

Milestone Report 1

09.05.2021

Group 6

Berk Atıl

Can Atakan Uğur

Deniz Arda Budak

Ekrem Yusuf Ekmekci

Elif Sema Balcıoğlu

İbrahim Melih Aktaş

Musa Nuri İhtiyar

Ömer Faruk Süve

Executive Summary	4
About The Project	4
Work Done Up To Now	5
Status of Deliverables	5
Evaluation Of Deliverables	6
Evaluation of Tools and Processes	6
Table of Work Done by Each Member	7
Deliverables	10
Communication Plan	10
Requirements	10
Glossary	10
1. Functional Requirements	11
1.1 User Requirements	11
1.2 System Requirements	11
1.3 Event Requirements	12
1.4 Badges	13
1.5 Equipment	14
2. Non-Functional Requirements	14
2.1 Design	14
2.2 Annotations	14
2.3 Legal and Ethical Issues	14
Scenarios And Mock-ups	15
1. User Block 1	15
Website Mock-up	16
Mobile Mock-up	20
2. User Block 2	23
Website Mock-up	24
Mobile Mock-up	26
3. User Block 3	27
Website Mock-up	28
Mobile Mock-up	29
4. Search an Event	30
Website Mock-up	31
Mobile Mock-up	34
5. Send Request to Attend an Event	37
Website Mock-up	39
Mobile Mock-up	41
6. Person Selection for an Event	43
Website Mock-up	44
Mobile Mock-up	46
7. Send Request to Attend an Event	48
Website Mock-up	49

Mobile Mock-up	52
8. Checking the Event Page and Posting a Discussion	54
Website Mock-up	55
Mobile Mock-up	57
Design Documents	60
Class Diagram	60
Use Case Diagram	61
Sequence Diagrams	62
1. Editing Event Information	62
2. Blocking a User	63
3. Unblocking a User	63
4. Searching and Filtering Events	64
5. Adding Participants	65
6. Creating a New Discussion Post	66
7. Posting Comments in the Discussion Page	66
8. Sending request to attend an event	67
9. Creating an Event	67
RAM (responsibility assignment matrix)	68
Project Plan	69

Executive Summary

About The Project

The project we want to implement is like the following. It's mainly related with sports events and we hope that it'll be useful for people who are interested in attending amateur sports events in their spare times. People who register to the website, without paying any money, will be able to search for different sports events and see their locations, times and required skill levels such as beginner or expert. They can participate in the event either as a player or a spectator. In addition, they are going to be able to announce the events they want to organize as the field owner or participant to the event. Beyond all these points, they shall be able to search for sport equipment suggested by other users and where they can find these items. Lastly, notifications will be sent to the users for each of the mentioned points when needed.

Work Done Up To Now

Firstly, we met with each other in the first week, when the project wasn't announced. We also learned that Git and Github would be essential for the course, so we tried to get familiar with them. Furthermore we assigned 2 people to conduct research about them. Lastly, we determined points about communication.

After the project was announced, the main focus was determining requirements. First of all, we found websites similar to our project. Then we assigned each general sub-requirement to a different person. Definitely they sometimes changed due to customer expectations expressed in customer meetings and missing points noticed while preparing scenarios and similar stuff.

Then we started thinking about some example scenarios related with our project and mock-ups corresponding to them. They were also beneficial to notice some vague points in the requirements document. We prepared 8 scenarios each of which had both android and web version.

When all these points were completed, we started thinking about how use cases, class diagrams and sequence diagrams ought to be. The first two have been discussed in 4 different group meetings collectively. In addition, we met with the customer (TA) before the last group meeting in order to get feedback from him. On the other hand, 9 sequence diagrams were prepared individually by taking the points determined in the previous parts into the account.

Finally, we prepared necessary documents like the responsibility assignment matrix and project plan for the milestone document; in other words, we have a detailed knowledge about what should be done and general information about how to do it at this phase of the project. Future work will, probably, be more related with implementation issues.

Status of Deliverables

Deliverable	Completion Time (Last update)
Communication plan	27.03.2021
Requirements list	27.04.2021
Scenarios and mock-ups	20.04.2021
Software design documents in UML (Class diagrams, use case diagrams and sequence diagrams)	07.05.2021
Project Plan	09.05.2021
RAM (responsibility assignment matrix)	09.05.2021

Evaluation Of Deliverables

Detailed description about how all the mentioned documents were prepared has been described in the executive summary. They were completed and related feedback has been taken from the customer (TA) as much as possible. Also our project plan is definitely based on the work we have previously done since it not only includes that part but also useful for planning the future in terms of inspiration and more meaningful prediction.

Evaluation of Tools and Processes

Github

We use Github as a version control system. Tracking our progress is easy and convenient thanks to its issue features. We can easily see who is doing what and their status. It also provides custom labels that makes our job easier. Additionally, the wiki pages are easily editable and creatable so we can document our work in a structured way. Also, it is very easy to see the date and acting user of revisions and also different versions of them can be analyzed. To sum up, we can document and track our project conveniently via Github.

Lucidchart

It has a great amount of objects such as boxes, arrows, database figures. Therefore, it helped a lot during creating UML class diagrams, sequence diagrams and use case diagrams.

Draw.io

It is similar to lucidchart but more basic. We used it to create our mockups for user scenarios

Zoom

Because of the pandemic, we cannot meet face to face. Therefore, we use Zoom to meet online and it is easy to use.

Google Meets

We also sometimes use google meets especially to meet with our customer due to the time limit of Zoom.

Slack and Whatsapp

We use both of them as a communication tool but we use Whatsapp more frequently because all of us are more familiar with it.

Projectlibre

We use it to create our plan structure. It is easy to use and shows the Gant chart representation of our plan. As a result, we can easily see our critical path, thereby more important tasks that should not be delayed.

Table of Work Done by Each Member

Team Member	Contribution
Elif Sema Balcioğlu	<ul style="list-style-type: none">- Studying about Git and Github repositories.- Preparing system requirements.- Preparing a Contributing page.- Preparing scenarios for searching an event and sending requests to attend an event.- Preparing mobile and web mock-ups for searching an event and sending a request to attend an event.- Participating and contributing on class diagram and use case diagram meetings.- Preparing a sequence diagram for searching an event.- Creating the RAM.- Combining the Milestone documents.
Musa Nuri İhtiyar	<ul style="list-style-type: none">- Studying Git and Github

	<ul style="list-style-type: none"> - Keeping the group meeting notes and uploading them to the Github repo up to now - Determining the requirements about registration (1.1.1 in the document) and login (1.1.2 in the document) - Designing a scenario for person selection to an event with another member in the group - Preparing a mock-up for the described scenario on the web part. - Participating in all meetings where class diagrams and use case diagrams are designed together - Preparing a sequence diagram for editing event information (1st one in the document) - Preparing executive summary for this document - Preparing list and status of deliverables for this document
Berk Atıl	<ul style="list-style-type: none"> - Making a research about git and nice repositories. - Specifying the non functional requirements of the project (2 in our requirement document) - Preparing and designing a scenario for blocking and unblocking a user. - Preparing a mockup for the blocking and unblocking a user for the web page. - Contributing to our class diagram and use case diagram that we created together as a group. - Preparing a document to describe the tools that we have used until now and making an evaluation about them.
Ekrem Yusuf Ekmekci	<ul style="list-style-type: none"> - Searching and studying on Git and Github - Deciding the structure of events and badges - Specifying event and badge requirements - Preparing and designing a scenario for creating an event - Preparing and designing a mockup for creating an event - Participating customer meeting - Searching and studying on unified modeling language (UML) - Contributing to decision making process of class diagram - Contributing to decision making process of use case diagram - Creating a sequence diagram for creating an event - Deciding the project plan of the second half of this semester
Can Atakan Uğur	<ul style="list-style-type: none"> - Git and Github research - Preparing a report for the group's complete repository research - Completing "Event Requirements" under the Functional Requirements - Creating a persona who is going to post something in the Discussion Page - Preparing a scenario for discussion posts - Preparing mock-up for discussion posts - Participating in meeting with TA - Research about use case diagrams, sequence diagrams and class diagrams - Contributing to the creation of class diagram - Contributing to the creation of use case diagram - Creating two sequence diagrams for creating discussion post

	<p>and posting comments in the discussion page</p> <ul style="list-style-type: none"> - Preparing the part of the project plan about the rest of the current semester
İbrahim Melih Aktaş	<ul style="list-style-type: none"> - Studying git and github systems. - Preparing Profile Management section in requirements(1.1.3) - Creating a scenario about participant selection for an event. - Creating a mobile mock-up for participant selection scenario. - Participating in customer meeting with the TA. - Taking a part in the meetings that we set for class diagram and use case diagram. - Creating a sequence diagram for adding participants. - Preparing the project plan for next semester.
Deniz Arda Budak	<ul style="list-style-type: none"> - Do a research about git as a version management system and prepare a brief summary - Specifying system requirements - Preparing scenarios for “searching an event” and “sending requests to attend an event.” - Preparing web and mobile mock-ups for “searching an event” and “sending a request to attend an event.” - Participating in customer meeting with the TA. - Research about unified modeling language(UML) - Contributing to decision making process of class diagram - Contributing to decision making process of use case diagram - Creating a sequence diagram for “sending a request to attend an event”. - Preparing the project plan of the next semester.
Ömer Faruk Süve	<ul style="list-style-type: none"> - Research about Git and Github - Participating meetings including Customer meeting and TA meeting - Creating Labels for the Issues - Contributing the Related Software Systems - Contributing the Requirements page with the Ethical Issues and the Blocking operations - Preparing Mockups and Scenarios about Blocking Operations - Doing research about Use Case Diagrams - Doing research about Class Diagrams - Making a Sequence Diagram about the Unblocking operation - Preparing the Project Plan for the project

Deliverables

Communication Plan

Participants	Aim	Place	Time
All Team Members	Evaluating the current progress and distribution of the tasks for the next week	Zoom	Every Tuesday @18.00
All Team Members	Urgent problems/issues	WhatsApp, Slack, Phone Call	Anytime Needed
All Team Members	Progress and issue tracking	Github	Anytime Needed
Customer/Instructor and Available Team Members	Discussing the details of the product and clarifying confusing parts of the project	Zoom	Anytime Needed

Requirements

Glossary

Advertisements: The commercials that the users of the app are exposed to.

Block: Any user blocked by another user is invisible to the blocker.

Discriminatory speech or content: Any content that detected as disrespectful.

Event: A sports activity created by a user for other users to participate.

Field: Any location that event can take place.

GDPR: General Data Protection Regulation in European Union and European Economic Area on data protection and privacy. The main goal of this is to provide people with control over their private data/information.

Guest: Any person who has not logged in

KVKK: Kişisel Verilerin Korunması Kanunu is a law to protect and regulate private data/information introduced by the Republic of Turkey Government.

User: Any person who has logged in

User contact information: The personal information about the user signed in.

Visible: Any information that is accessible by other users.

1. Functional Requirements

1.1 User Requirements

- 1.1.1 Registration
 - 1.1.1.1 Guests shall be able to register using username and password that they determine and weren't used by any other user before, kinds of sports they are interested in, their skill level, and email address.
 - 1.1.1.2 Guests shall be able to provide additional information such as name, surname, location, age and gender about themselves at the registration stage.
 - 1.1.1.3 Users shall be able to delete their accounts whenever they want.
- 1.1.2 Login
 - 1.1.2.1 Guests shall be able to login using their username and password combination.
 - 1.1.2.2 Users shall be able to log out whenever they want.
- 1.1.3 Profile Management
 - 1.1.3.1 Users shall update their username, password, location, age, gender, e-mail, skill level, and favorite sport.
 - 1.1.3.2 Users shall be able to see the users they followed.
 - 1.1.3.3 Users shall be able to see their event history.
 - 1.1.3.4 Users shall be able to decide which information is visible to others.

1.2 System Requirements

- 1.2.1 Event Recommendations
 - 1.2.1.1 The system shall recommend the events that are for sports selected by the user.
 - 1.2.1.2 The system prioritizes the events for users with the close skill level as the user.
 - 1.2.1.3 The recommended events shall be automatically sorted by ascending distance.
 - 1.2.1.4 The events created by the event creators, whom the user is following, shall be recommended.
- 1.2.2 Notifications
 - 1.2.2.1 The system shall send notifications on events, to which the user is "Interested" when the user is approved or rejected by the event creator.
 - 1.2.2.2 The system shall send notifications when an event in which the user is "Interested" only has few available spots left. The meaning of few shall be determined for each sport separately.
 - 1.2.2.3 The system shall send notifications when all the spots in an event to which the user is approved to participate are taken.
 - 1.2.2.4 The system shall send notifications when an event to which the user has approved starts in a week, a day, and 3 hours.

