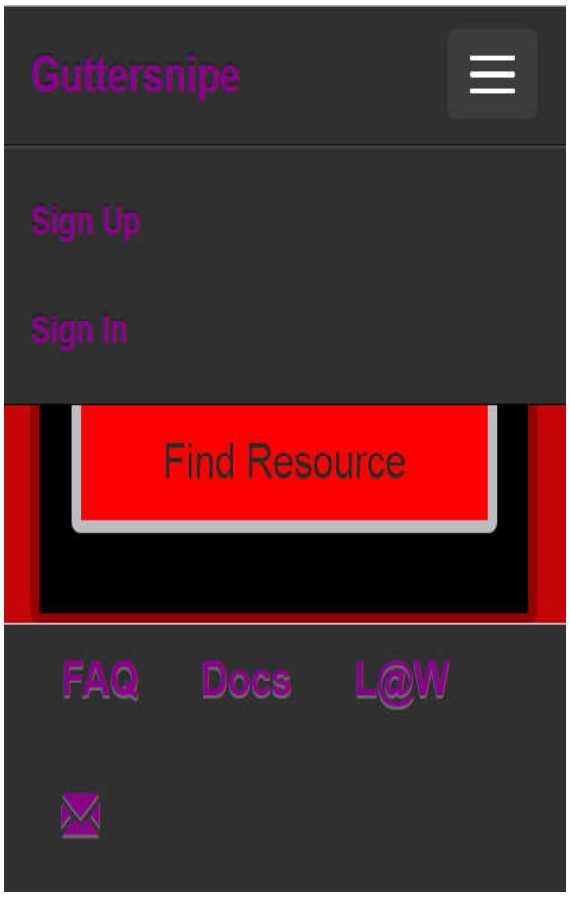


Form shows

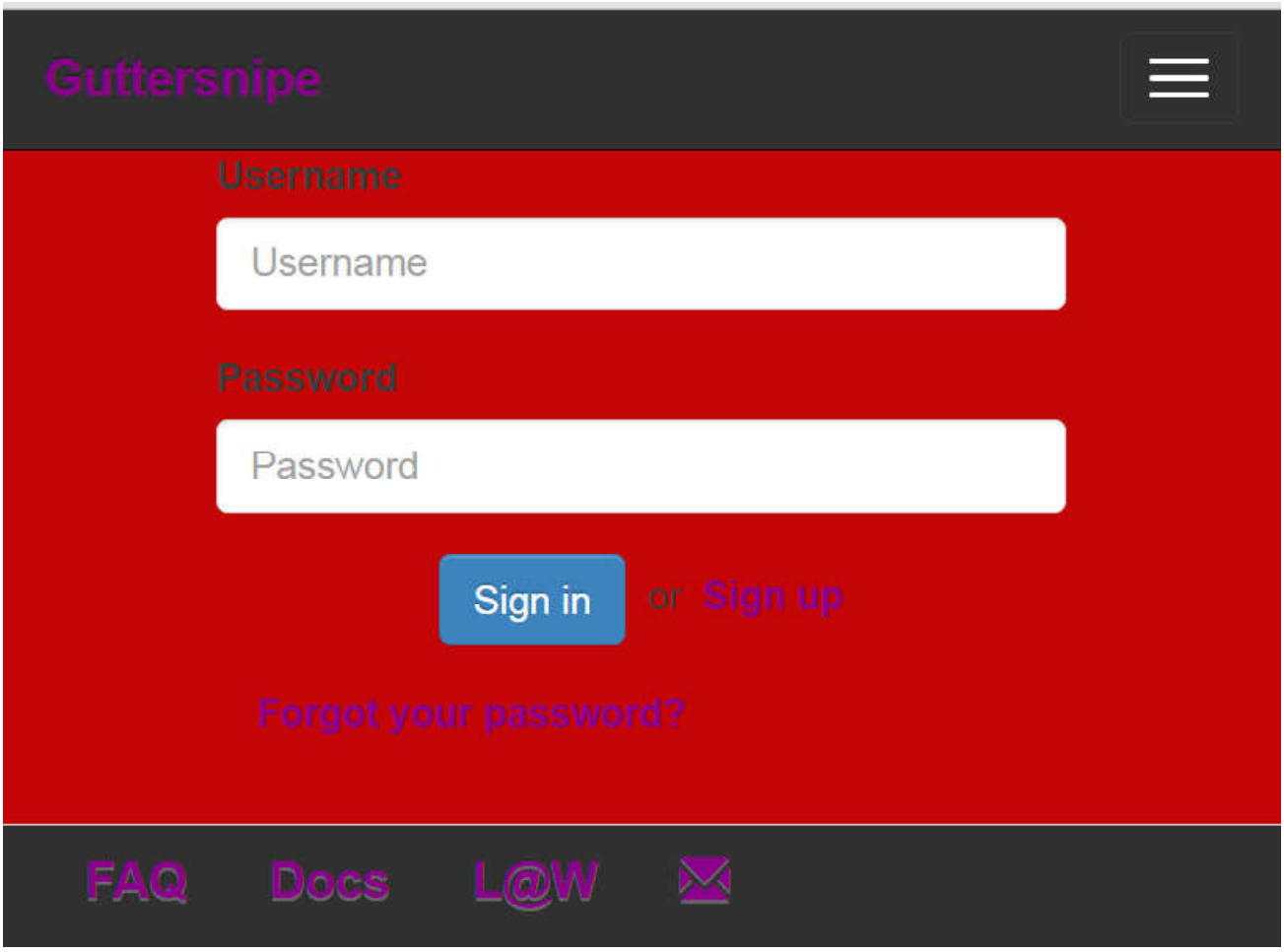
- Username
- Password

04.04.03
Burger Dropdown (2)

04.04.02
Burger Dropdown (2)



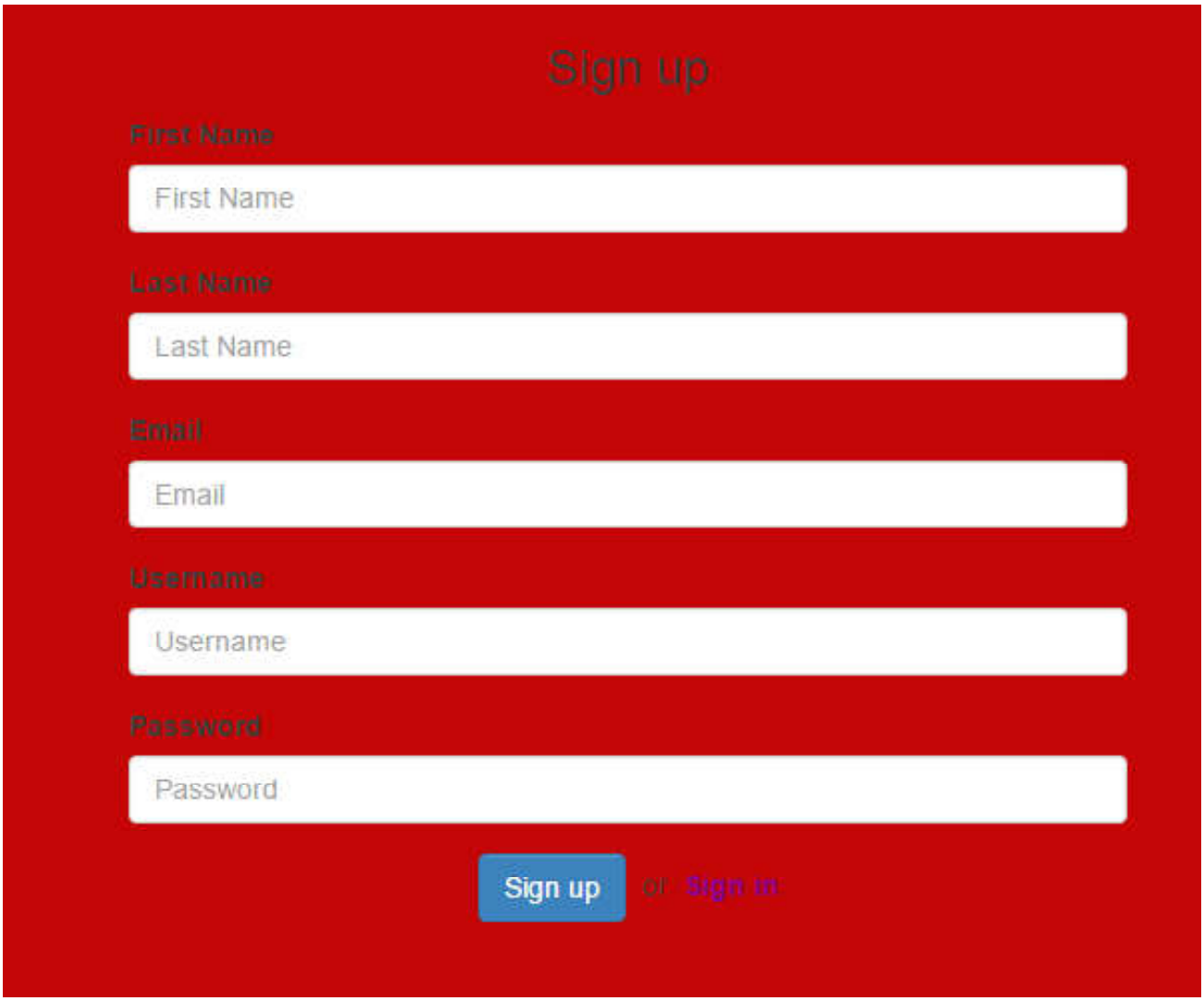
