University of Puerto Rico Mayaguez

Department of Computer Science and Engineering

INSO 4101 Introduction to Software Engineering

Proposal of Domain: Bounty Board

Informative Document

I. Name, Place, Date

- A. Name:
 - i. Bounty BoardTM
- B. Place:
 - i. University of Puerto Rico, Mayaguez District
- C. Date:
 - i. Starting Date: February 12th, 2020
 - ii. Estimated Goal Date: May 1st, 2020

II. Partners

A. Clients:

i. For the purpose of this project we are the clients of our domain. As we noticed that there is no specified client, therefore we, the developers, are in charge of identifying a problem to solve, what goes into describing our domain, prescribing our own specifications, a course of action to pursue in the development of our domain and designing said software related to our domain. If we were to choose a client, it would be based on who is the target demographic such as, professional personnel, unemployed personel, and the requestor.

B. Developers:

- i. We are a proud team of four, and we are based in Mayaguez, currently as students in the University of Puerto Rico.
- ii. Our team consists of:

- a) Anthony Zapata
- b) Ebdiel Roman
- c) Jean Lugo
- d) Kevin Burgos
- iii. We are trying create an easy and accessible way for users to post jobs, tasks, requests, assignments, errands or chores to other users who are willing to accomplish these for a pre-established monetary value.

III. Current Situation

A. The current situation is that a large amount of the population is either too busy, too lazy or incapable of getting small tasks done and that these tasks could be accomplished by others who are more willing to do them and have the availability to do so provided, of course, they get compensated for their work.

IV. Needs and Ideas

A. Needs:

- People are in need of assistance of others in order for them complete a task, they cannot or don't want to complete on their own for whatever reason.
- ii. In our day to day lives time is a valuable thing, and some people do not have enough time to complete shores, tasks, jobs.
- iii. A necessity to find a person to do a certain task on demand can be very difficult, specially if you have no contacts or connections to someone who can complete the job.

- iv. People are also in search for quick money, and are available for short term jobs to gain some.
- v. Others simply may not be physically able to do certain task and need to outsource the help. Thats where Bounty Board comes in.

B. Ideas:

- i. The idea of this software is to present a user to user job/aid opportunity. Users that may require a certain task to be completed by someone will have the ability to post this task as a "Bounty Hunt" in exchange for monetary rewards. This software provides a profile based system for its users to identify other users that are willing to fulfill this task.
- ii. Create a web app that displays a board of tasks where users can then browse said tasks and decide if they would like to complete it. The app would also allow users to post their own tasks so that others can accept them.
- iii. Implementing this software so you can solve the need of needing a helping hand.

V. Concept and Facilities

- A. Concepts The following solution concepts were selected for the app which are the following
 - a. Provide the user the ability to post to the server.
 - b. Provide the user the ability to accept jobs from the server.
 - c. Present a user friendly GUI that will contain the jobs requested from a close enough location.

B. Facilities - It's essential to use the adequate software to complete our project.

PostgreSQL will be used to handle the database and server side of the application. For the front-end JavaScript and Angular framework were the language and framework of choice. To keep track of work schedule Scala, ClickUp and other software were chosen.

VI. Scope and Span

A. Scope:

i. The scope of our domain, is generally in software development, specifically a piece of software that can be used by the public.

Therefore, I we will produce a piece of software that provides a platform for users to, place request for one time job, and to provide a safe and easy way to contract workers and to make monetary gain or service for the domain holders and the users.

B. Span:

i. The span of our domain, is to facilitate the users of our piece of software to place requests, removes request, accept request form others, place monetary incentive, check expertise of acceptor, for a task that needs to be done. In addition to those functions, you could check by GPSso you could find jobs near your point of origins. You can link your preferred method of payment of choice to provide an accessible way of money transfers between users. In addition, a rank system would be in place to see who are the most qualified for the job, and the requestor can choose between all of the applicants. All of this would be implemented using REST API, and Scala programming

language. In order to provide a platform, for the users to find or create jobs from the necessity of the requestor.

VII. Assumptions and Dependencies

A. Assumptions:

- It is assumed that the developers have the knowledge and skill to work with the scala programming language, databases, Rest APIs and UX design to create a modern and easy to use web application.
- ii. It is also assumed that we will have the resources needed to run our servers.

B. Dependencies:

Both the quality and efficiency of the application is dependant on this
as well as the speed and pace in which the application is completed
from design to production.

VIII. Implicit/ Derivative Goal

A. Our goals:

- i. Create an easy and accessible way for users to present jobs, tasks,
 requests, assignments, errands or chores to other users.
- ii. Established a platform that allows every day person to get some additional income.
- iii. Ensure user / contractor's satisfaction.
- iv. Provide a side income for users.
- v. Provide easy access for workers to find new tasks to complete (includes private companies).

- vi. Provide an easy method for people with restraints (Physical, time related) to get a certain task done.
- vii. Help people upgrade their contact networks inherently helping them for future situations.
- viii. Provide a safe, monitored and continuously improving way for people to contact strangers for jobs.
 - ix. Provide a rating system for users to be able to determine safer future business relations.
 - x. Produce income enough to maintain and service the software dependencies and updates.

IX. Synopsis

This domain came to be, because we believe it's an worthy opportunity to explore, the idea of making a platform for users to post their requests, and have them done by willing and capable participants. The domain of this project consists of a network of users within a small enough distance between them. The purpose of this project is to provide an on demand service for a particular task that a person might need to get done. This creates the opportunity for other people to earn income for their time and expertise. The application will provide the following functions to the user. The ability to post or accept jobs from the server. The ability to make a profile that will contain important info about the user: Name, Location, Expertise, Rating, etc. The ability to rate the the work done by one of the users. The ability to file a complaint about another user for its service. An more functions as they're needed. There are two key events that happen within our application. The first

one is a user requesting a job and the second one is a user accepting the job.

From this event certain behaviour can occur. Let's call a user requesting a job behaviour R. Behaviour R send the job to the server (Behaviour S). All of this would be implemented in Scala programming language, and REST APIs. For the end goal of providing user satisfaction, and generate revenue for our domain as well for any participants of our software.

X. Standard Compliance

- A. The standards that are going to be used in this domain are:
 - i. IEEE Standard for Software Maintenance.
 - ii. IEEE Guide for Developing System Requirements Specifications.
 - iii. IEEE Standard for Software Project Management Plan.

XI. Contracts

- A. Payment rights
 - i. Methods of Payment
 - a) Credit Cards
 - (1) MasterCard
 - (2) Visa
 - (3) Others
 - b) PayPal
- B. Advertisements Rights
 - i. Allowing ads of other Domains into ours.
 - ii. Having ads of our domain in others.

- C. User Agreement/Terms of service
 - i. A certain set of rules the user must follow.
- D. Rights of Admission
 - i. We have the right who can, or cannot use our software.
- E. Access Users info
 - i. credit cards
 - ii. location
 - iii. expertise
 - iv. Income
 - v. Access to banking information.

XII. Design Brief

A. Users have to abide to our terms of service, failing to comply by actions such as fraud, or illegal activities, could result in permanent suspension and may involve legal action.

XIII. Log Book

- A. 12 Feb 2020
 - i. Initial meeting of team members.
- B. 14 Feb 2020
 - i. Set up some guide question, to fill out the proposal.
- C. 17 Feb 2020
 - i. Filled out each section of the document.
- D. 18 Feb 2020
 - i. Recheck each part to se if everything is in order.