

Building your next project

With

crowdsourcer.io



Project Creation Guide

crowdsourcer.io

2018

Welcome

A small introduction

Crowdsourcer.io is a crowd sourcing alternative focussed on software that allows developers and designers alike to either create or join in on software related projects, build up their contribution and earn an income from the final product. Think of Crowdsource.io as something between open source software creation and Kickstarter start ups, a new crowd sourcing alternative.

What this guide is for

Have you got a ground breaking idea, but don't want to get stuck with the issues of financing it, nor do you want to quit your job to get it done? Well then, why not build it with Crowdsource.io? Be as ambitious as a fully commercial project with the ideology of open source software. This is crowd sourcing in its purest form.

This guide will support you through all the phases of project creation, taking you from the drawing board all the way to going live on Crowdsource.io.

Buckle up, here we go!



Outline

There are only 3 stages your project will pass through before it's out in the big wide world and accepting contributors and making sales. First you have to actually create your project on Crowdsource.io; Second, your project will enter review and if successful; Third, when you're ready your project will go live.

1

Before beginning

Some tips to get you started before you jump into project creation.

2

Creating your project

Everything you'll need to know as you're filling in your project information.

3

Project approval

Some things to consider whilst you wait for approval, and as you begin to consider accepting applications.

4

Go Live!

What to do before going live and tips for accepting applications.



Before starting

Prep work

The most important thing to do before creating your project on Crowdsource.io is to build up as many resources as possible to help attract and then aid any contributors that may join the project once you are approved.

- Create a roadmap
- Plan a workflow
- Building a specification
- Set up any external tools

Product Identity

If you haven't already come up with a name, do so now. You'll also want to create a basic brand around the product which will include a banner image for you to use on the site. You can go one further by recording an introduction video and uploading it to YouTube. You can display it on your Project page once you've been approved.

Lastly, you'll want to secure any accounts or domains that may become of use down the line or on going live.

Prove yourself

- Finalise product name
- Brand your product
- Create a project video + image
- Create a basic site
- Create third party accounts

Lastly you've got to prove to everyone that you can do your part. You're going to be deciding who comes into the project and doing a large amount of project management among other things, so it's crucial that you can convince any potential contributors that you're up to the job. Filling out your profile with your skills and past work can go a long way.



Project creation

So, you're prepped and ready to go having gone through what to do before starting, and readied yourself for the next step.

Let's get going

1. Start by creating your account on [Crowdsourcer.io](#)
2. Head to the 'Create' page via the menu bar
3. Hit that big 'Create a Project' button

And we're off...

Project creation - Basic Info

The first thing to do is to fill out the basic information of your project. This includes a lot of the textual side of things as well as selecting your project's category and subcategory.

As with all things in life, first impressions matter so it's important you fill out your project information to a high enough quality as this will encourage people to join in. We've got some good tips to get you on your way, on the next page.



Project creation - basic info

Project Name

By now, we'd hope you already have a good name pinned down (along with some basic branding to go with it) but if you haven't remember to keep it short and sweet and make sure it's your product's name and not a description of it. Remember, this will be shown on thumbnails throughout the site so it's important to keep it recognisable and unique.

Blurb

This is a short sentence (135 chars) that you can use to describe your project. Like your project name this will be seen on thumbnails throughout the site so it's best to keep this to the point.

Categories

This is for organisation throughout the site and can be used for individuals to discover your project, either to contribute or to purchase it. If the categories you require are not listed, please drop us an email and we can add them for you. You can change the settings here at a later date if you wish to add the closest possible category in the meantime.

Description

This is where you can go to town and win over contributors and potential customers. You have a lot of creative freedom here so feel free to use banner images and pictures to really sell yourself. At this stage, we recommend that you host these types of images on dedicated image hosting sites and then simply embed any images you want into your descriptions.

Hit that big 'Continue' button



Note

You can save at any time so you can go and come back later.



Project creation - Media

This Media page is pretty straight forward. The only thing required here is your banner image for your project.

This is an image (PNG or JPG) that is a minimum of 1024x576 px and should have an aspect ratio of 16:9. It will be cropped to fit the correct aspect ratio if it doesn't.

A good tip for this image is to place any important content (Such as your logo) directly in the centre of the image and try to stay within 1/3rd height and 1/3rd width.

This is because the image will be shown on your project page with different dimensions visible depending on the viewer's screen width.

- 1024x576px
- 16:9 ratio
- keep content central

Hit that big 'Next' button



Project creation - Positions

Positions are what potential contributors are going to apply to, they're what tasks get sorted into and they're pretty much the fundamental driver of project growth.

