Team O - CodeHub
Final Memo

*** Copy of spec is included below. Beneath each bullet point (feature) is our response written in bold describing our system and the feature at hand. ***

Copy of Specification:

Active Teaming System

This system will facilitate active teaming of people with similar interest and skill-set to forge groups for a certain do-good project.

System features:

- For a random visitor, the system provide a GUI showcasing the top 3 rated projects and top rating OU profiles and SU profiles to showcase the power of the system. A visitor can surf around to find more OUs/VIPs and projects
- **Our system fully supports this feature as users who are not logged in (visitors) are only displayed top projects and users (OUs and SUs)**

- Give visitor an option to register to be OU: the visitor has to fill in basic personal information such as name, email address, interest, credential and reference who are already an OU or VIP of the system. One SU will check these info to either approve or reject. If approved, the SU will send an email with account id and password, when the new OU first login, s/he is required to change the password. If rejected, the applicant has one chance to appeal and the SU will make a final decision to reverse the rejection: if still reject, then this visitor will be put in blacklist forever. The approved OU will receive an initial reputation score by the reference: an OU can give a score 0-10; a VIP can give score 0-20.
- **Our system supports visitors being able to register and sign up for an account and become an OU. However, we are missing the implementation of SUs being able to approve or disapprove the creation of the account. Once an OU is created, they are able to be blacklisted by SUs and VIPs and they have an initial reputation score of 10.**

- OUs can form groups by inviting other OU(s) for a certain purpose: the other OUs can accept or reject the invite. If reject, the OU should respond by the reason. An OU can put some OUs to his/her white-box: accept all invites or black-box: reject all invites with automatic message. For instance, the group could be some students taking 32200 as a study group.

- **OUs are able to create and join projects forming groups with other members. Our system is missing the ability for OUs to send invites to other OUs as well as the blackbox/whitebox feature. Source code for our groups tables and schemas are located in models.py.**

- Once a group is formed, a group web-page should be made available that is accessible to all group members: some information is public to be browsed by visitors and other OUs, some could be set as private to the group members only such as evaluations and warnings. All group members can moderate and post to the group page. This page will be used for posting updates and scheduling meet-ups.

- **Our system fully implements this feature. Once OUs are a part of a group. The group's home page will be filled with all of the posts from members of that group. Some of the information will be able to be seen by visitors, but private information set by the group will only be able to be seen by its members.**

- Any group member can ask for a meet-up polling to find common time for all members to meet. Once all members responded, the time slot with the most votes will be chosen. If a member has missed scheduled meeting twice, s/he will receive a warning. The voted out member can appeal to the SU to possibly change the reputation scores. Each group member should have a track record for the number of assigned tasks that have been done, which is the foundation for the group warnings and the appeals of the affected group member(s).

- **Our system supports this feature partially. Group members are able to schedule meetups via the postings on the homepage for the group. Our polling feature was implemented on the backend (models.py) but was not available as a part of the UI. It does allow for users to vote and time slots to be chosen from the most popular votes. Warnings and appeals were only implemented on the backend as well.**

- The group members can vote to issue a warning or a praise to a group member, the vote must be unanimous. A member receiving 3 warnings will be automatically removed from the group and get a 5 point reputation score deduction. The group can also vote to kick out a member directly, the member will be removed from the group and receives 10 point reputation score deduction. An OU with negative reputation score will be removed from the system and put into black-list automatically.

- **As mentioned in the previous feature, our polling/voting feature is implemented but not a part of our UI. Our system does allow for the deduction of reputation scores from users for violations in our system. Once a user's reputation score becomes negative they are blacklisted immediately.**

- The group members can vote to close the group, and conduct an exit evaluation to other members. Each member will receive the median reputation score given by all other members. And every member can decide if s/he is willing to put the other member to her/his white-box or black-box afterwards and why. After group closure, the SU will assign a VIP to evaluate the group and determine a reputation score for the entire group to be added/deducted for all members involved. The system will keep a ranking list of finished groups to be showcased.

- **Group members are able to close the groups based on the polling feature. Exit evaluations feature was not implemented. Our system does keep finished groups within a ranked list to be showcased on the home page.**

- An OU whose reputation score is higher than 30 will be promoted to VIP; and a VIP whose score is lower than 25 will be demoted. All VIPs can vote one VIP as the democratic SU.

- **Our system fully supports this feature. Users roles (OU, VIP) are able to be changed based on the value of their reputation score and our polling system allows for SU voting.**

- Visitors and OUs can complain to SU about a group or other OUs, the SU will decide if the complaint merit action. The SU can decide to shut down the group or OU and punish all involved by a certain score deduction or even kick them out from the entire system.

- **Our system does not include this complaining feature.**

- OUs who are kicked out will have the final chance to login and do some final processing and will be unable to login ever after.
- **Our system fully includes this feature. OUs who are kicked out or blacklisted have one last chance to login and perform final processing and are not allowed to log back in again.**

- The entire system keep a list of taboo word list, any message by any OU with these taboo word will be converted to *** automatically and the OU's reputation score will be decreased by 1: if s/he uses the same word again later, his/her reputation score will be decreased by 5.
- **Our system fully includes this feature and works as specified.**

- OUs can send compliment about other OUs to SU, and SU will increase the reputation score of the complimented OU, any OU receiving 3 compliments, regardless of the reputation score.
- **Our system does not include this complimenting feature.**

Other system requirements:

- A consistent system GUI is required: don't keep popping up new windows to cause a mess
- **Our GUI is web-based and offers a sleek, modern interface while maintaining a fast and efficient system to process users' actions and requests.**
- Besides the foregoing items, each team can have a creative feature for this system, which is worth 10% of the project. A feature deemed extremely creative will receive an up to 10% bonus by discretion.
- **Our system's creative feature is that it is written entirely using Python's Flask framework, allowing the system to be web-based while also relying on a database to store data.**
- No need to make this system web based or mobile based, the latter two can be viewed as a creative feature if your team choose to do so.
- For details not listed in the foregoing items your team is free to use your own judgment to proceed in your system design and development.