04.04.01
Full Screen Sign In



Form shows

- Username
- Password

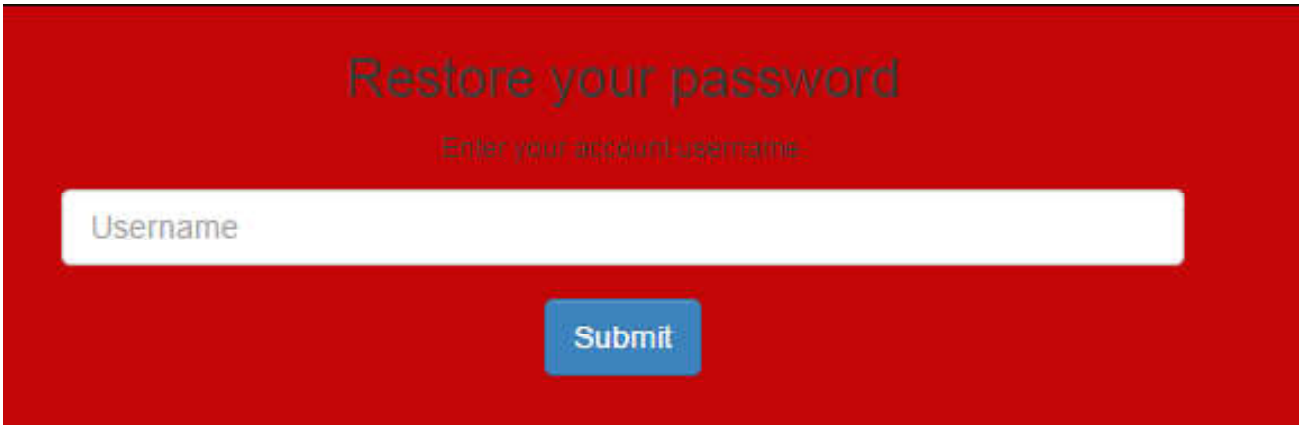
04.04.04
Guttersnipe User Pages
Sign Up



Signup Page asks user to fill in form:

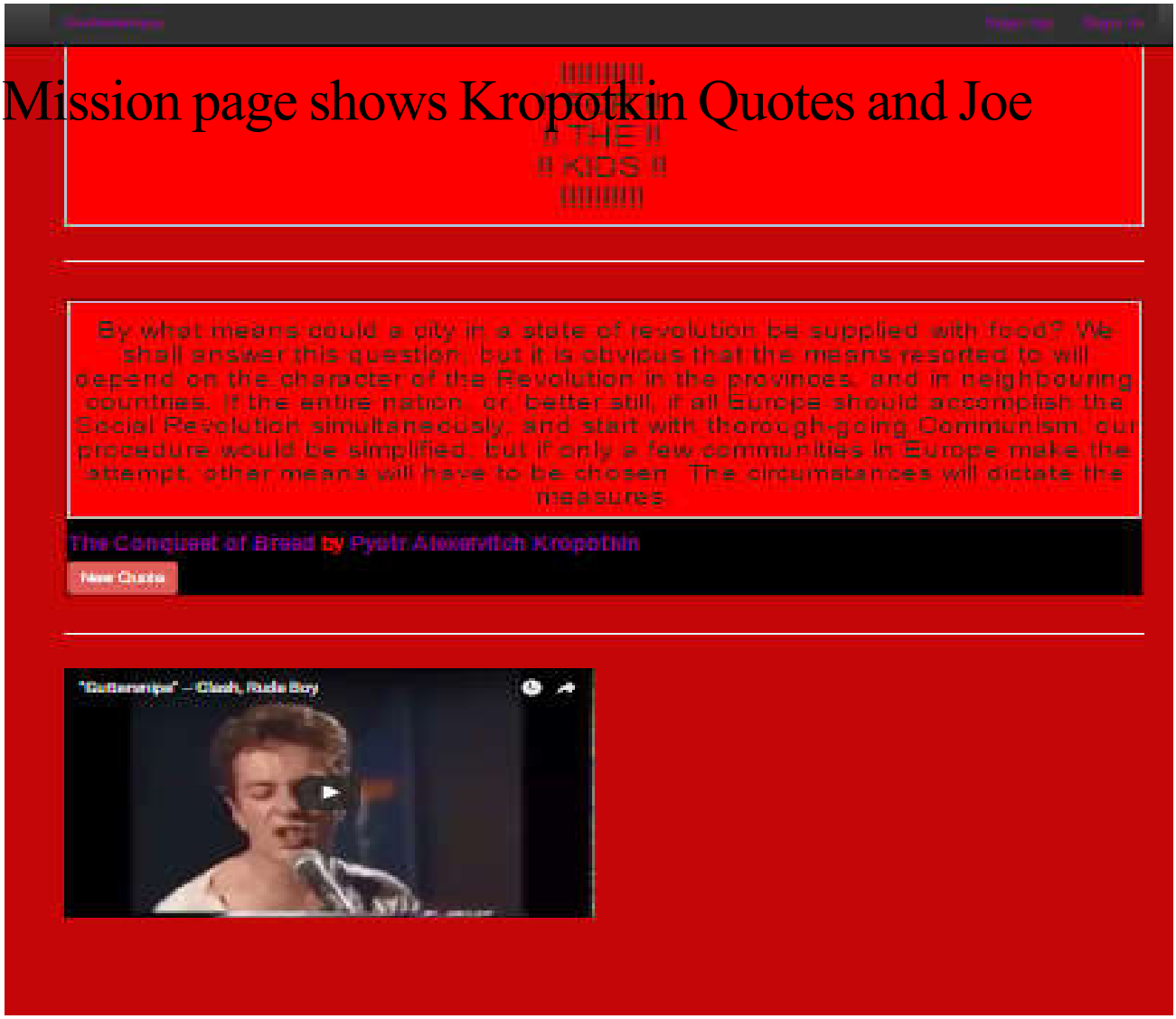
Username:
Expiration Date
Email (optional)
Password (optional)

04.04.06
Guttersnipe User Pages
Restore Password



Provides a button for asking system to send user a password reset form.

04.05.01
Mission Page



Mission page shows Kropotkin Quotes and Joe

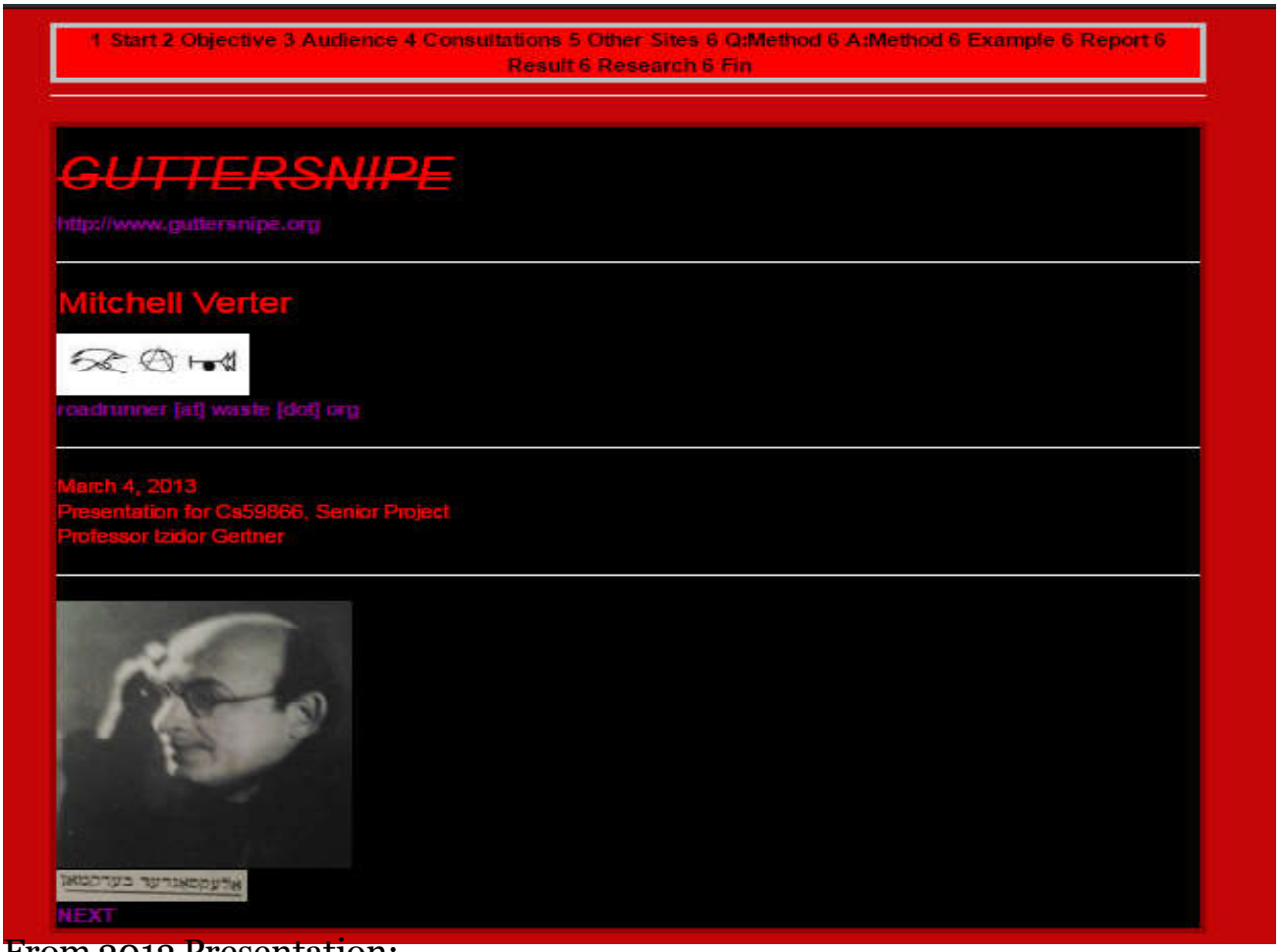
Strummer performance.

