

Judgy
Deliverable 1

Group 12

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Abstract

We live in the 21st century, the digital age. A world where we consume, process and interact with digital media on a daily basis. We have applications designed for almost every need, from listening to music to checking the stock market. We have access to a mind-boggling number of services catering to our needs and yet, when it comes to dedicated judging platforms for competitions we can only name a few, if any, services catering to our needs.

The problem that we face today is the lack of a dedicated judging platform that helps in contest creation, its management, and its judgment; a service application that helps judges judge, contest creators create contests and contestants participate, all from a single application. The current state of the art is defined by applications such as younoodle, but even that application falls short as it puts restrictions upon the users by forcing unnecessary features such as form creation presets upon them. Younoodle is also a pretty expensive service for someone who just wants to run a local competition.

Our Proposed application, i.e. Judgy gives its users the freedom to choose what they want on their forms, in their competition and who they want to add in their competition. Judgy also helps judges judge by giving them a form containing the fields and rating systems chosen by the contest creation. Contestants' lives are also made easy as they are also provided with fields to fill as specified by the contest creator which makes the tedious task of filling forms a breeze. Presets shall not be forced upon the users and the application shall be available at an affordable price, i.e. much lower than the one quoted by Younoodle. Judgy shall be a web app designed using React.js with material design elements making the application 'pop'. The back-end data management shall be handled by Firebase, which is a very popular 'real-time' database application.

High-Level Requirements (HLR)

1. *User Authorization and Authentication*

Users can log in using their email address. A verification link is sent to the email address of the user. The user can verify the email address by clicking on the link otherwise the user won't be able to log in.

2. *Creating Competition*

The application facilitates the moderator to create competition and get data from participants and judges. The user also creates competition fields for contestants and judges. The moderator can create fields to enter the start and the end date of the competition and add competition logos. It allows the moderator to change and customize forms.

3. *Managing Competition*

The moderator assigns judges to the competition. The moderator sends invites to the email address of the judges and contestants. A link is sent through which the judge and contestants can register for the competition.

Judges receive a key along with link which they can use to register for the competition as a judge otherwise they will be registered as a contestant.

3. *Participant Submissions*

The user can see the number of competition he is enrolled in. The details of the competition are stored in the database. Submission is allowed if the deadline is not passed.

4. *Judging Competition*

Judges and participants are divided as per the ratio described by the competition creator. After the participants are assigned to the judges, the judges receive the contestant's profile and their submissions. The judge then grades the data sent by the contestant.

5. *Releasing Results*

After the submissions are graded, the contestant can see the scores on their screen.

Cost Estimation

Expense Type	Minimum	Maximum	Comments
Labor Expense	\$11,200	\$16,800	Includes the human resource for developing front end, back end, UI, testing, design and copywriting
Meeting Expense	\$180	\$560	Includes laptops, food/beverages, Wifi/hotspots and other meeting costs
Travel Expense	\$55	\$154	Includes cost of gas, street parking and other travel costs
Backup Storage	\$40	\$50	Version control
Dev Tools	\$0	\$0*	Depends on user statistics
	Total: \$11,475	Total: \$17,564	

* the cost for dev tools depends upon user statistics as we may have to pay for servers if the number of users increases more than it is envisioned to be.