- 1.2.2.5 The system shall send notifications if an event to which the user has approved has been canceled by the event creator.
- 1.2.3 Search Engine
 - 1.2.3.1 The user shall be able to search events.
 - 1.2.3.2 The user shall be able to filter the event results based on sport type, skill level and time.
 - 1.2.3.3 The user shall be able to sort search results based on their distance if location data is shared, starting time, skill level for events.
 - 1.2.3.4 The user shall be able to search users based on their name and username.
 - 1.2.3.5 The user shall be able to search equipment.
 - 1.2.3.6 The user shall be able to filter equipment based on the sport type.
 - 1.2.3.7 The user shall be able to search field.
 - 1.2.3.8 The user shall be able to sort field based on its distance.
 - 1.2.3.9 The user shall be able to search events on map.
- 1.2.4 Profile Page
 - 1.2.4.1 Every user shall have a profile page.
 - 1.2.4.2 Every user's profile page is visible to other users.
 - 1.2.4.3 Profile page of a user shall include the username.
 - 1.2.4.4 Users shall be given the option to show and hide the full name, profile picture, age, user location, skill level for each sport, personal badges, previously attended events, previously created events
 - 1.2.4.5 If the user is a field owner, field details, previous events that took place in the fields the user has shall be shown on the profile page of the user.
 - 1.2.4.6 Users shall be able to block other users from their profile pages.
 - 1.2.4.7 Users cannot see the profile of the user who blocks them.
 - 1.2.4.8 Users cannot move to the profile page of the user who blocks them when they see him/her on the event attendee list.

1.3 Event Requirements

- 1.3.1 Creation and Cancellation
 - 1.3.1.1 Any user shall be able to create an event. After creating an event, the host is going to get the "Event Creator" status and have privileges merely for that specific event.
 - 1.3.1.2 The creator for an event shall be able to cancel the event before it starts. In that case, anyone who stated that they are "Coming" to the event or "Interested" in the event shall receive notifications about the cancellation.
 - 1.3.1.3 Every event must have one host and any number of co-hosts.
- 1.3.2 Event Page
 - 1.3.2.1 General Information
 - 1.3.2.1.1 Users can send registration request via event page.
 - 1.3.2.1.2 Users can declare themselves as spectator via event page.
 - 1.3.2.1.3 Users can access information and comments/discussions about the specific event and place via the event page.
 - 1.3.2.2 "About" Tab

- 1.3.2.2.1 There will be some basic information about the event on this page like "Time", "Location", "Min and max number of participants" and "Description".
 - 1.3.2.2.2 Also, some events might have some constraints for the users who want to participate. These "Requirements" are also shown in the "About" Tab.
 - 1.3.2.2.3 There will be information about the badges to be delivered. After the event, the ones who gained the badges will be displayed.
 - 1.3.2.2.4 Badges to be delivered can be changed by the creator. That is, "event owner to players badges" is customizable. See [badges](#) section.
 - 1.3.2.3 "Discussion" Tab
 - 1.3.2.3.1 The event page will also include a "Discussion Page" for people to post their questions, talk about where to find the necessary equipment or offer changes in the plan. Who can post or see the posts on this page can be adjusted by the event creator.
 - 1.3.2.4 Unless otherwise stated, users shall be able to see who is "Coming" to the event, "Interested" in the event, and "Wants to Watch" the event.
 - 1.3.2.5 Participants shall be able to share photos and videos after the event if the event creator allows, in the Event Page.
- 1.3.3 Management
 - 1.3.3.1 Depending on the event creator's choices, some events might require an approval from the creator before the participation. In these cases, the user shall seem to be "Interested" in the event and wait for the event creator to approve their participation. They can send an "approval request message" as to why they want to participate to obtain a higher chance of getting an approval.
 - 1.3.3.2 Event creator can make changes in the activity, even after its creation.
- 1.3.4 Communication
 - 1.3.4.1 Users can ask their questions about the event in the "Discussion Page" if permitted.
 - 1.3.4.2 For approval-required events, the users who want to participate can send an approval request and explain why they want to attend.
- 1.3.5 Spectators
 - 1.3.5.1 The users who do not participate as player can be spectator. They also can undo it.
 - 1.3.5.2 Users can declare themselves as spectator via event page. (See 1.3.2.1.2)
 - 1.3.5.3 If the field capacity is less than or equal to the number of spectators, new spectators will be warned about it.
 - 1.3.5.4 If the field capacity is less than the number of spectators, current spectators will be warned about it.

1.4 Badges

- 1.4.1 Badge Types
 - 1.4.1.1 There will be certain badges already designed in the system.
 - 1.4.1.2 Users shall be able to request new type of badges from the system.

- 1.4.1.3 There will also be badges indicating misbehaviour.
- 1.4.2 Badge Acquisition
 - 1.4.2.1 Users shall be able to acquire badges as event participants.
 - 1.4.2.2 Users shall be able to acquire badges as event creators.
 - 1.4.2.3 Users shall be able to acquire badges as event creators.
 - 1.4.2.4 The badges shall be given by the system, event participants and event creators.

1.5 Equipment

- 1.5.1 Creation and Deletion
 - 1.5.1.1 Any user shall be able to provide any equipment.
 - 1.5.1.2 The provider for equipment shall be able to delete the equipment from the system.
- 1.5.2 Equipment Page
 - 1.5.2.1 General Information
 - 1.5.2.1.1 Users can access information and comments/discussions about the specific equipment and place via the equipment page.
 - 1.5.2.2 "About" Tab
 - 1.5.2.2.1 There will be some basic information about the equipment on this page like "Location", "Related Sports" and "Description".
 - 1.5.2.3 "Discussion" Tab
 - 1.5.2.3.1 The equipment page will also include a "Discussion Page" for people to post their questions, talk about where to find the equipment.
 - 1.5.2.3.2 Participants shall be able to share photos and videos about the equipment.

2. Non-Functional Requirements

2.1 Design

- 2.1.1 There will be an Android application and a web platform. Both of them will have identical functionalities.

2.2 Annotations

- 2.2.1 [W3C Activity Stream standard 2.0](#) will be used in order to implement subscription and notification functionalities.
- 2.2.2 Wikidata.org will be used to support semantic taggings.

2.3 Legal and Ethical Issues

- 2.3.1 The rules of [GDPR](#) and [KVKK](#) will be followed regarding the "personal information", "contact information", "copyrighted contents", "licence issues" etc.
- 2.3.2 There will be documents about "Terms of Use" and "Privacy Policy" of the application and they must be accepted during the registration.

- 2.3.3 The Project will consider the [Ethical Values](#).
- 2.3.4 There will be no tolerance for discriminatory speech or content.

Scenarios And Mock-ups

1. User Block 1

Persona

- Bruce Wayne
- 26 years old, male
- He is very brave and talented.
- He is a successful businessman.
- His aim is to save Gotham city and to reduce the crime rate.

User Story

Since Alfred mentioned that there is an application that is convenient to create some sports, Bruce Wayne has been using this application to create football matches and also to join other sport events that are created by other people. In this way, he feels much better and can concentrate on fighting with Joker more easily. However, there is another application user called "Oliver" who annoys Bruce. When Bruce creates a football match event, Oliver always indicates to attempt but he never goes to matches. Because of this problem, the team size of Bruce is always less than the other team size. Hence, Bruce decided to block Oliver to get rid of Oliver.

Preconditions

- He has already registered to the system.

Goals

- He wants that Oliver cannot see his events and also cannot attend his events.
- He wants to be happier and less nervous thanks to this action.

Scenario

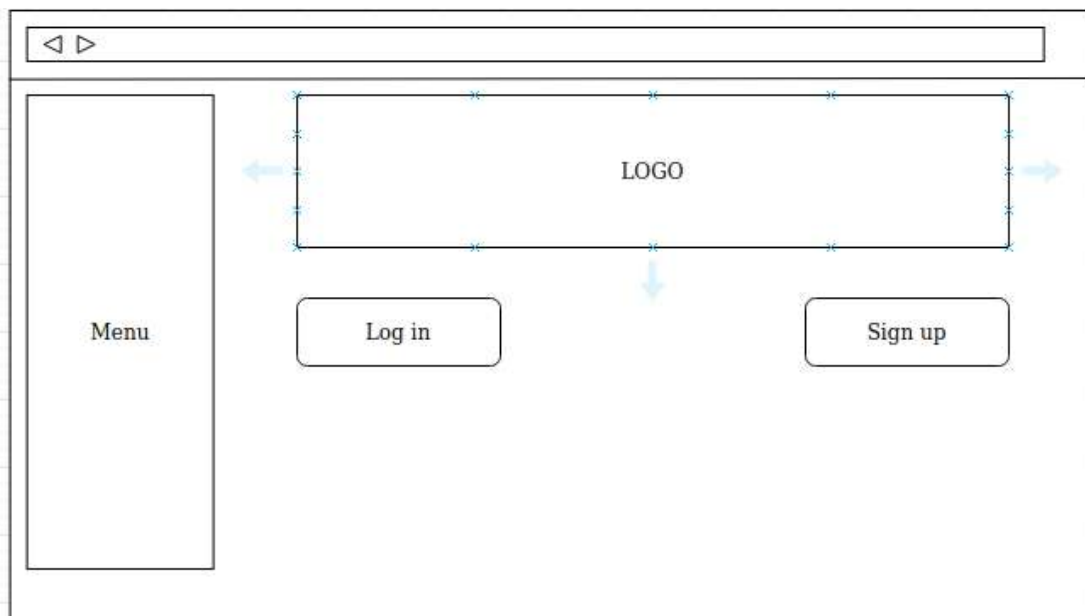
- 1) Firstly, he opens the application and is welcomed on the initial page.
- 2) He logs into the platform using his username and password.
- 3) After he logs in, he switches to the home page.
- 4) Then he searches the user "Oliver" using the search engine.
- 5) Afterward, he clicks the profile of Oliver from the result of his search.
- 6) Then he clicks the block button.
- 7) Lastly, he logs out from the application

Acceptance Criteria

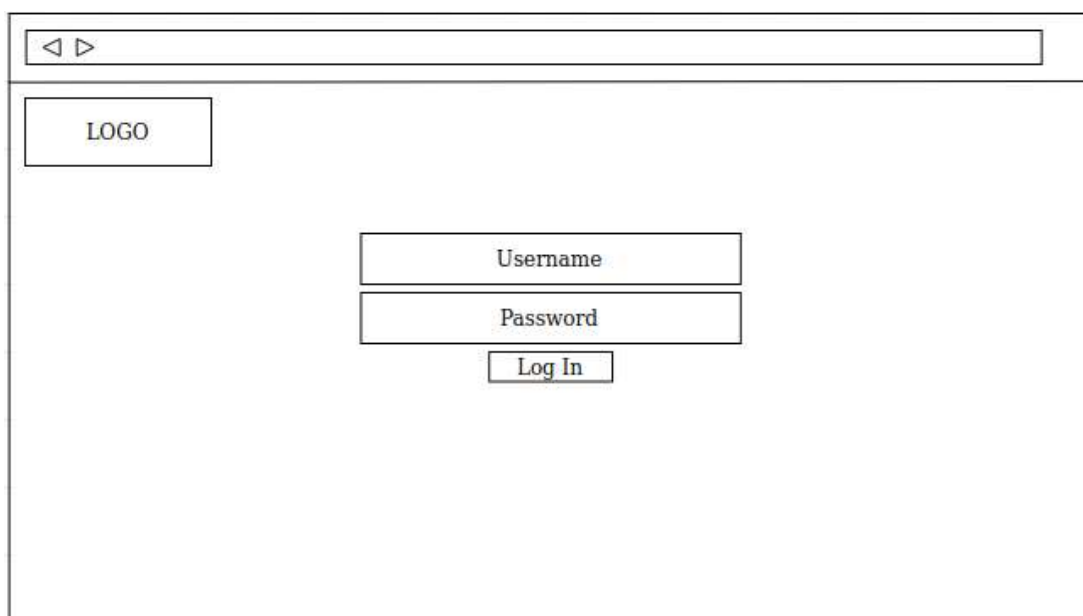
- 1.1.2.1 Users shall be able to login using their username and password combination.
- 1.2.3.2 The user shall be able to search users based on their name and username.
- 1.2.4.5 Users shall be able to block other users from their profile pages.
- 1.1.2.2 Users shall be able to log out whenever they want.