04.05.02
FAQ Page

~~04.05.03.01 Presentation Start Page~~

~~From 2013 Presentation:~~
~~Section 6:~~
~~START PAGE~~

04.05.03.02
Presentation
Front Page



From 2013 Presentation:
Section 6:
FRONT PAGE
==========

~~*GUTTERSNIPE*~~

04.05.03.03 Presentation Objective

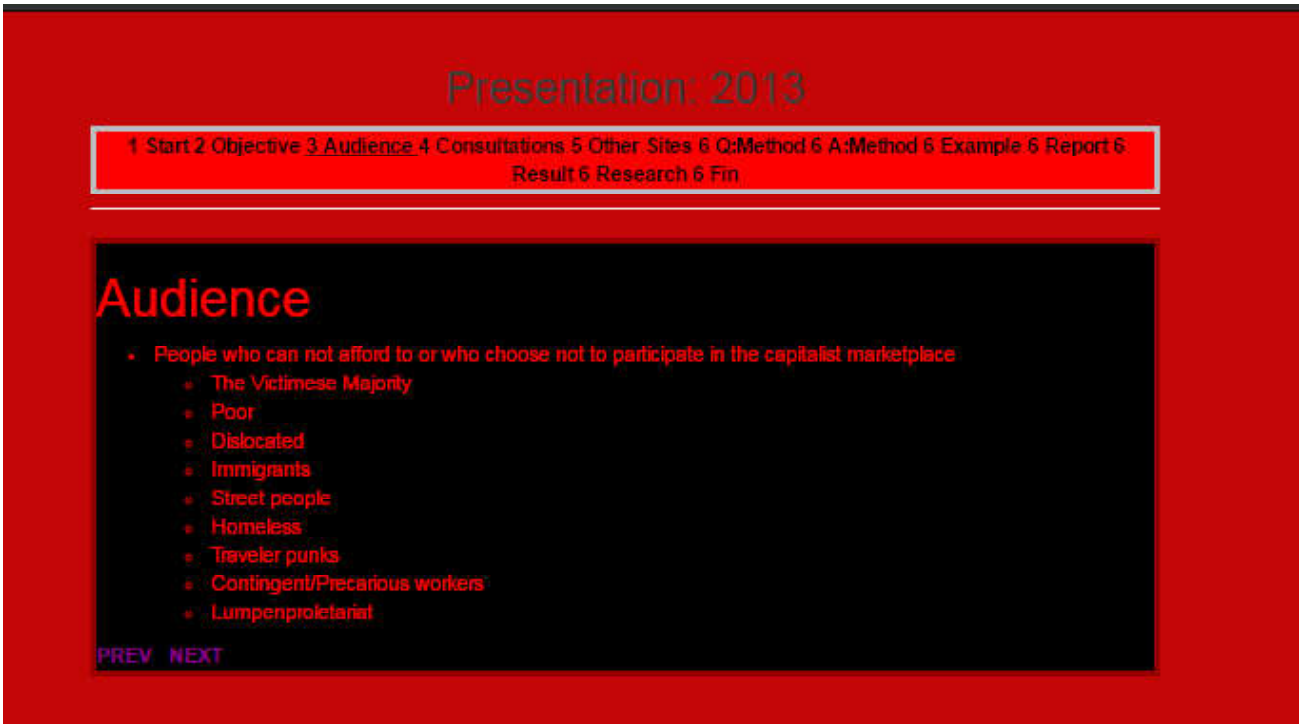
From 2013 Presentation:
Section 6:
OBJECTIVE
=========

Objective

- To oveithnow capitalism by helping to establish médiums oí exchange outside of the capitalist marketplace

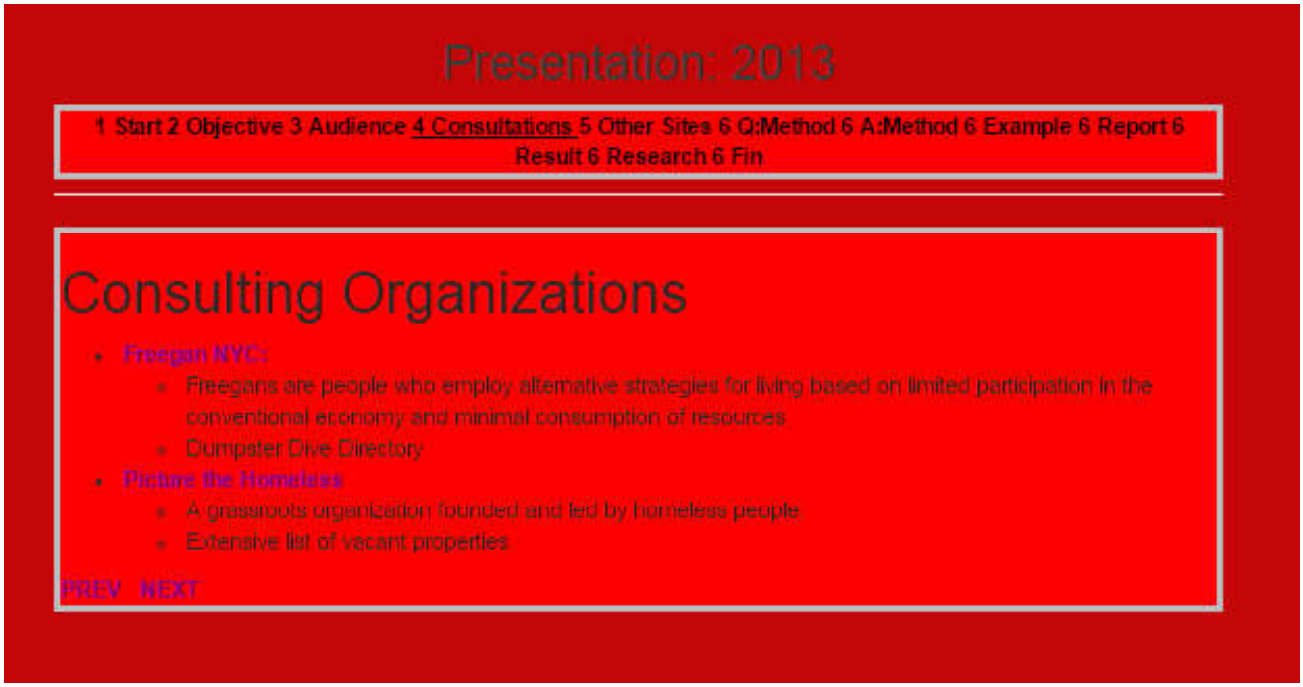
"Over a billion human beings live in absolute poverty suffering from chronic malnutrition and other ills while we"

04.05.03.04 Presentation Audience



From 2013 Presentation:
Section 6: ”AUDIENCE
========

04.05.03.13
Presentation
Consulting Organizations



From 2013 Presentation:
Section 6:
CONSULTING ORGANIZATIONS
==========

Consulting Organizations
Freegan NYC:
o Freegans are people who employ altemative strategies for living based on limited paiticipation in the conventional economy and minimal consumption of resources o Dumpster Dive Director»- Picture the Homeless
o A grassroots organization founded and led by homeless people
o Extensive list of v'acant propeities

