Beehelper - social network for local communities

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Introduction

BeeHelper - is online social networking website (and mobile app in future) which allows people to get some small everyday help and extra income. BeeHelper is mostly focused on child related services in local communities.

This project pursue a goal to develop a trustful relationships between people in same community who can share their time and provide small help services. People can think about that as a way to get some cash on your convenience if you are willing to provide a service either get a help from people you can trust to organize your everyday childcare routine.

Unique feature and principles of BeeHelper are:

- Mutual help
- Sporadic assistance
- Time sharing
- Activity sharing

Project specifics

Project is designed with specifics of Ukraine region but has potential to expand into broader audience.

Region features

- 1. People don't tend to organize local communities. Existing local communities (if they are) don't tend to unite and integrate different social groups and sections of the population. Usually they don't play a big role in everyday life of ordinary people.
- 2. Not enough popularized non-professional babysitting
- 3. It's difficult to find babysitter for less than full or half day and for not permanent job like: to pick up child after school and transfer him to sport (could take less than half hour but likely to be charged as a few), find somebody be able to walk with child on playground for one-one and a half hour, get occasional time babysitting for doctors appointment, etc
- 4. For most families and especially for single parents prices for babysitting services are not affordable
- 5. Single parents often do not get enough support to organize everyday child's routine.

Target audience is

- not looking for permanent babysitter
- looking for less expensive service
- currently unemployed because taking care of their own kids but wants to earn extra.
- can't afford to pay by money, but can provide reciprocal service

Services users could search

- 1. Babysitting
- 2. Kids transportation
- 3. Kids activities
- 4. Organize playdates.

Use cases

- 1. I like to do crafts (simple drawing, clay modeling, paper crafts) with my 3-year old, I really good in this and enjoy. We are usually doing this almost every day. I like to search for interesting ideas to make this seasonal. For some reasons I am not able to provide this activity sessions permanently and I am not certified preschool teacher or something like this. But I'll be glad to have one or two kids joined to us. I could try to find interested people in close neighbourhood. As a reward I can get some money (less than same services are cost in learning or activity centres) or get some reciprocal service. It could be something like musical activity for my child (I am not strong in music)
- 2. We are living in apartment complex and everyday (except real bad weather conditions) I take my child Nick to the nearby playgrounds. Usually from 10 till 11.30 am. Usually there are nobody there and it's little boring for Nick. He is very social and makes friends easily. I'll be glad to find a friend to play for him. I am very responsible and ready to supervise two kids outdoors three days a week (except those we will stay indoor or our plan have been changed it happens really rare) so his mom will get some free time. As a reward it could be babysitting my child two times a week afternoon for 2 hours so I could do my grocery or money payment (minimum level for babysitting or even little less). I consider to find somebody in our apartment complex to make kids pickup and drop-off easier
- 3. My daughter is in afterschool program till 4pm and has her gymnastics classes at 4.30pm two times a week. It usually takes 15 minutes in public transportation to get there. I am working till 5pm. Actually I need babysitter for half an hour. Ideal should be to find responsible person who is picking up his child near 4pm from the same location (or very close to it). I'll pay as one hour of babysitting.(medium conventional for same age in our region) Not considering the possibility to find common babysitter because most of them looking for more hours or charge more for short-term.

Close projects

So, it's clear BeeHelper is to find help in close neighbourhood or among those who are sharing your routes and make some connections with people you could trust and ask for help. And natural question is: Why not to ask somebody personally or try to start communicate with people?

Why not FB groups

It looks an evident, but local fb groups are focused in a large variety of topics so you help request get lost between other posts if group is active. Also person could be signed up for many other groups or follow many people and could miss help requests.

Why not Meetup

Yes, it's the second good solution at least if you are looking somebody with whom you could share activities. Just create local meetup group of parents and go on.Meetup service is not as popular in Ukraine as, for example, in USA. Also most Meetup groups are IT oriented and targeted audience could be confused with this.

What difference between BeeHepler and other advertisement websites

BeeHepler focused on narrow range of services.

We are doing to provide not only add hosting. It will help parents to create some sort of local communities. Also we are going to give opportunity to users manage and plan everyday routines.

BeeHelper is expected to be local oriented but not closed or separated.

Project roadmap

Features for MVP

Compatible to desktop/tablet

Login module. Make possible to login through Facebook, Gmail.