Website Mock-up

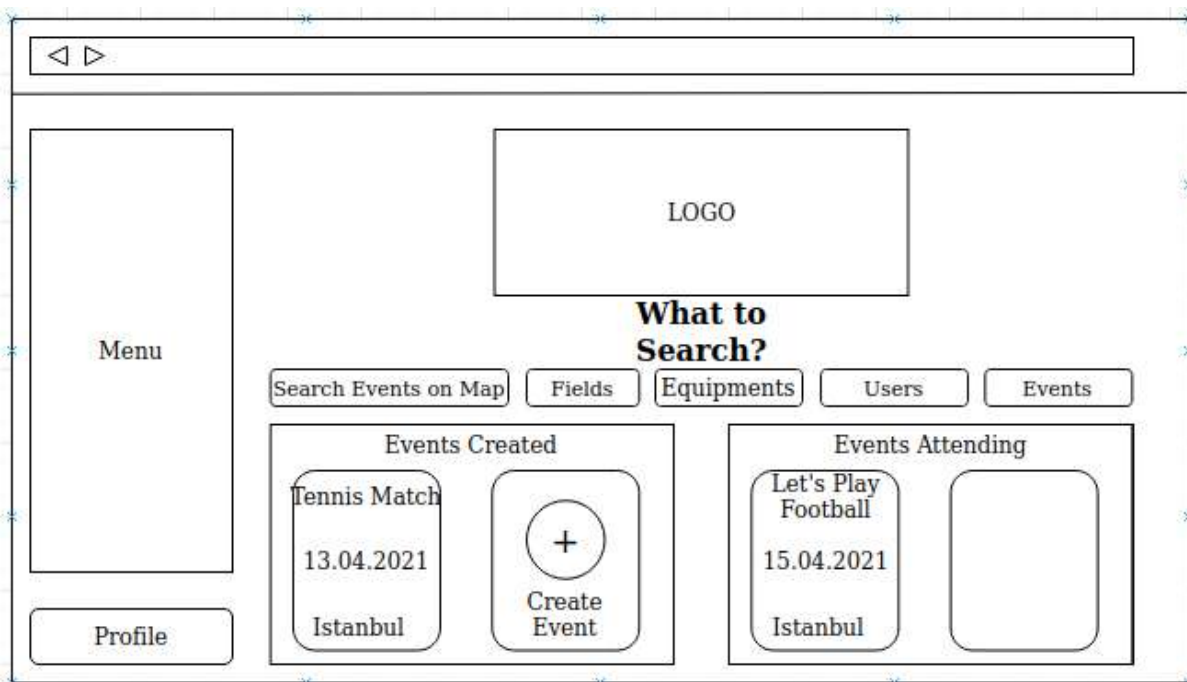
Firstly, he opens the application and is welcomed on the initial page.



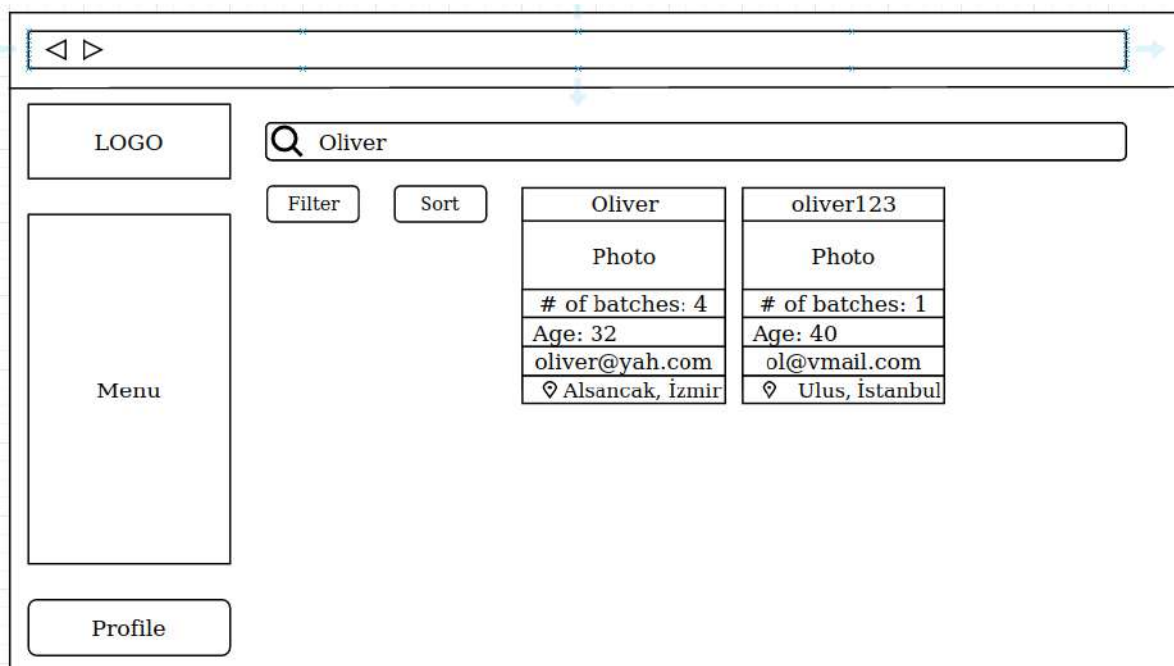
He logs into the platform using his username and password.



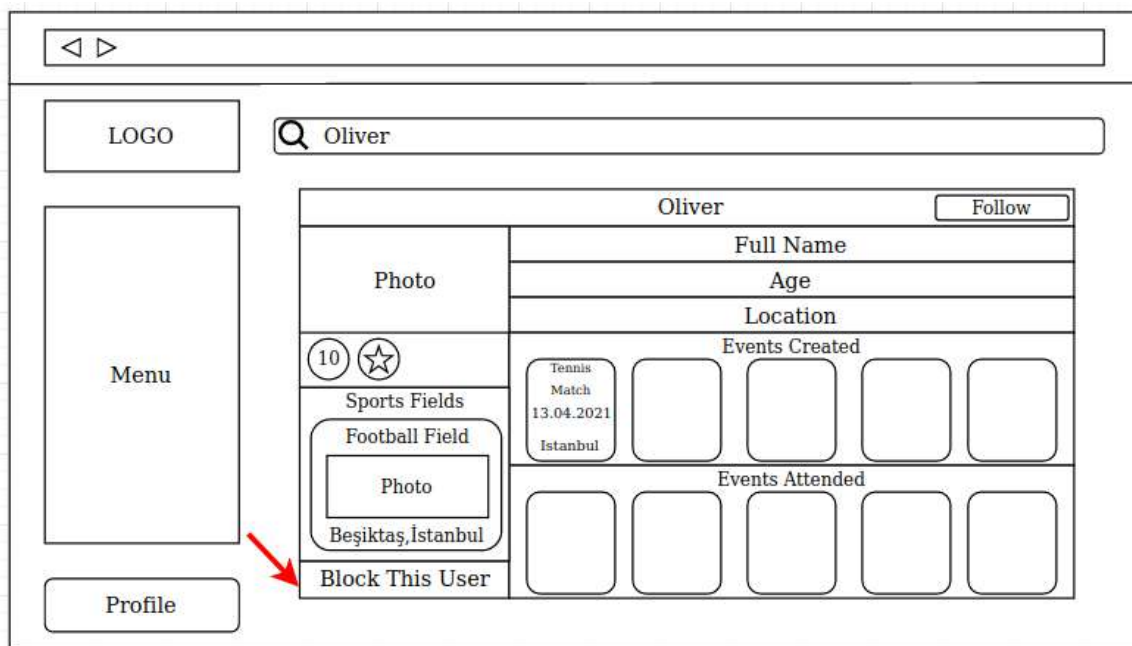
After he logs in, he switches to the home page.



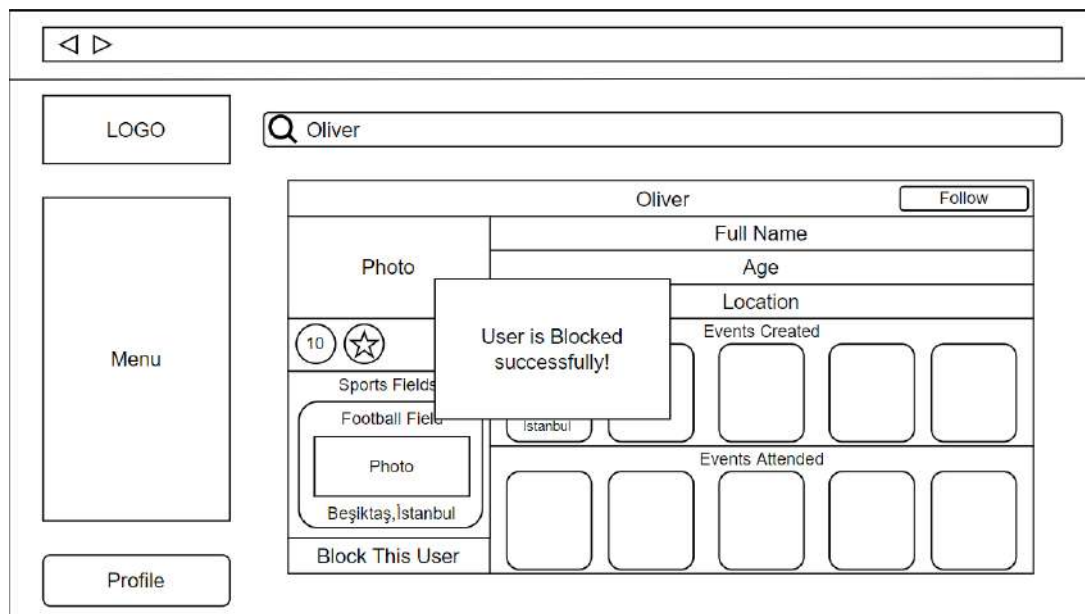
Then he searches the user "Oliver" using the search engine.



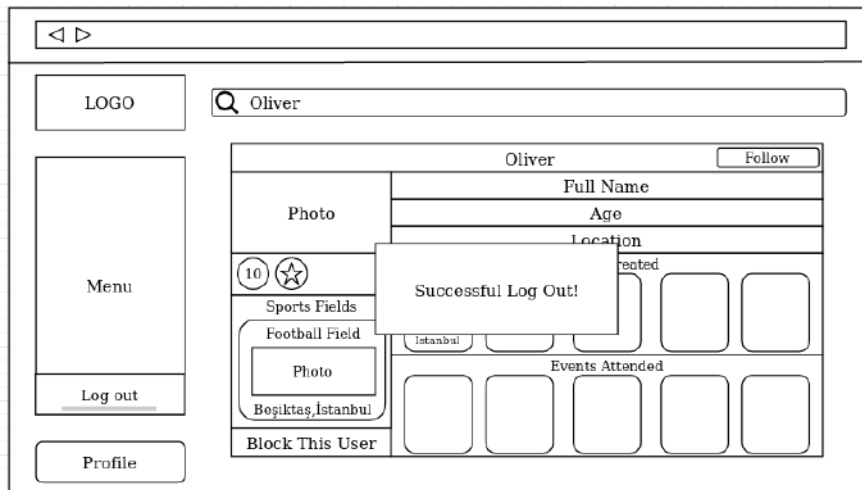
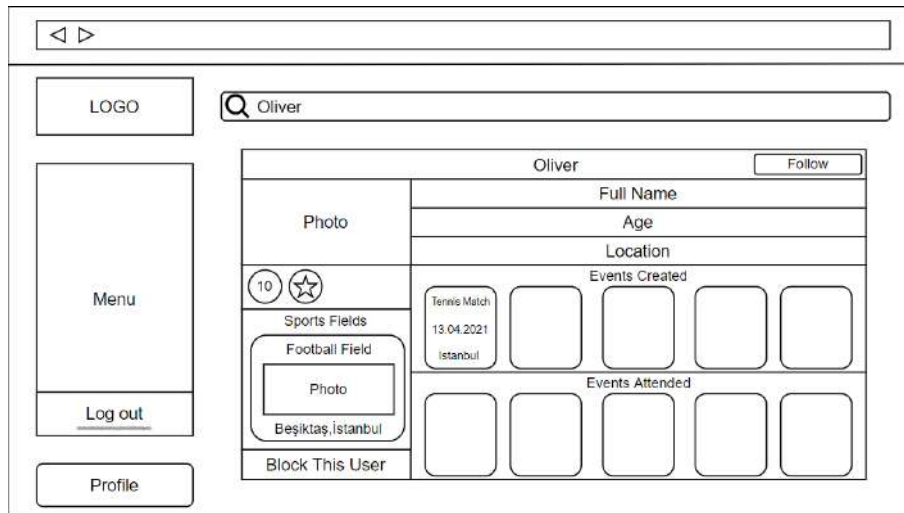
Afterward, he clicks the profile of Oliver from the result of his search.