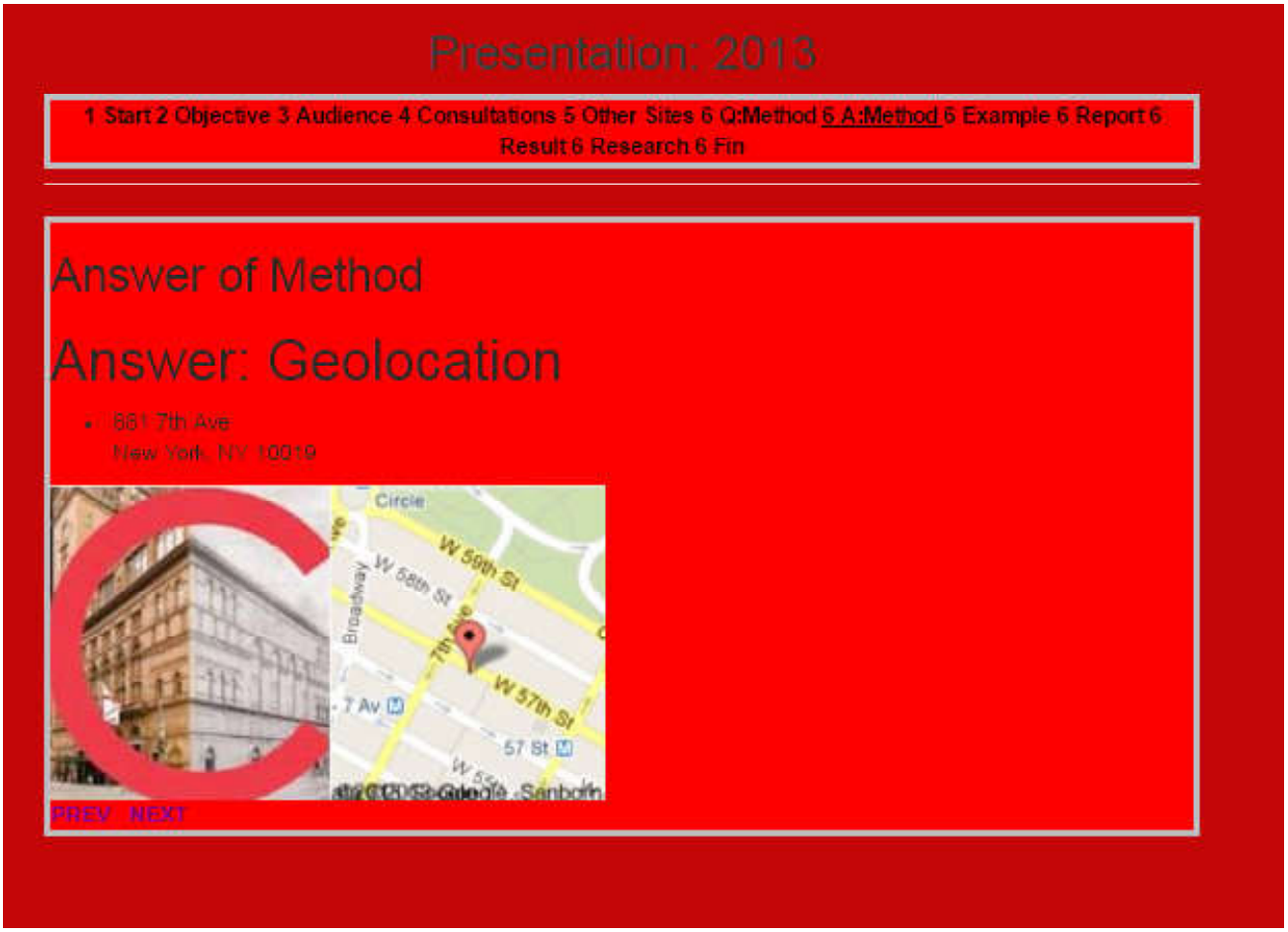
04.05.03.06
Presentation
Other Sites

From 2013 Presentation:
Section 6:
OTHER SITES
==========

04.05.03.07
Presentation
Question of Method

From 2013 Presentation:
Section 6:
QUESTION OF METHOD
==========

04.05.03.08
Presentation
Answer of Method



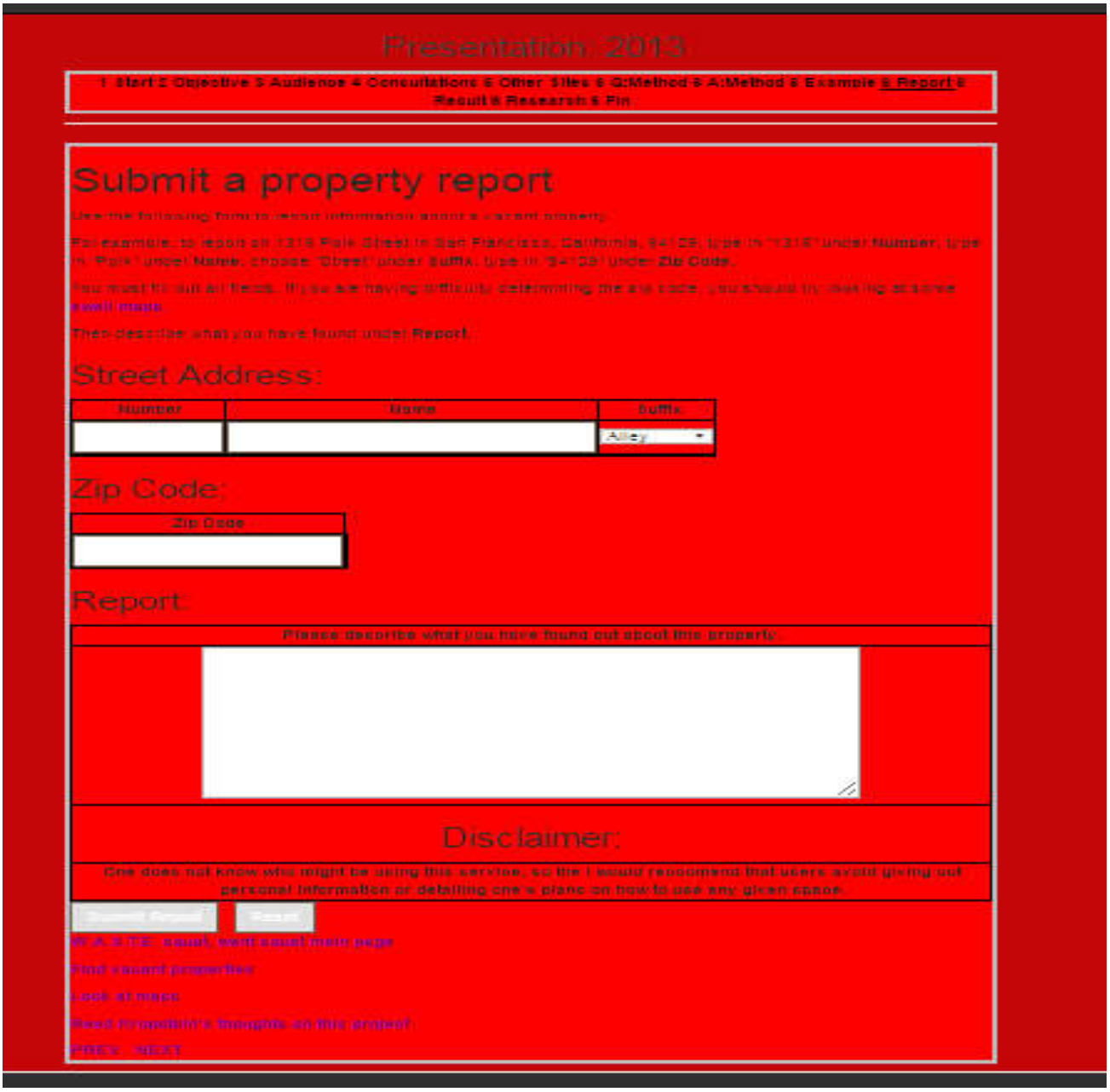
From 2013 Presentation:
Section 6:
ANSWER OF METHOD
==========