Creating and managing own profile

Babysitting, transportation, job sections.

Rating system

Second phase

Mobile friendly

Add activity search section.

Add ability to connect social profiles and make it visible. Being able to look through people's social

Make possible to create circles - add there those people whose opinion and recommendations are worth to trust for you.

Third phase

Mobile app

More real time service

Recommendations based on your network reviews.

Prototyped project workflows

General Roles for users:

Role is determined when user selects *Find*→ *Help* or *Job*

- "Need" users who search for (babysitter)
- "Can" users who can help, search job.

Each user can have both roles at the same time.

User's starting actions.

Any user can:

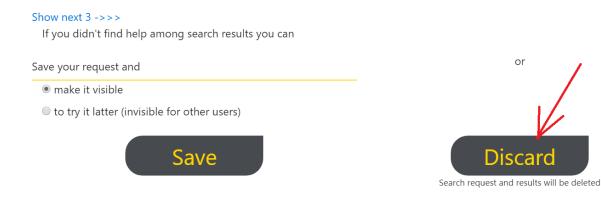
- Create search request object for help/job
- Get results (*Restriction*: only not anonymous user get results with full information about possible executors)
- Edit search request details and search again

User Anonymous: is able to:

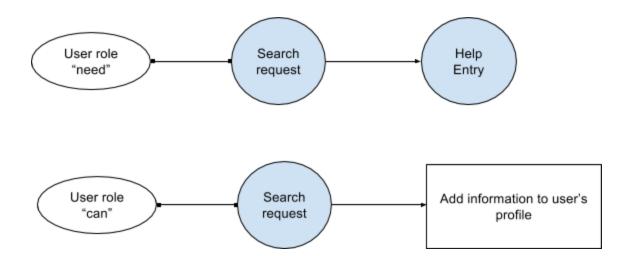
• Register (login) and continue having access to created search request (until session is expired)

<u>User Registered</u> is able to save his request and contact other users by sending them proposal.

<u>Search request</u> - temporary object. Created when user filled search form and submit it by "Find" button. Can be created by anonymous and registered users. Should be discarded after session ends for anonymous users or after registered user decided not to save it:



All following objects are available only for registered users.





General

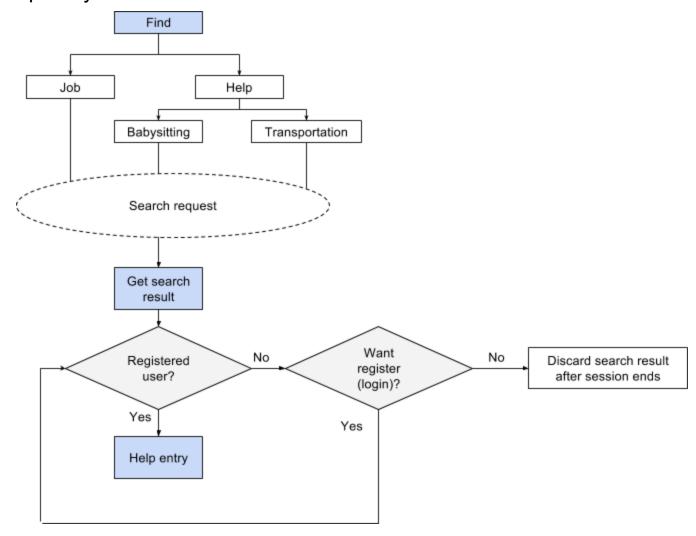
Extended profile

Reputation

muffin pie. I love gingerbread I love I love. Macaroon gingerbread liquorice sweet roll marzipan dragée apple pie cheesecake toffee.

Services:	Price range:	Area:
Professional babysitting	35-60 uah/hour	Kharkovskiy
		Osokorki
		Poznyaki
Children age:	Number of kids	Hours available:
6-12m	1-2	AM
1-3y		PM
4-6y		ful-time
6-10y		part-time