Then he clicks the block button.

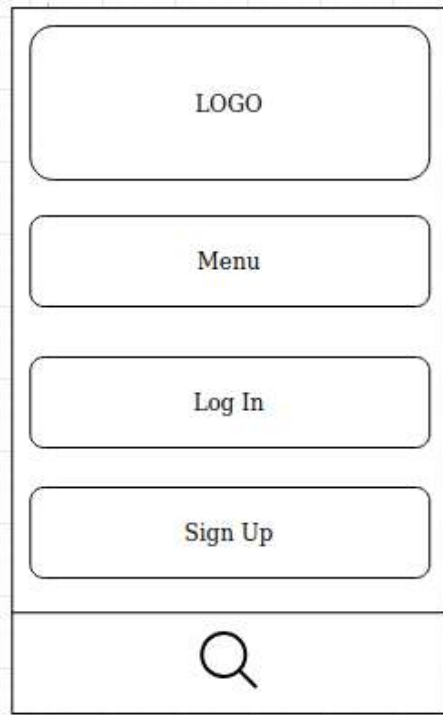


Lastly, he logs out from the application

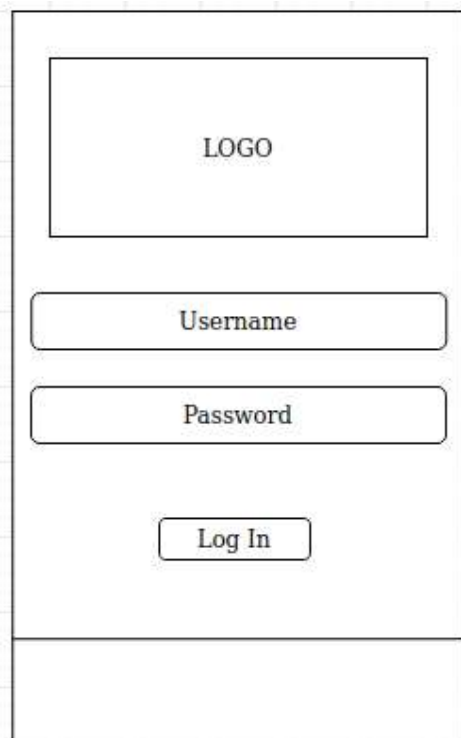


Mobile Mock-up

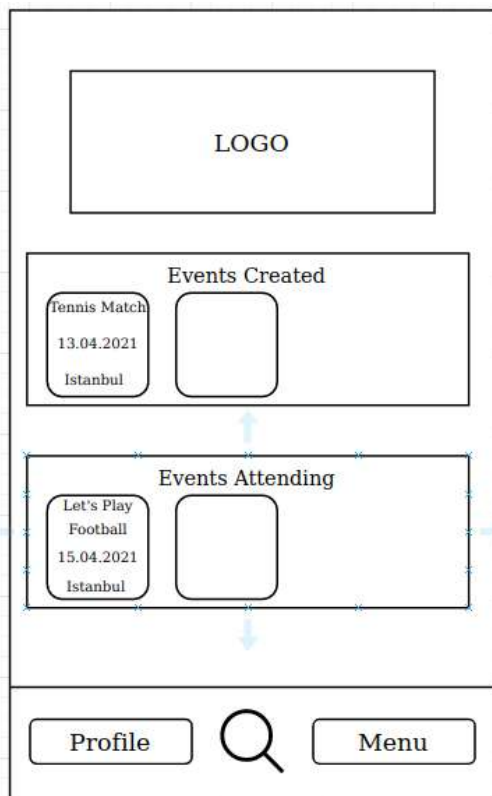
Firstly, he opens the application and is welcomed on the initial page.



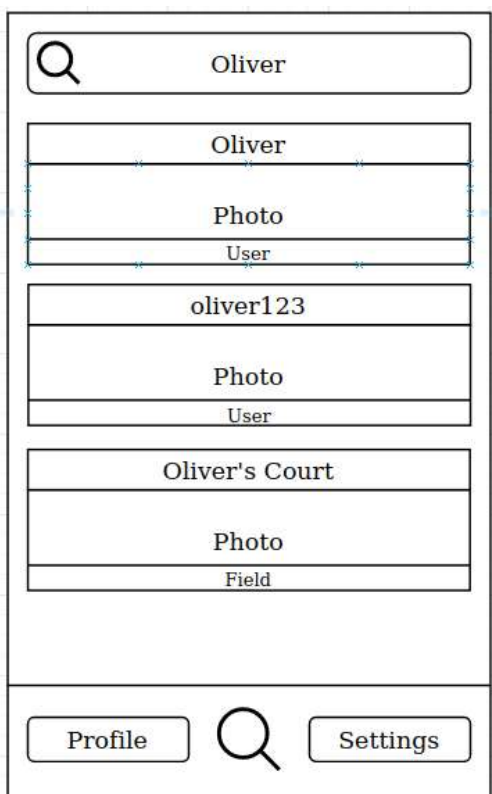
He logs into the platform using his username and password.



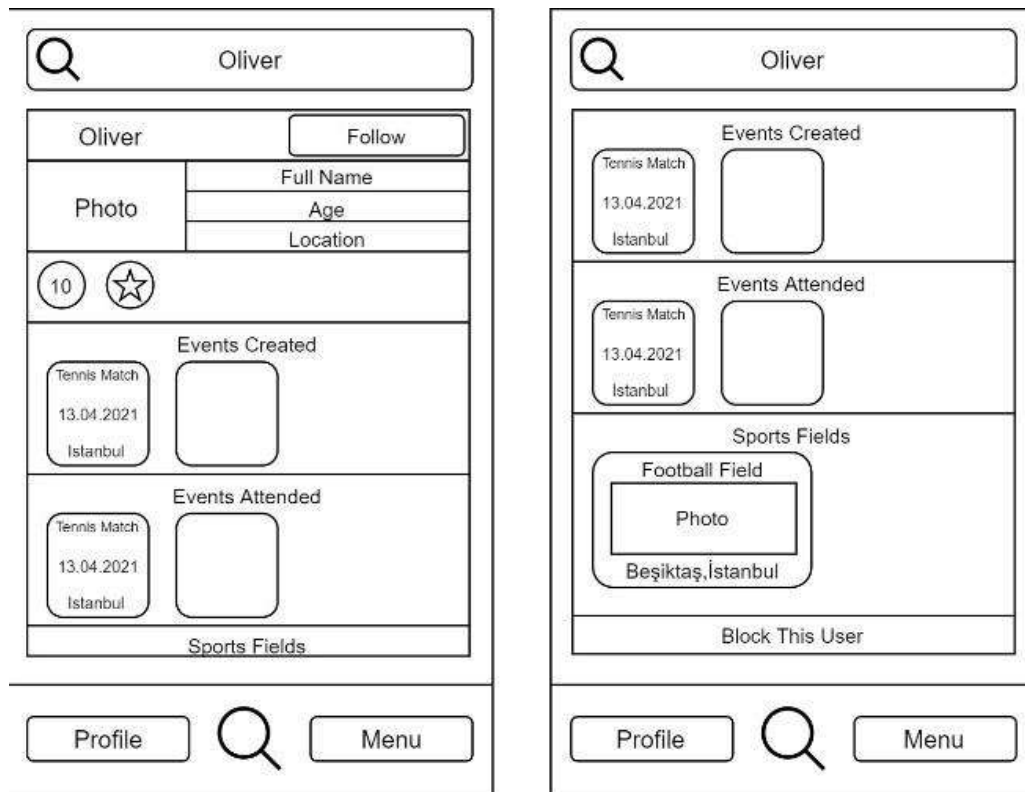
After he logs in, he switches to the home page.



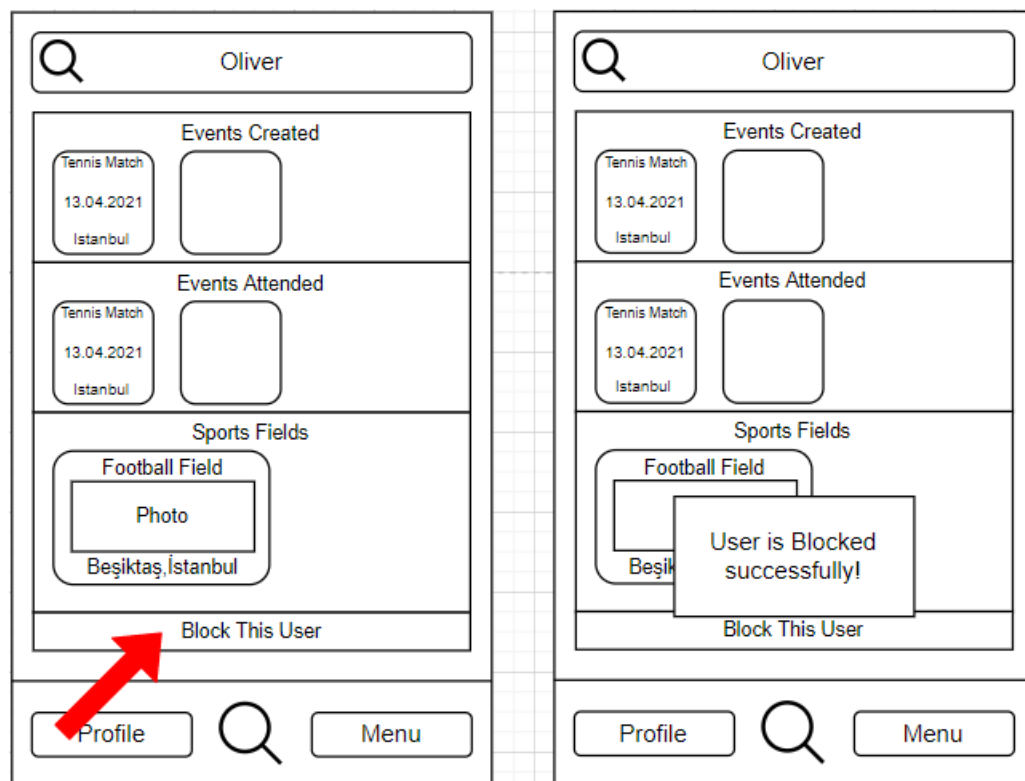
Then he searches the user "Oliver" using the search engine.



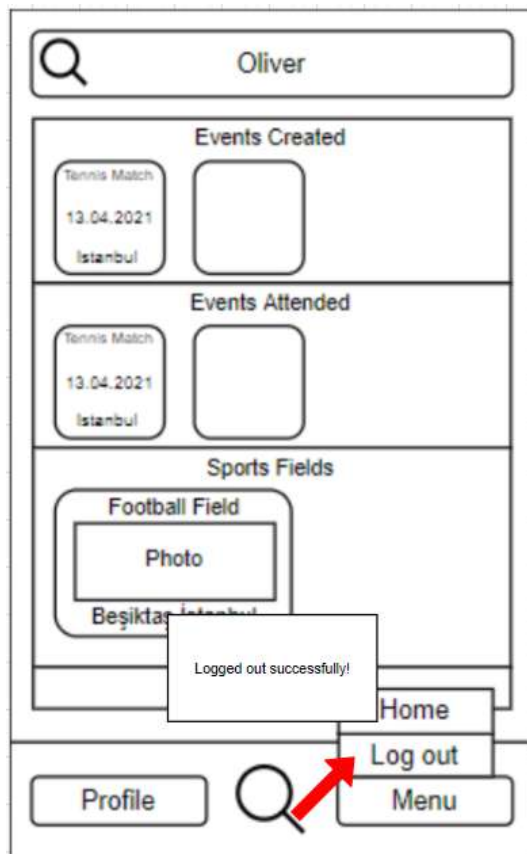
Afterward, he clicks the profile of Oliver from the result of his search. (These photos are from a single page)



Then he clicks the block button.