Answer: Geolocation
881 7th Ave
New York. NY 10019

04.05.03.09
Presentation
Example (2002)

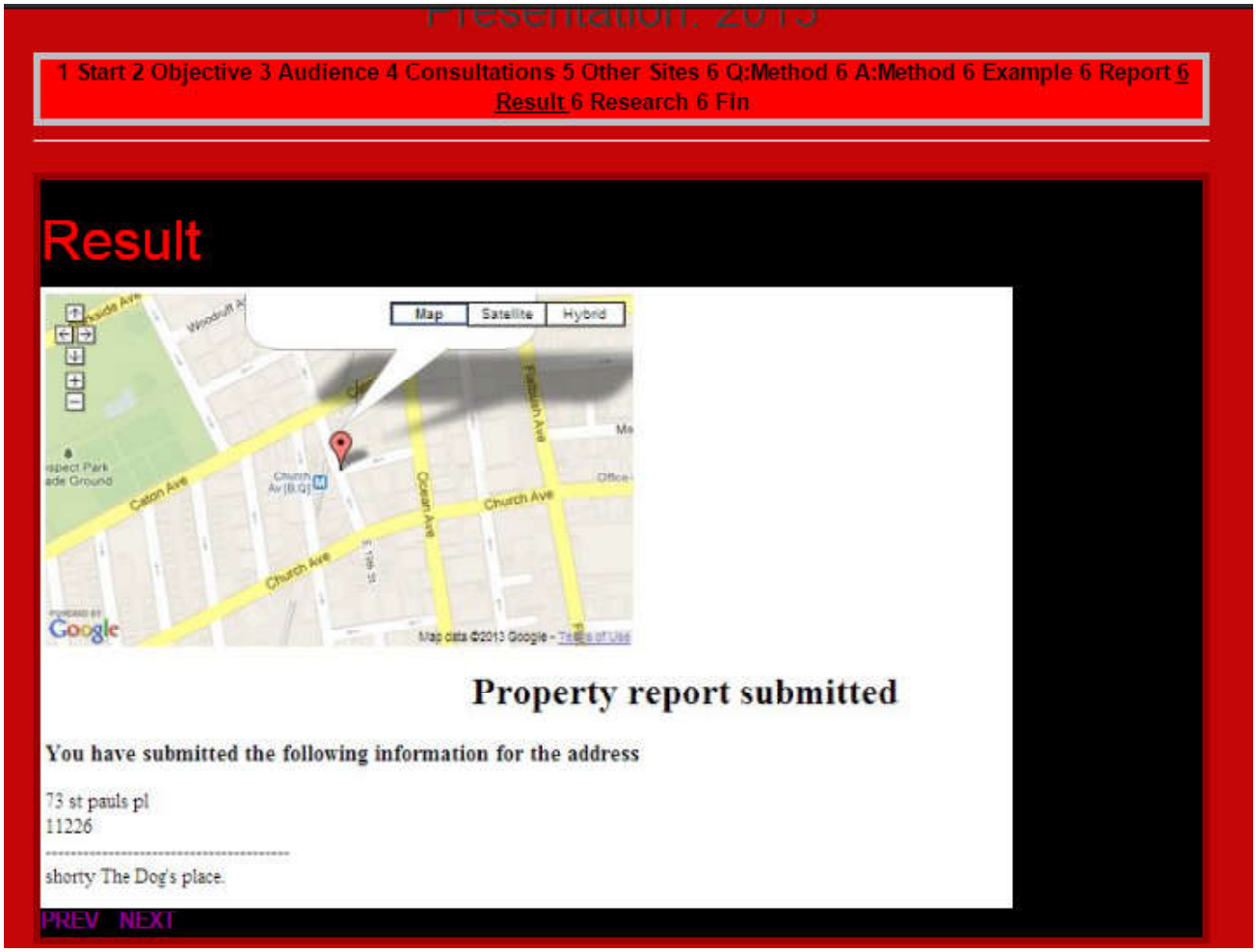
Example from the 2002 deployment of
<a href="">W.A.S.T.E. Squat, Want Squat</a>

