* 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
* Visitor can view sample projects and data, however they are not dynamically updated/from database, just dummy data.
* 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.
* User is able to register with name/email/password/interest and reference with drop-down list. SU can reject, if OU appeals SU has option to accept or blacklist. References gives them 10 points if OU and 20 if VIP.
* 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 can create groups (projects) which they are automatically added to, and send invites to other users from a drop-down menu. Users who have inviterin blackbox auto-reject, in whitebox auto-accept. Denying manually requires providing message which is sent to inviter.
* 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.
* Users can access the group page from under “current groups” where all the groups they belong to are listed. From the group page they can create various types of polls and view scheduling.
* 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).
* Users can create a meet-up poll from the group page with different times to meet up. Users can also decide to issue warnings to other users based on their behavior (e.g. missing meetings). If they are kicked from the group and receive a point deduction, they can appeal to the SU.
* 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.
* Users can vote on kicking, praising, or warning user under “Member Polls”. A member with 3 praises gets +5 reputation score, a member with 3 warnings gets kicked and -5 reputation score. Kicking members gets them -10.
* 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.
* Users can create poll to close group. If vote is unanimous, super user will be notified to close group.
* 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.
* Any time user points are modified, it is checked to see if it has crossed the VIP/user limit and the user will be promoted/demoted as necessary.
* 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.
* Visitors and users have an option to contact SU and can select users or groups to report to SU. SU can respond by clicking ban user or issuing deduction (nonfunctional).
* 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.
* After being banned, OUs will be unable to log into the server.
* 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.
* 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.
* OUs can decide to send compliments to a user from a drop-down menu, if someone gets 3 compliments, they automatically get +5 on reputation score.

Other system requirements:

* A consistent system GUI is required: don’t keep popping up new windows to cause a mess
* 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.
* Web-based application, using JavaScript jQuery library, Materialize library and Python Flask framework
* 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.
* Web application
* 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.