Lastly, he logs out from the application



2. User Block 2

Persona

- Oliver
- 32 years old, male
- He is very talented
- He is a billionaire.
- His is fighting with people that are related to him his family in the past in Starling City

User Story

Oliver loves sport. Hence, he has been using an application to create and join sport events for several years. However, because of his job he sometimes cannot attend some events. Specifically, he loves playing with Bruce Wayne but recently he misses some of the events that are created by Bruce. He heard that Bruce blocked him. He wants to check this.

Preconditions

- He has already registered to the system.
- He has already logged in to the system.
- Bruce Wayne blocked Oliver.
- Bruce Wayne has already created an event.

Goals

- He wants to learn if Bruce blocked him.

Scenario

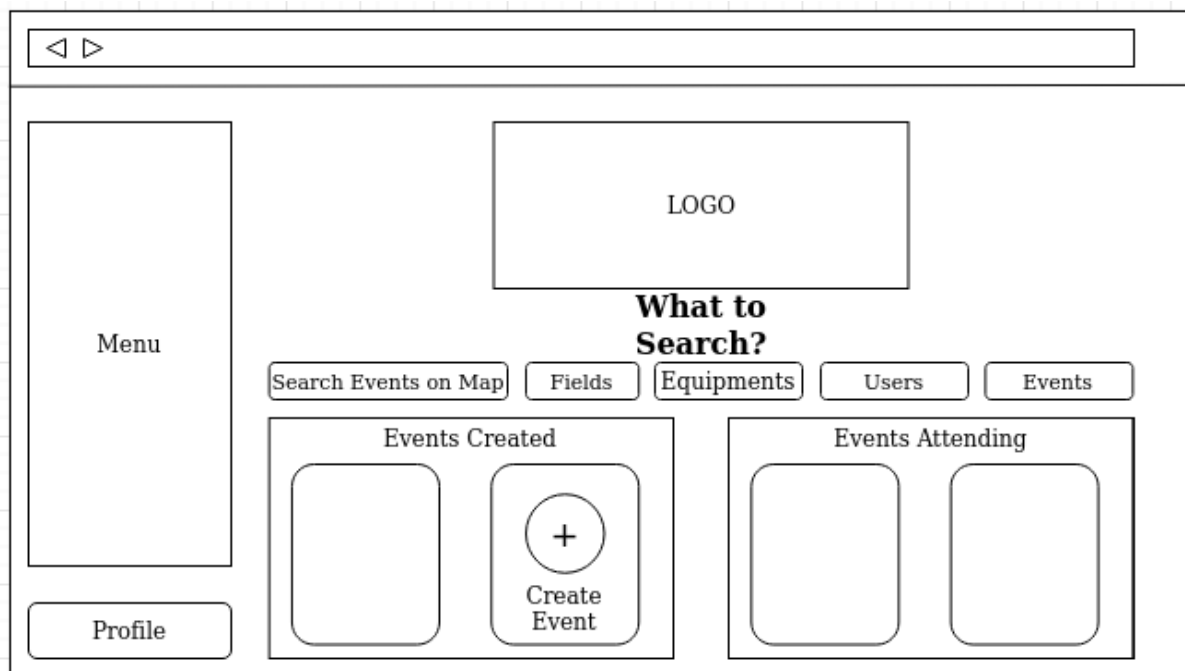
- 1) Firstly, he opens the application and he is on the home page.
- 2) Then he searches the user "Bruce Wayne" using the search engine.
- 3) Afterward, he cannot see any profile that matches the search query.
- 4) Lastly, he logs out from the application

Acceptance Criteria

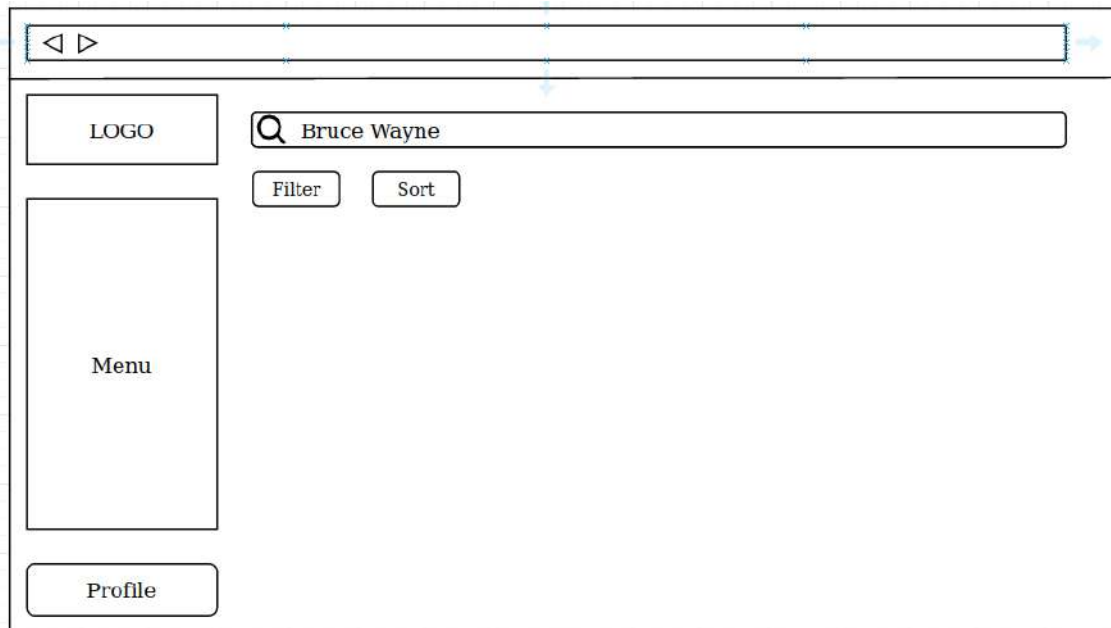
- 1.2.3.2 The user shall be able to search users based on their name and username.
- 1.2.4.6 Users cannot see the profile of the user who blocks them.
- 1.1.2.2 Users shall be able to log out whenever they want

Website Mock-up

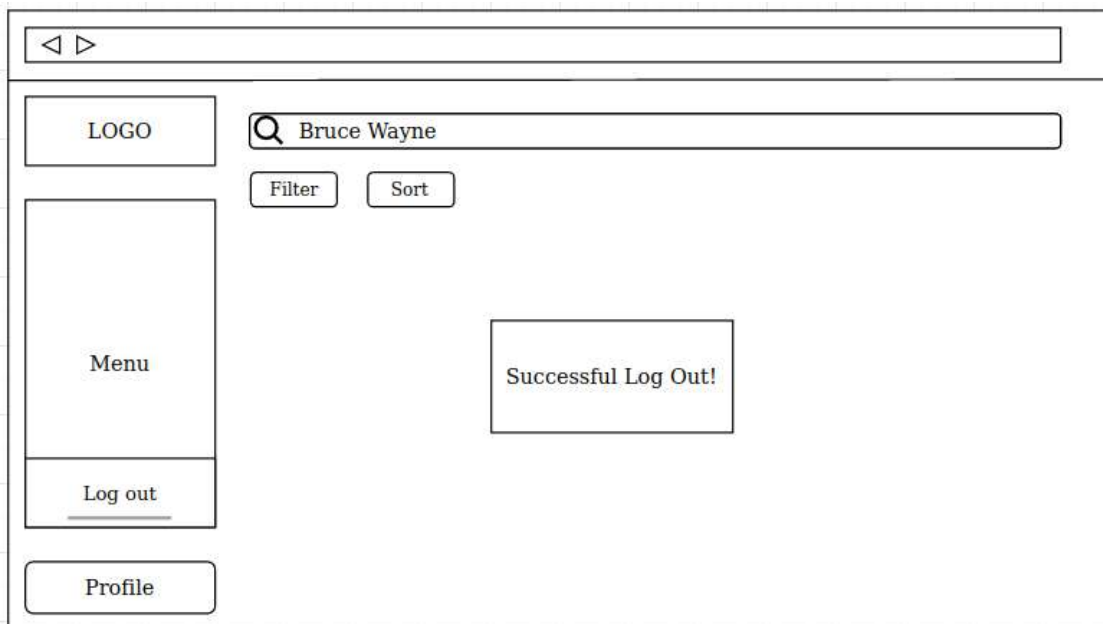
Firstly, he opens the application and he is on the home page.



Then he searches the user "Bruce Wayne" using the search engine and he cannot see any profile that matches the search query.

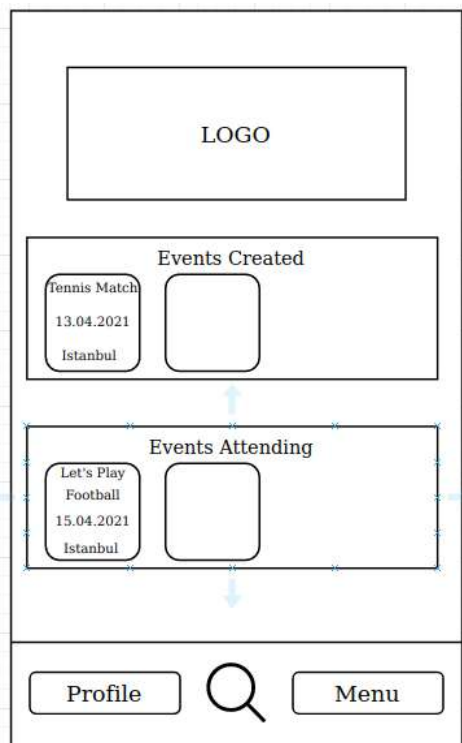


Lastly, he logs out from the application.

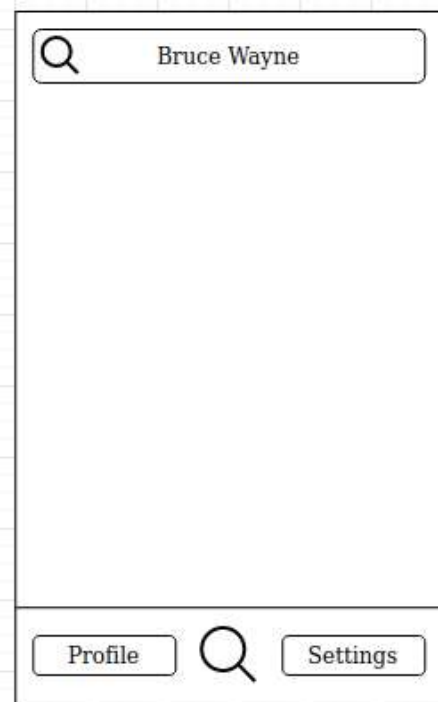


Mobile Mock-up

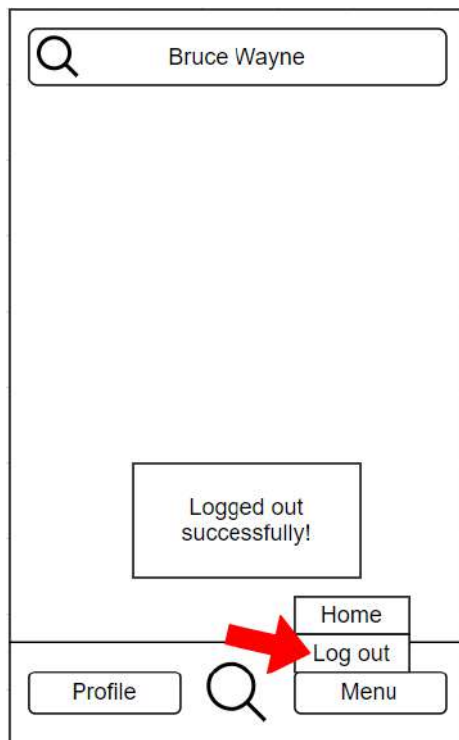
Firstly, he opens the application and he is on the home page.



Then he searches the user "Bruce Wayne" using the search engine and he cannot see any profile that matches the search query.



Lastly, he logs out from the application.