04.05.03.12
Presentation
Search Property GUI (2002)



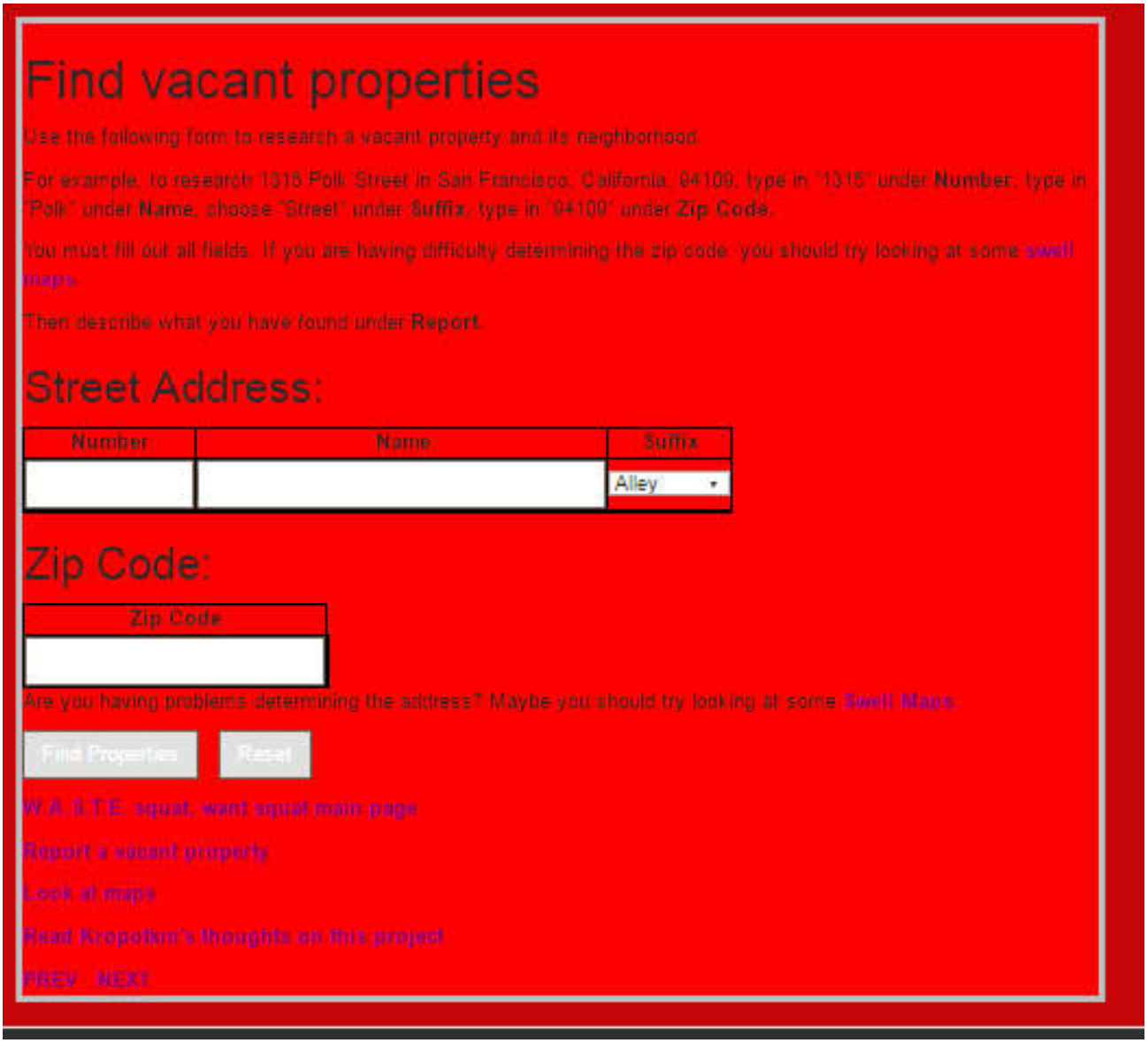
Shows the SearchProperty interface from the 2002 deployment.

04.05.03.11
Presentation
Property Search Results (2002)



Shows a Property Search Result from the 2002 deployment.

04.05.03.12
Presentation
Property Report (2002)



Shows a Property Report from the 2002 deployment.

04.05.03.13
Presentation
FIN

From 2013 Presentation:
Section 13:
FIN

ADMINISTRATIVE INFO PAGES

04.05.01
L@W Page

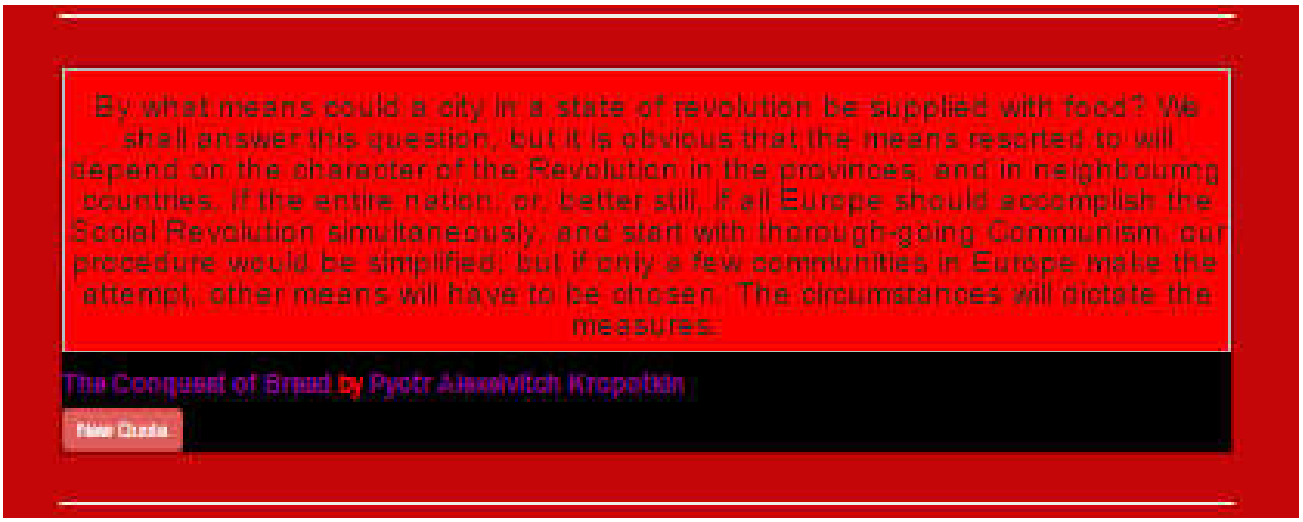
04.05.04.02
Credits Page

Shows creator and inspirations for the project.