A position has three elements

- *Position name*
- *Number of spaces*
- *Position description*

You should spend some time to craft a description which will give contributors a very good idea as to the skills required and the scope of any undertakings, and you should aim for at least 10 spaces overall.



Warning

Having only a very few number of contributors in a project can expose it to the risk of collusion. This can cause a disruption to the autonomous nature of Crowdsource.io projects.

Your position name can either be from a predefined list or created yourself. If you decide to create your own custom position then it won't be indexable and thus can't be filtered in the project discover page. However, since we want to make as many positions indexable as possible, we can add these to the official list when the project gets approved.

Hit that big 'Next' button



Project creation - Submit

Once you've reviewed all the information you've saved, all you have to do is hit submit.

Hopefully we'll approve your project within a couple of days. You'll receive an email when it's been approved.



Approval

We really hope that approval wont take too long, but even if it doesn't, below are some things to do whilst you wait.

Whilst waiting for approval

If your project is likely going to use any repositories, now is the time to set them up. If you want some recommendations, we've heard GitLab.com and Bitbucket.org are pretty good.

Are you going to be using external tools for anything? For instance, GoogleDrive for document sharing, or Trello for agile project management? If so, get them set up. Put as much content on there as possible!

If you haven't already, finish preparing your documentation and specifications.

- *Repositories*
- *Workspace*
- *Documentation*

What happens after approval?

You've just been approved, congratulations! But now what? Well, you now have access to your project's Mission Control - the central hub for everything to do with your project.

Before going onto that stuff though, we want to give a little bit of advice regarding accepting applications to your project, which you'll hopefully start receiving soon.



Approval - Accepting applications

Crowdsourcer.io is built on trust. And sadly, as much as we wish it weren't the case, there'll always be people who are less trustworthy than we'd like. Because of this, we've prepared some tips for you to think about when accepting applications to your project.



Warning

Make sure you're looking for those red flags. You'll know them when you see them. Once someone is in your project there is no way to remove without an administrator helping out. You can at most, remove their position from them.

1. Read their application carefully

A good application will have links to their work and will have gone into detail about their past experience. keep an eye out for these types of application as they're normally a good sign.

2. Review their profile

The first thing to check is to see if they've had any experience on Crowdsource.io. If they've been in the same position they're applying to, before, then their approval for that position will be shown to you with their application. It still doesn't hurt to go on their profile anyway and see what their approval has been like in other tasks.

3. Check out their GitHub account or other links

You're well within your rights to ask for applicants to put their GitHub profile or a link to some other site, along with their application. If they don't have an account, that's fine, there's other means of judging them. But if they do, definitely go through with it (unless they look dodgy) and check out what they want to show. It can make or break an application.



Go live

Congratulations! You've been approved! So now what? Well, things are starting to heat up and it is easy to become carried away and hit that big, blue 'Live' button. But before you do that, perhaps stay your hand and have a read through some of the things here to see if there's anything that might best be done before going live, now that you have full access to the Mission Control.

1. Add project media

From your Mission Control, head to *Project* and then click the *Media* tab. From there you can link to videos and images on external sites (for videos we currently only accept YouTube) or upload images to our servers. These will be displayed on your Project page and you can add captions and reorder them and what not.

2. Add tasks

If you know roughly what might need to be done as soon as you're out of the gate, why not prepare in advance the tasks? From Mission Control you can create (but not accept) new tasks which as soon as you're live, can be accepted by you and your team.

3. Invite people

If you know anyone who you think might be interested in joining your project. Drop them an invite. If they're not registered an email will be sent asking them to do so if they wish to join in. You can also use registered members' usernames. If at any time you want to revoke the invitation you can do so.

4. Accept applications

If you're lucky enough to have received some applications then go ahead and accept (after you've reviewed them of course). They won't be able to access the Mission Control, but at least they'll get a notification once you go live. You can of course jump into the chat application and have speak with them, which is great for introductions and what not. You could even start planning some things whilst you wait for yet more applicants.



Go live

That big, blue button is becoming more and more tempting with every passing minute. When do you get to press it? We think it's best that you go live when two parameters are fulfilled

1. You've got more than 5 (but ideally 10) contributors on board
2. All infrastructure (e.g. repositories, websites etc.) is set up

Once you've done those two, you're all set. Hit that button!



Congratulations!

Your project is now alive and ready

We hope this guide was handy.

This is only the beginning...

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