3. User Block 3

Persona

- Oliver
- 32 years old, male
- He is very talented
- He is a billionaire.
- His is fighting with people that are related to him his family in the past in Starling City

User Story

Oliver loves sport. Hence, he has been using an application to create and join sport events for several years. However, because of his job he sometimes cannot attend some events. Specifically, he loves playing with Bruce Wayne but recently he misses some of the events that are created by Bruce. He heard that Bruce blocked him. He wants to check this.

Preconditions

- He has already registered to the system.
- He has already logged in to the system.
- Bruce Wayne blocked Oliver.
- Alfred has already created an event and Bruce Wayne indicated that he will attend.

Goals

- He wants to attend the event of Alfred.

Scenario

1) Firstly, he opens the event page of Alfred.

2) Then he looks at the potential attendee list and realizes that he cannot click on Bruce Wayne's profile page.

Acceptance Criteria

- 1.2.3.2 The user shall be able to search users based on their name and username.
- 1.2.4.7 Users cannot move to the profile page of the user who blocks them when they see him/her on the event attendee list.

Website Mock-up

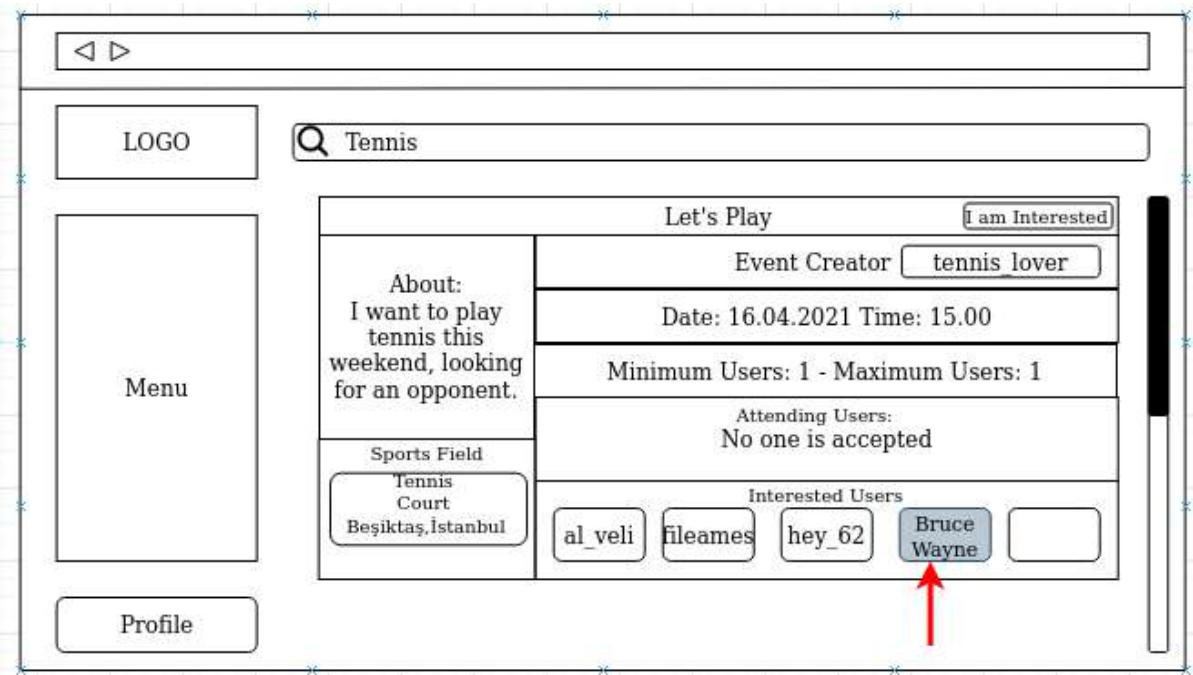
Firstly, he opens the event page of Alfred.

The mock-up shows a web browser window with a navigation bar containing a 'LOGO' and a search bar with the text 'Tennis'. Below the navigation bar is a 'Menu' section. The main content area is titled 'Let's Play' and includes an 'I am Interested' button. The event details are as follows:

About: I want to play tennis this weekend, looking for an opponent.	Event Creator tennis lover
	Date: 16.04.2021 Time: 15.00
	Minimum Users: 1 - Maximum Users: 1
	Attending Users: No one is accepted

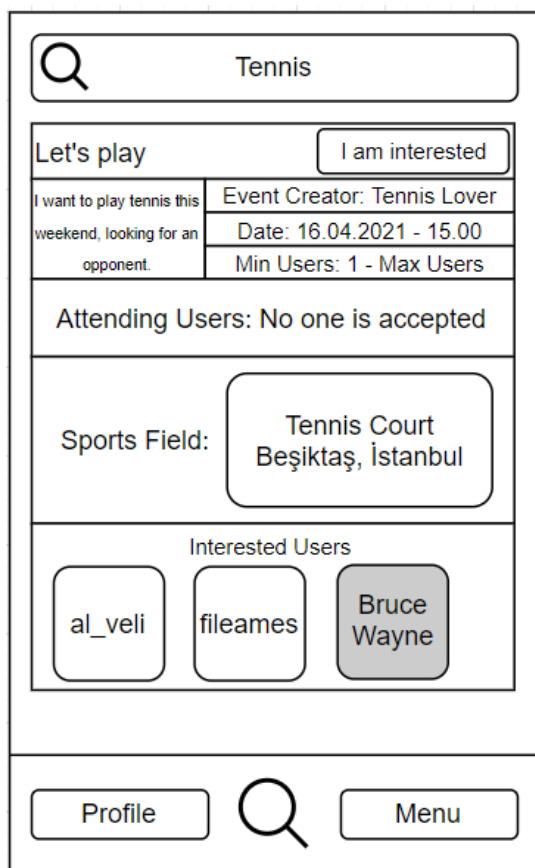
Below the event details, there is a 'Sports Field' section with a box containing 'Tennis Court' and 'Beşiktaş, İstanbul'. To the right of this is a section titled 'Interested Users' with a list of usernames: 'al_veli', 'fileames', 'hey_62', 'Bruce Wayne', and an empty box. The 'Bruce Wayne' box is highlighted in blue.

Then he looks at the potential attendee list and realizes that he cannot click on Bruce Wayne's profile page.



Mobile Mock-up

Firstly, he opens the event page of Alfred.



Then he looks at the potential attendee list and realizes that he cannot click on Bruce Wayne's profile page.

Tennis		
Let's play I am interested		
I want to play tennis this weekend, looking for an opponent.	Event Creator: Tennis Lover	
	Date: 16.04.2021 - 15.00	
	Min Users: 1 - Max Users	
Attending Users: No one is accepted		
Sports Field:	Tennis Court Beşiktaş, İstanbul	
Interested Users		
al_veli	fileames	Bruce Wayne
Profile Q Menu		

4. Search an Event

Persona

- Rosemary Woodhouse
- 32 years old, female
- She is a painter.

User Story

Rosemary had a tennis game planned with her friends, but her friend got infected with Covid-19. Now, Rosemary is looking for an opponent.

Preconditions

- The user is already logged in.
- She has a tennis skill level on her profile.
- She has given permission on her location data.

Goals

- She wants to find someone close to her skill level to play a tennis match in her neighborhood.

Scenario

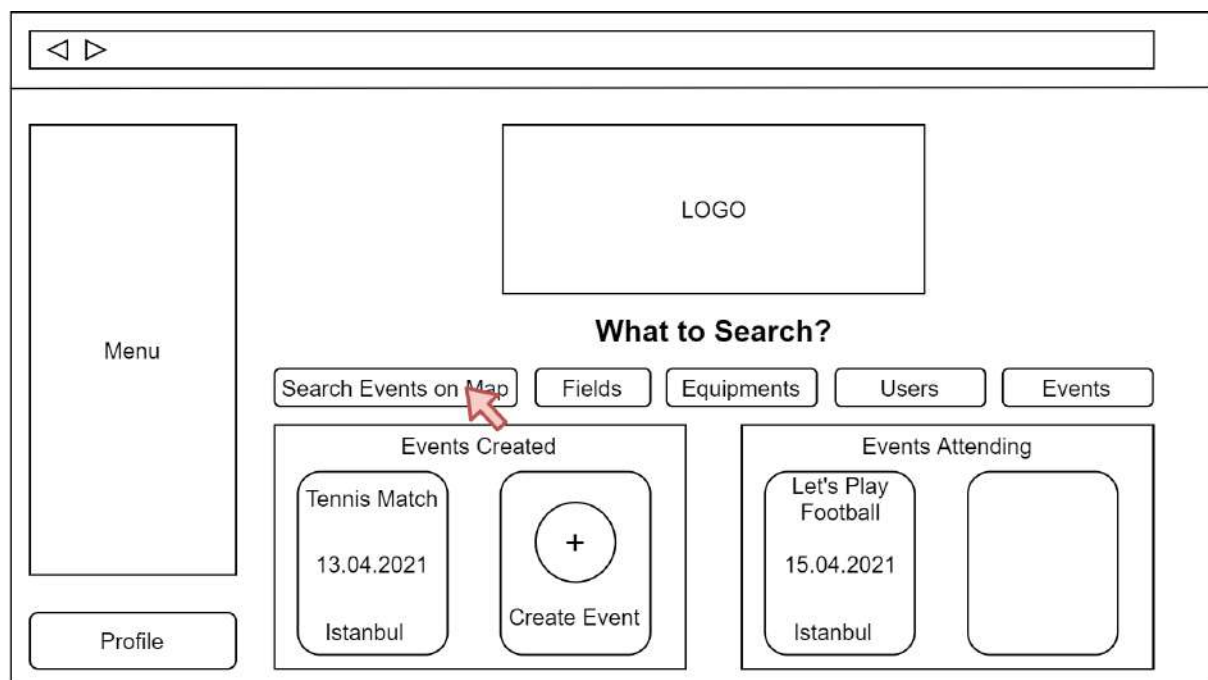
- 1) She opens the home page and clicks the Search Events on Map button.
- 2) She arranges the map, selects tennis, the skill level she wants to play with and time information. Then searches.
- 3) Search results appear and she decides to sort based on distance. She clicks the sort button.
- 4) She sorts the results.
- 5) She picks an event and opens the event page.

Acceptance Criteria

- 1.2.3.1 The user shall be able to search events.
- 1.2.3.2 The user shall be able to filter the event results based on sport type, skill level and time.
- 1.2.3.3 The user shall be able to sort search results based on their distance if location data is shared, starting time, skill level for events.
- 1.2.3.9 The user shall be able to search events on map.

Website Mock-up

She opens the home page and clicks the Search Events on Map button.



She arranges the map, selects tennis, the skill level she wants to play with and time information. Then searches.


◀ ▶

LOGO

Menu

Profile

Search Events On Map



Sport

☒ Tennis

☐ Basketball

☐ Football

Skill Level Interval

Date Interval

15.4.2021

End

Starting Time Interval

08:00

21:00

Search

Search results appear and she decides to sort based on distance. She clicks the sort button.

Navigation Bar: Search (Tennis), Filter, Sort

Menu

Profile

Match Cards:

- Tennis Match**
Photo
Current Attendees: 2
Skill: [Progress Bar]
17.04.2021 16:00
📍 Etiler, İstanbul
- Weekend Tennis**
Photo
Current Attendees: 3
Skill: [Progress Bar]
19.04.2021 20:00
📍 Sarıyer, İstanbul
- Let's Play**
Photo
Current Attendees: 0
Skill: [Progress Bar]
16.04.2021 15:00
📍 Beşiktaş, İstanbul
- Tennis**
Photo
Current Attendees: 2
Skill: [Progress Bar]
17.04.2021 16:00
📍 Etiler, İstanbul

She sorts the results.

The screenshot shows a web application for finding tennis events. On the left is a sidebar with 'LOGO', 'Menu', and 'Profile' buttons. The main area has a search bar with 'Tennis' entered. Below the search bar are 'Filter' and 'Sort' buttons. The 'Sort' button is highlighted with a red box. Under 'Sort By', there are three radio button options: 'Distance' (selected with a red arrow), 'Skill Level', and 'Starting Time'. Below these are up and down arrow icons. To the right, there are three event cards: 'Let's Play', 'Tennis Match', and 'Tennis'. Each card shows a 'Photo' placeholder, 'Current Attendees' count, a 'Skill' progress bar, a date and time, and a location. The 'Let's Play' event is for 16.04.2021 at 15:00 in Beşiktaş, İstanbul. The 'Tennis Match' event is for 17.04.2021 at 16:00 in Etiler, İstanbul. The 'Tennis' event is also for 17.04.2021 at 16:00 in Etiler, İstanbul. Below these cards is a 'Weekend Tennis' section with a 'Photo' placeholder, 'Current Attendees: 3', a 'Skill' progress bar, a date and time of 19.04.2021 at 20:00, and a location of Sarıyer, İstanbul.

