VOTE2.ORG

SYSTEM DESIGN

January 21st, 2018 (Initial Date)

VERSIONS

Date	Version	Person	Change
21st Jan 2018	0.1.0	Duncan James	Initial
26th May 2019	0.1.1	Duncan James	Adding website vote2.realityinfo.org and updating some of the functions.
30th May 2019	0.1.2	Duncan James	Adding some high-level requirements

OVERVIEW

1. Description

The website for **V**oice **O**f **T**he **E**lectorate. (V.O.T.E.) is located at http://www.vote2.org. There is also a youtube video at the following location:

https://www.youtube.com/watch?v=bXLeye803lw

This document outlines the reasoning, design and technical details of implementing the V.O.T.E. system.

Idea and direction

Voice **O**f **T**he **E**lectorate. (V.O.T.E.) is a system that is intended to completely democratise voting in any organisation that requires that. The intention is to make the vote of individuals count towards the goal of the greater population by enabling the **E**lectorate to have complete, at any time.

The system will cater for any size of organisation. Be that a small club or a full country.

Aims

The aims can be summarised as follows:

- Create a system that by-passes the traditional party politics model of democracy.
- Create a system that engages, liberates and empowers the electorate to have a direct say in the running of their country.
- Create a system that is transparent in operation and has a complete audit trail
- Realises cost savings in terms of public buildings, employee expenses and election facilitation.
- Create a system that liberates the **V**oice **O**f **T**he **E**lectorate. (V.O.T.E.) to enable them to have direct control over their affairs without having to choose political party allegiances.
- Create a voting system that is as easy to use as prime time Saturday night television voting systems.
- Create a system that is as applicable to small teams as it is to populations of countries.

These aims will be realized by leveraging and combining current technologies, ideas and frameworks to create a system that meets the needs of citizens as we move further into the 21st century.

2. Project Scope

This project, though it has far reaching constitutional implications, is rather simple in terms of the functions that it will facilitate.

The new system will, in general terms, perform the following functions:

1. Create a streamlined voting process that allows the V.O.T.E. to be accurately reflected in real time
2. Create functionality whereby issues, old or new, can be raised, discussed and put forward as voting agenda items.
3. Create systems that enhance the accountability of individuals tasked with carrying out the will of the V.O.T.E.
4. Create systems that allow us to manage (hire, fire, recall) any individual assigned with the task of managing our affairs
5. Creating interfaces to other organisations that will carry out the will of the V.O.T.E.
6. Create transparency at every level of the voting process.
7. Design a solution that can be leveraged in any organisation to spread true representative democracy
8. Design a solution that will scale to any organisation that wants to flatten the hierarchical pyramid of power, thus enabling truly holographic systems that are impervious to limited internal corruption.
9. The solution will enable any progressive organisation, group, working committee, friends, to collaborate, decided and follow a consensus decision from inception to delivery.
10. It should be possible to create a management console to manage multiple V.O.T.E instances.

Things we will not be doing:
1) Project management is beyond the scope of the program except where the direction of the project needs to be voted upon.

Things we will be doing:
1) The project will be completely open source
2) We will be leveraging the latest in software and IT development to secure the transparency of the system
3) We will be creating a flexible structure that scales to any organisation, and even global decisions.

3. High-Level Requirements

An overview of the requirements of the system are as follows:

Req.	Priority	Category	Title	Comments
1	Must Have	User	Full user login / authentication support.	User name / password is suffice
2	Should Have	User	Two factor authentication with secret passphrase information storage.	Similar to banking apps
3	Must Have	Voting	(Blockchain/Ledger) voting verification	Each vote is recorded into a system so that all voting patterns can be seen.
4	Must Have	Voting	Verification of voting.	Voters should be able to check with the blockchain that noted their vote is in correlation with their actual vote.
5	Must Have	Voting	Voters can have their votes verified to them immediately that the vote is logged into the blockchain.	A user will receive notification of the vote that has been logged on their behalf, in the ledger.
6	Must Have	Voting	Vote Change grace period.	A vote, once cast, can be changed within the time parameters of the vote. All ledger transactions will be noted in the negative, like a double entry book keeping system.
7	Must Have	User	Peer validation.	Users must be able to vouch for other users to have certain roles
8	Must Have	User	User Affiliations	Users can be associated with groups.
9	Must Have	Groups	Group creation.	Groups are logical bodies of involved humans. They can be anything from family units to streets to cities or companies or startups or geographic regions
10	Should have	Groups	Group categorisation	The ability to distinguish what type a group is. This could be "geographic", "political", "organisational", "social", "family", or a combination of such.
11	Must Have	Voting	Full voting history search and results	All votes taken are transparent and published for every concerned human to investigate the results.
12	Could Have	Voting	Private votes.	These are votes that only concern the individuals involved in a particular group. Users are invited to vote.
13	Must Have	Voting	Vote Question Creation	Stakeholders must have a way of raising questions for their communities.
14	Could Have	Voting	Vote Question Backing	Only vote questions raised by individuals that gain a community determined level of support become valid voting topics.

4. Deliverables

[List agencies, stakeholders or divisions which will be impacted by this project and describe how they will be affected by the project.]

5. Affected Parties

[List business processes or systems which will be impacted by this project and describe how they will be affected.]

6. Affected Business Processes or Systems

[Describe any specific components that are excluded from this project.]

7. Specific Exclusions from Scope

[Describe how you plan to implement the project. For example, will all parts of the project be rolled out at once or will it be incremental? What will be included in each release?]

8. Implementation Plan

[Include recommendations that lead to your proposed solution. Summarize what you're proposing to do and how you're going to meet the goals. You'll be able to expand on the details within the 'Our Proposal' section.]

9. High-Level Timeline/Schedule

[Describe what the high level timeline/schedule will be to plan, design, develop and deploy the project. Generally, by when do you expect this project to be finished?]