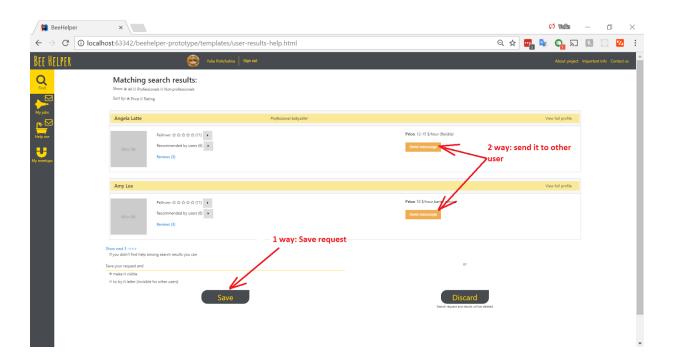
Creating Help entry



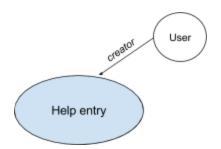
<u>Help entry</u> - is an object created by registered user with role "Need". Inherits "Search request" object *. Help entry object initially has one connection

^{*} Note: In general instead of creating different objects we could divide them by changing states. This should be discussed after decision about general architecture.

User can change "Search request" to "Entry" in two different ways.



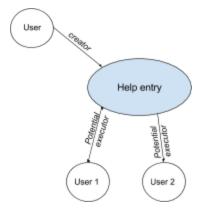
In first scenario we will get an Entry object with only one connection.



Actions for User:

- Initialize new search for this entry
- Make Entry visible or invisible for other user's search
- Edit or delete Entry
- Contact other user(s) by sending them this Entry as a proposal act in second way.

Second way means that user found among matching results, or found other user directly (among his previous contacts, through recommendation etc.) possible executor (helper) and contacted him by sending "need help" description. In this case Entry object will be:



Actions for User:

Same as above. But after "edit" or "delete" actions User 1 and User 2 should be automatically notified about.

Also, if User-creator have his Entry visible other users with role "Can" after submitting search form can get it among matching results and contact first.



Users with "Need" role can get access to this Entry object through "Help me" section on sidebar. Users with "Can" role-through "My jobs".

Important note for User with role "Can".

FOR WELL

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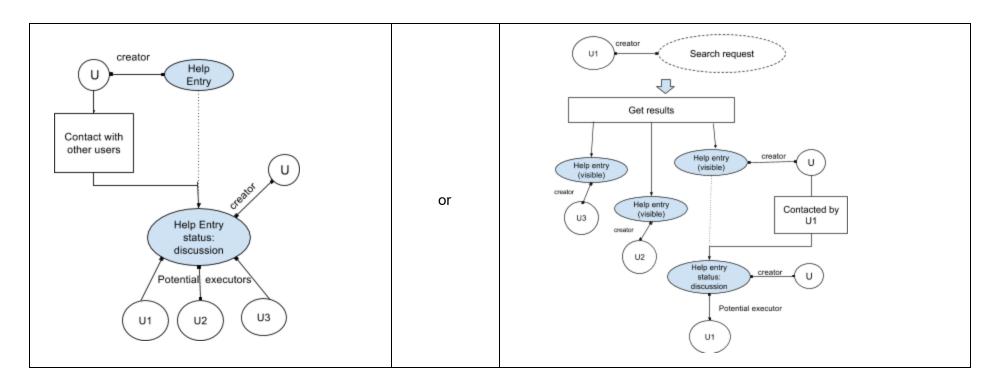
Users who are looking for "job" (or can help as a "barter") are able and should be encouraged to fill information in their profile. They should be able to indicate preferable district, hours, general features of their service, something about themselves etc. (Click on your name in header). While filling search form

(*Find*→ *Job*) user create request to make something like a quick check. He can be more specific there. More details could be find in Form description section)

Display Entry object for User-owner with role "need":



Help entry status "Discussion"

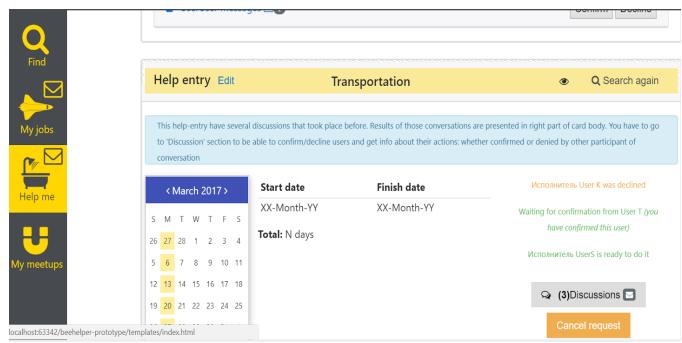


When Help Entry get more than one connected user (creator) it get status "Discussion". (or it could be new object).