Let's Play	Tennis Match	Tennis
Photo	Photo	Photo
Current Attendees: 0	Current Attendees: 2	Current Attendees: 2
Skill: [] [] [] [] [] [] [] [] [] []	Skill: [] [] [] [] [] [] [] [] [] []	Skill: [] [] [] [] [] [] [] [] [] []
16.04.2021 15:00	17.04.2021 16:00	17.04.2021 16:00
Beşiktaş, İstanbul	Etiler, İstanbul	Etiler, İstanbul

Weekend Tennis
Photo
Current Attendees: 3
Skill: [] [] [] [] [] [] [] [] [] []
19.04.2021 20:00
Sarıyer, İstanbul

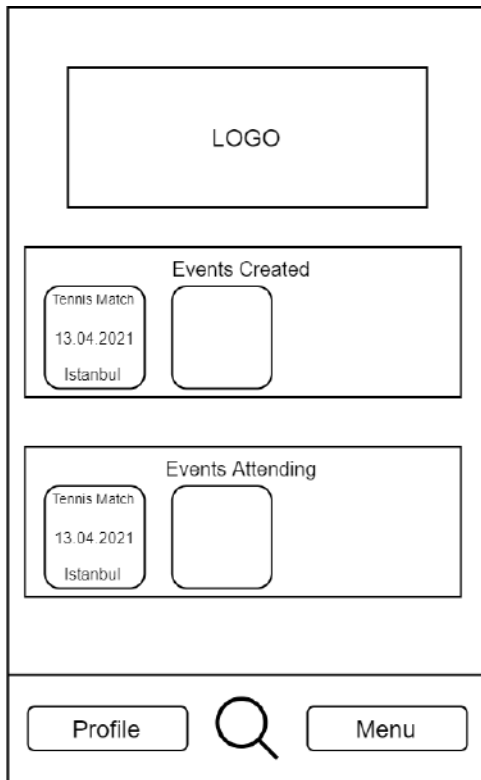
She picks an event and opens the event page.

The screenshot shows the details of a 'Let's Play' event. The sidebar is the same as in the previous screenshot. The main area has a search bar with 'Tennis' entered. Below the search bar, there are buttons for 'Let's Play', 'I want to spectate', and 'I am Interested'. The 'Let's Play' button is highlighted with a red box. The event details are shown in a table-like structure. The 'About' section says 'I want to play tennis this weekend, looking for an opponent.' The 'Sports Field' section shows 'Tennis Court' and 'Beşiktaş, İstanbul'. The 'Event Creator' is 'tennis_lover'. The 'Date' is '16.04.2021 Time: 15.00'. The 'Min Users: 1 - Max Users: 1 - Spectator Quota: 3/50'. The 'Attending Users' section says 'No one is accepted'. The 'Interested Users' section shows a list of users: 'al_veli', 'fileames', 'hey_62', and two empty slots.

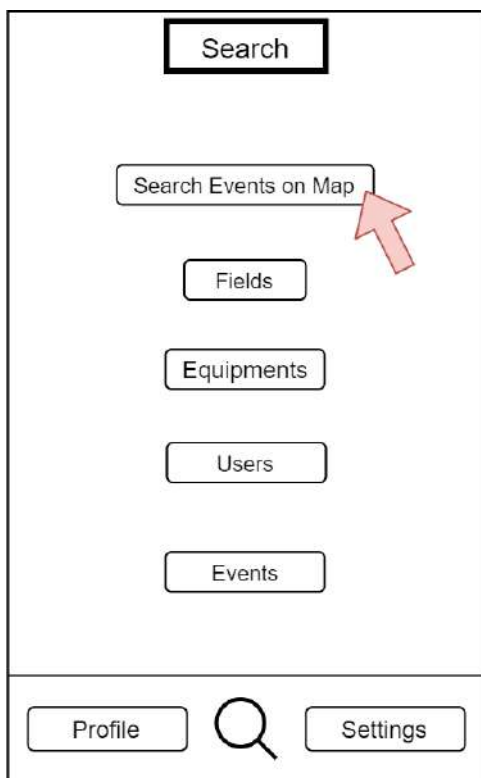
About:	Event Creator
I want to play tennis this weekend, looking for an opponent.	tennis_lover
Date: 16.04.2021 Time: 15.00	
Min Users: 1 - Max Users: 1 - Spectator Quota: 3/50	
Attending Users:	
No one is accepted	
Interested Users	
al_veli	fileames
hey_62	

Mobile Mock-up

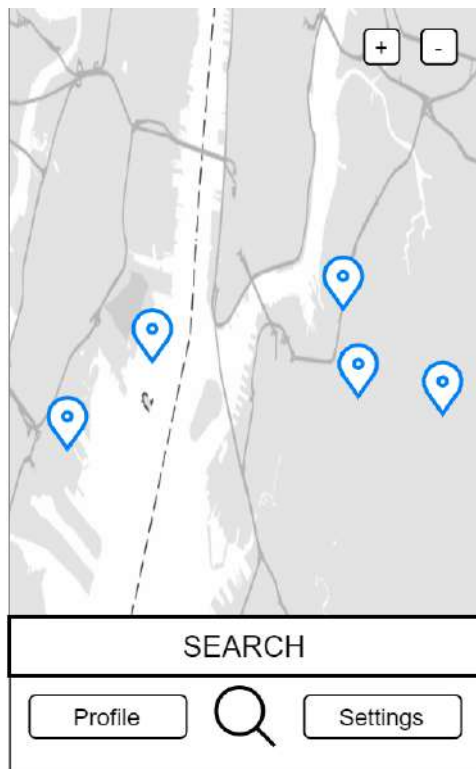
She opens the home page and clicks the Search button.



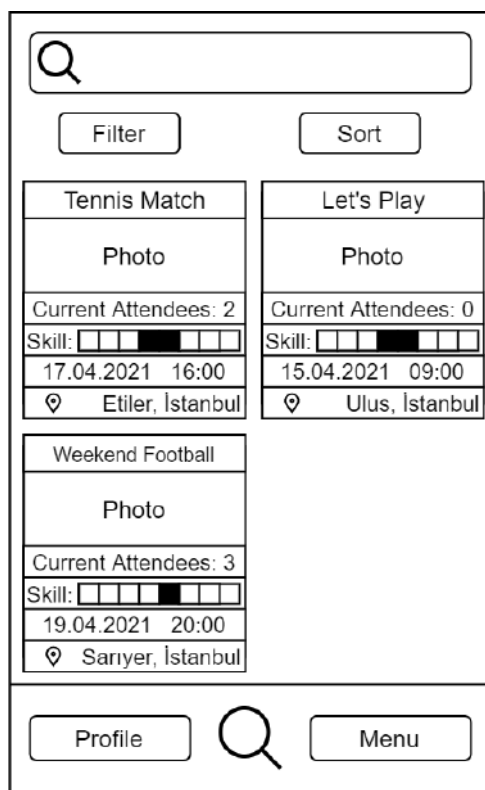
She clicks the Search Events on Map button.



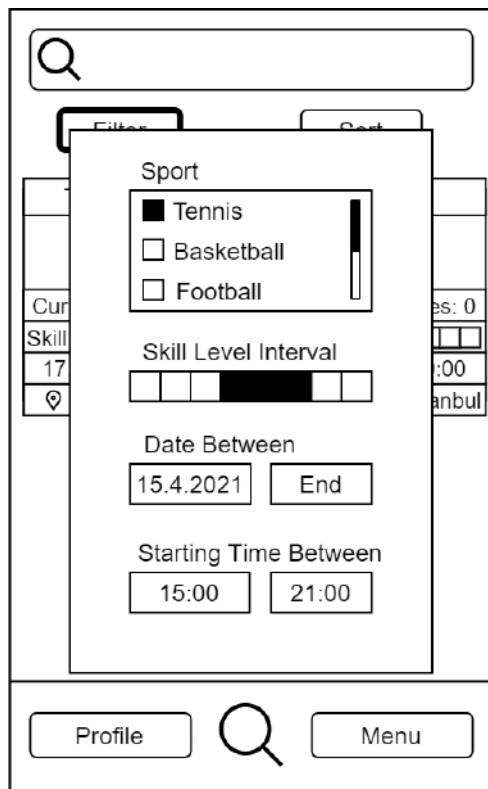
She arranges the map. Then searches.



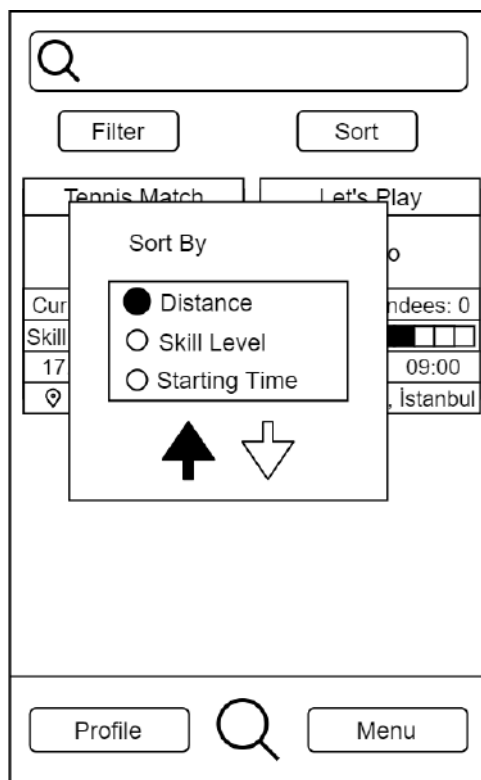
Detailed search results appear.



She filters tennis, the skill level she wants to play with and time information..



She sorts the results based on distance.



She picks an event and clicks.

Let's Play

I want to play tennis this weekend. Looking for an opponent!

Creator
Cem Kova

Event Location 16/04/2021
Not declared

Requirements: None.
Min. Users: 1 - Max Users: 1
Spectator Quota: 3/50

Attending Interested

Ali

I want to spectate I want to play

Profile 🔍 Menu

5. Send Request to Attend an Event

Persona

- Rosemary Woodhouse
- 32 years old, female
- She is a painter.

User Story

Rosemary had a tennis game planned with her friends, but her friend got infected with Covid-19. Now, Rosemary is looking for an opponent.

Preconditions

- The user is already logged in.
- She has a tennis skill level on her profile.
- She has chosen an event to attend and on that event's page.
- The event she wants to attend requires approval from the event creator.

Goals

- She wants to send a request to attend the event.

Scenario

- 1) She is on the event page.
- 2) She clicks the "Interested" button.
- 3) "Approval Request Form" opens.
- 4) She picks the personal information she wants the event creator to see.
- 5) She writes an "approval request message".
- 6) She sends the request.

Acceptance Criteria

- 1.3.3.1 Depending on the event creator's choices, some events might require an approval from the creator before the participation. In these cases, the user shall seem to be "Interested" in the event and wait for the event creator to approve their participation. They can send an "approval request message" as to why they want to participate to obtain a higher chance of getting an approval.
- 1.3.4.2 For approval-required events, the users who want to participate can send an approval request and explain why they want to attend.

Website Mock-up

She is on the event page, she looks at the requirements, she likes them and she clicks the "Interested" button.

◀ ▶

LOGO

Q Tennis

Menu

Profile

Let's Play

I want to spectate

I am Interested

Event Creator

tennis_lover

Date: 16.04.2021 Time: 15.00

Min Users: 1 - Max Users: 1 - Spectator Quota: 3/50

Attending Users:

No one is accepted

Sports Field

Tennis Court

Beşiktaş, İstanbul

Interested Users

al_veli

fileames

hey_62

◀ ▶

LOGO

Q Tennis

Menu

Profile

this weekend, looking for an opponent.