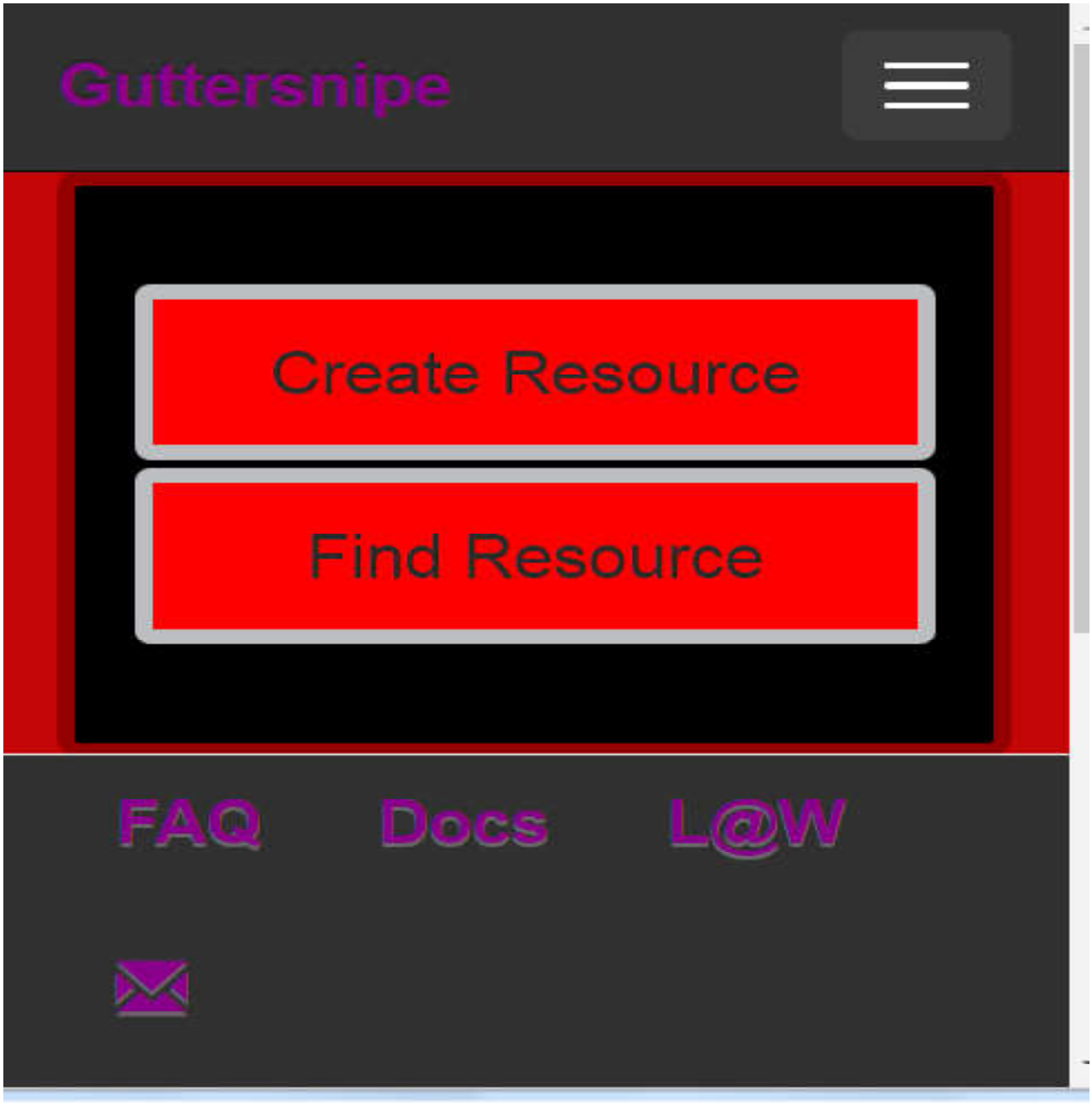
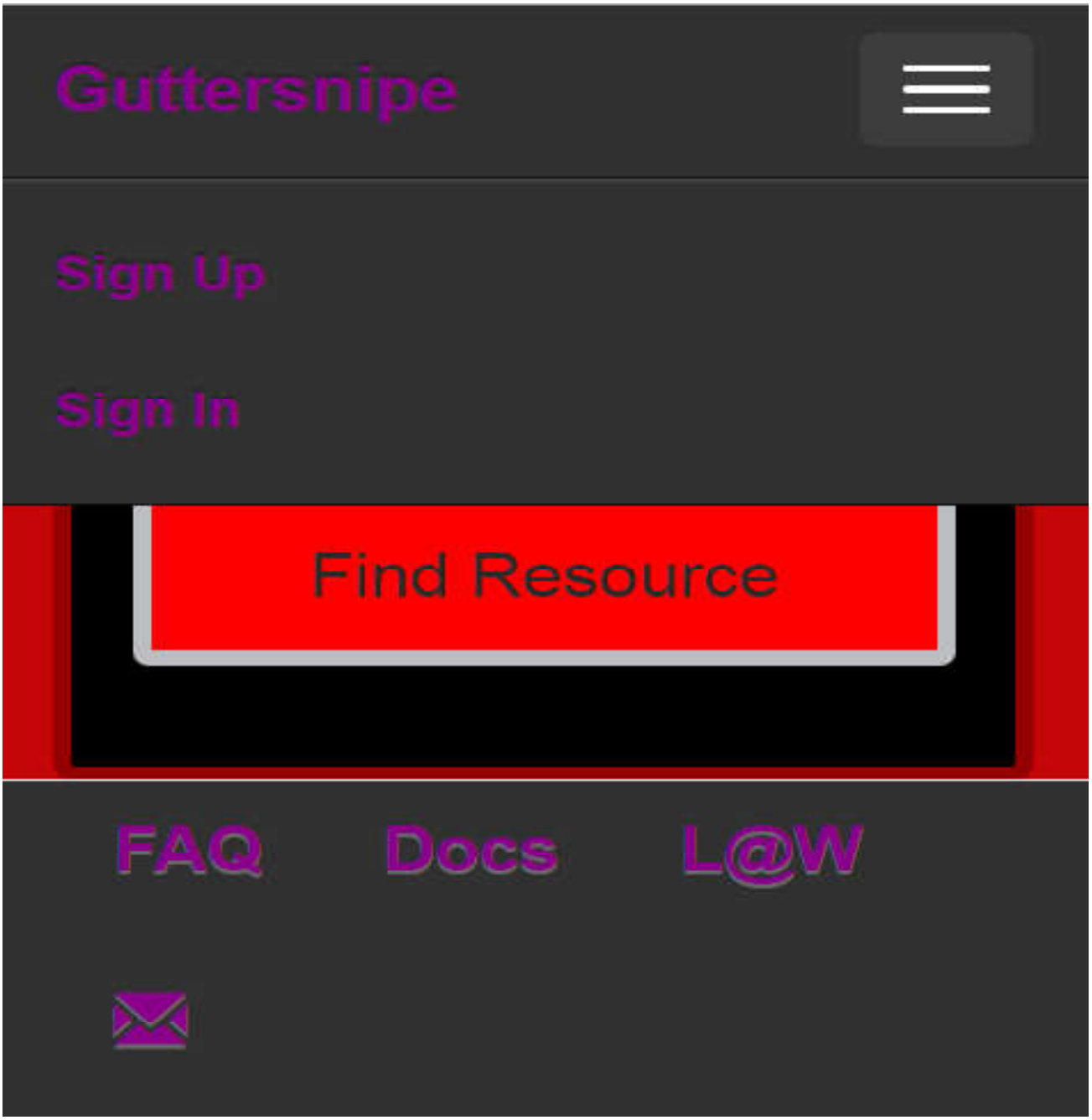
04.05.04.03
Contact

Displays email address and a clickable picture to send mail.

04.06.01
Kropotkin Quote



04.04.07
BurgerDropdown (1)



04.07.02
BurgerDropdown (2)