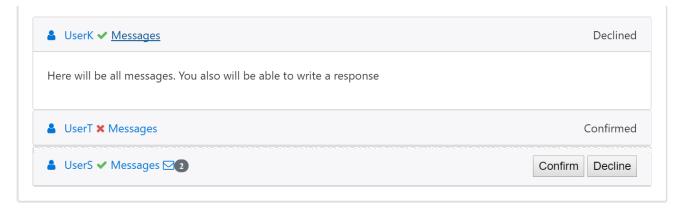
User (role: creator; U in this example) connected to all other users potential executors.

At this point he has to be able:

- edit, delete entry (cancel request). Existing users-possible executors should be notified automatically.
- make it visible/invisible, start new search for possible executors of this entry; (existing users-possible executors are not affected by this actions);
- communicate with possible executors;
- confirm or decline executors;
- get automatically created notifications about actions of possible executors with this Help entry (new message, confirmed or declined);



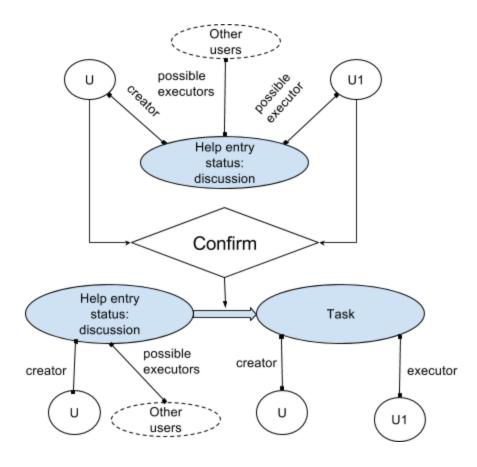
Discussion section:



Users (role: possible executor: U1, U2, U3 or UserK, UserT, UserS on screenshot image above):

- are able to have separate branch of discussion with User-creator: get messages and respond;
- should get notifications about new messages from user-creator;
- should get automatically created notifications user's-creator actions such as editing details, deleting;
- can be able to accept or decline this help entry.

Confirm or decline



Both User-creator and User-possible executor can make any of these actions at any moment of discussion. When Help entry get "confirmed"-"confirmed" from creator and possible executor it becomes a new object: *Task*. Possible executor becomes Executor. All other Possible executors should be automatically notified about it.

Note: need to be discussed how to avoid double same time confirmation and as a result two different executors assigned to same task.

Those help entries which haven't got executors are available until creator delete them or date expired (last day of multidate task). If not deleted and expired become "archived". Available for read only or delete to creator, for read only to possible executors (if have those) and invisible for search.

Task

Tasks can be:

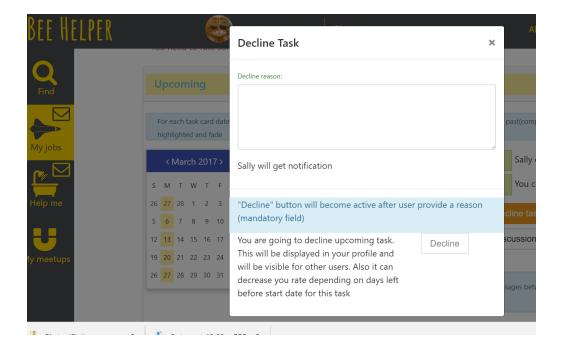
- 1. Upcoming (Have assigned executor, haven't started yet)
- 2. Current. Those tasks which are started and are not one day. (for example: "every certain day starting from ... and ending at ..." or "exact dates, total n".
- 3. Completed.
- 4. Declined (for executor or potential executor)

Upcoming task

User-creator can:

- Cancel upcoming task. Executor will be notified automatically but creator is encouraged to add personal message to be polite
- Decline executor with reason explanation

Executor can decline upcoming task. He is required to give a reason. This will be displayed in his profile and decrease his rate.



Current task

After certain amount of events (days) User-creator should get message to rate executor. Executor will be able to see this evaluation after he'll give his own evaluation for User-creator.

Creator still can decline executor, but rate him and give recommendations first. Decline reason is required. Executor is able to decline this job. This will increase his rate.

Completed task

Final evaluations are expected from creator and then from executor. Executor will be able to know about creator's review after submitting his own.

Declined task

User executor or potential executor have this entry displayed after he declined this task or was declined by creator.