Min Users: 1 - Max Users: 1 - Spectator Quota: 3/50

Attending Users:

No one is accepted

Sports Field

Tennis Court

Beşiktaş, İstanbul

Interested Users

al_veli

fileames

hey_62

Requirements

Skill Level Interval

Notes

Only users below 35 years old please

Badges To Gain

Tennis enthusiast

Discussions

Go To Discussion Page

"Approval Request Form" opens.

The screenshot shows a web application interface with a top navigation bar containing a search bar with the text "Tennis". On the left is a sidebar with a "LOGO" button, a "Menu" button, and a "Profile" button. A modal dialog titled "Approval Request Form" is open in the center. It contains a section "What to show to the event creator" with six checkboxes: "Full Name", "Profile Picture", "Age", "Location", "All Skill Levels", and "Skill Level for Tennis". Below this is a text area labeled "Anything you want to add:" and a "Send" button at the bottom right.

She picks the personal information she wants the event creator to see and she writes an "approval request message". She sends the request.

This screenshot shows the same "Approval Request Form" dialog box, but with the checkboxes "Full Name", "Age", and "Skill Level for Tennis" selected (indicated by black squares). The text area "Anything you want to add:" now contains the text "I play tennis regularly." The "Send" button remains at the bottom right.

Mobile Mock-up

She is on the event page.

The mockup shows a mobile app interface for an event titled "Let's Play". At the top, there's a header with the title. Below it, a text box says "I want to play tennis this weekend. Looking for an opponent!". To the right of this text is a "Creator" section with the name "Cem Kova" and a small icon of a person playing tennis. Below the text box, there's a section for "Event Location" with a downward arrow icon and a date "16/04/2021". To the right of the date, it says "Not declared" with a clock icon. Below this, there's a section for "Requirements: None", "Min. Users: 1 - Max Users: 1", and "Spectator Quota: 3/50". Below the requirements, there are two buttons: "Attending" and "Interested". The "Interested" button has a small "Ali" label and a small icon of a person. Below the buttons, there are two more buttons: "I want to spectate" and "I want to play". At the bottom, there are three buttons: "Profile", a magnifying glass icon, and "Menu".

She clicks the "I want to play" button. "Approval Request Form" opens.

The mockup shows the same mobile app interface as before, but with an "Approval Request Form" overlay. The form has a title "Approval Request Form" and a subtitle "What to show to the event creator". Below the subtitle, there are four checkboxes: "Full Name", "Location", "Profile Picture", and "All Skill Levels". There is also a checkbox for "Age" and a checkbox for "Skill Level for Tennis". Below the checkboxes, there's a text box labeled "Anything you want to add:". At the bottom right of the form, there is a "Send" button. The "I want to play" button from the previous screen is now highlighted with a thick border, indicating it was clicked. The other elements of the app interface remain the same.

She picks the personal information she wants the event creator to see. She writes an "approval request message".

Let's Play

I want to play tennis this

Creator
Cem Kova

Approval Request Form

What to show to the event creator

☒ Full Name

☒ Location

☐ Profile Picture

☐ All Skill Levels

☐ Age

☒ Skill Level for Tennis

Anything you want to add:

I play tennis regularly.

Send

I want to spectate

I want to play

Profile

Q


Menu

She sends the request and sees her username on the Interested part.

Let's Play

I want to play tennis this weekend. Looking for an opponent!

Creator
Cem Kova



Event Location

16/04/2021
Not declared

Requirements: None.
Min. Users: 1 - Max Users: 1
Spectator Quota: 3/50

Attending

Interested

Ali

Rose

I want to spectate

I want to play

Profile

Q

Menu

6. Person Selection for an Event

Persona

- Yaldiray Çınar
- 43 years old, male
- He is a Football Field Owner.
- He wants to increase his income by organizing football games via this app.

User Story

Yaldiray Çınar is a football field owner. He uses this app to fill empty weekly slots. For example, Monday 6-7 pm. He created an event for this week, as well. Now he wants to select appropriate participants.

Preconditions

- The user has already logged in
- The user has an existing event

Goals

- Accepting people that he want for his event

Scenario

- 1) He is in the page which appears immediately after login operation.
- 2) He looks at events belonging to him and selects the desired one.
- 3) At the event page, he is able to see the interested people and accept the ones he want for the game. (For the sake of example, the event requires approval)

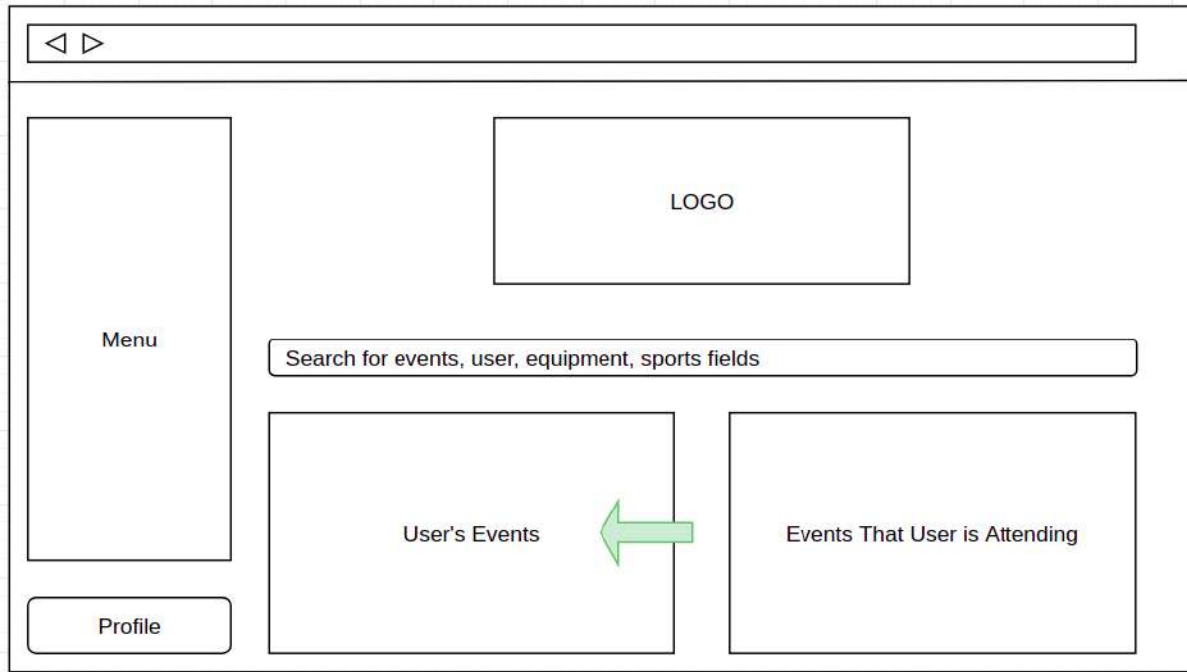
Acceptance Criteria

- 1.3.2.3 Unless otherwise stated, users shall be able to see who is "Coming" to the event or "Interested" in the event.
- 1.3.3.1 Depending on the event creator's choices, some events might require an approval from the creator before the participation. In these cases, the user shall seem to be "Interested" in the event and wait for the event creator to approve their participation. They can send an "approval request message" as to why they want to participate to obtain a higher chance of getting an approval.

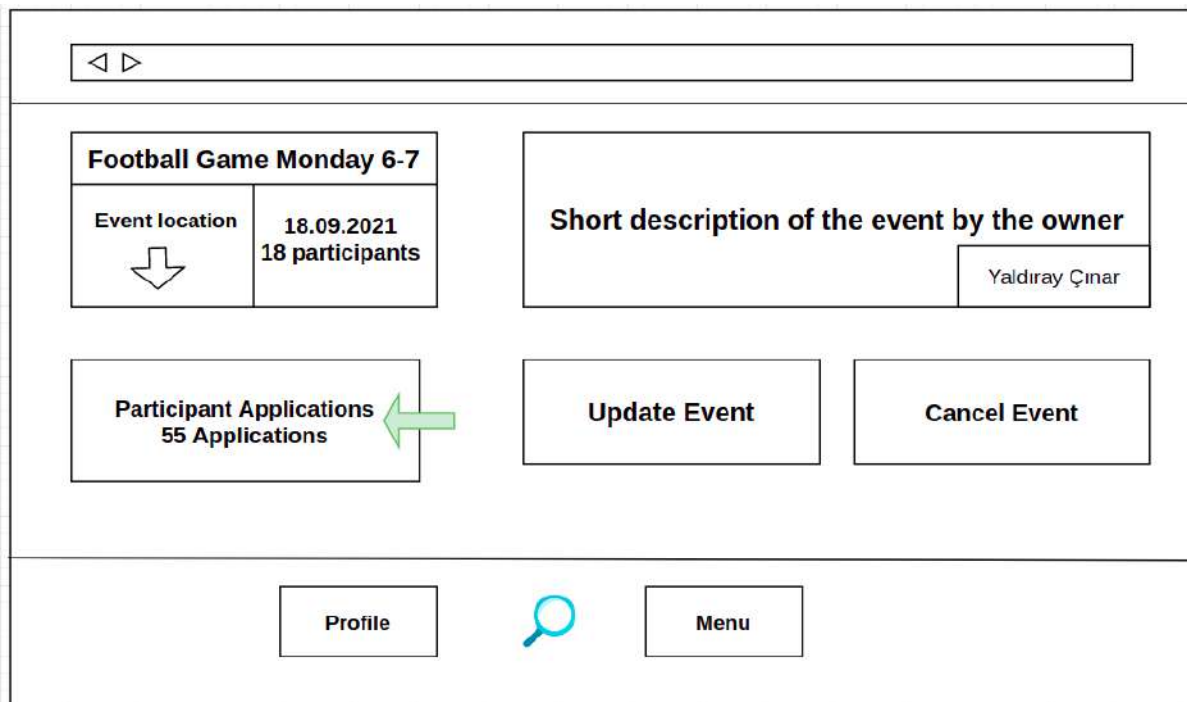
Website Mock-up

Firstly, he is at the home page.

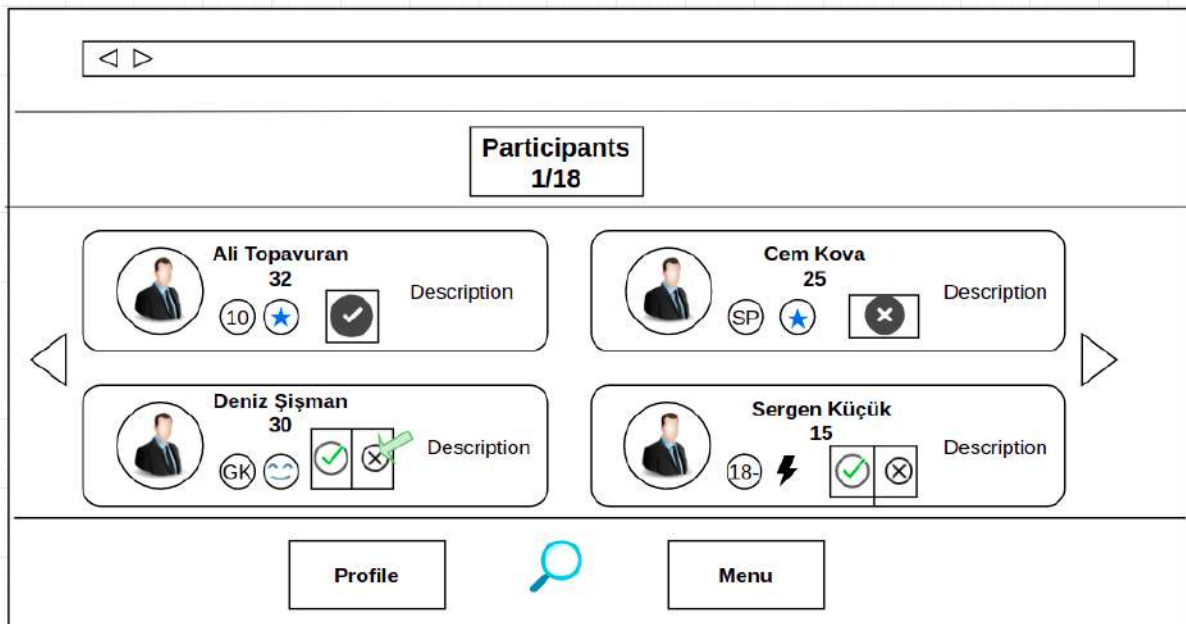
He selects the event he wants to examine from the list containing his events and looks at the event page (showed with the green arrow)



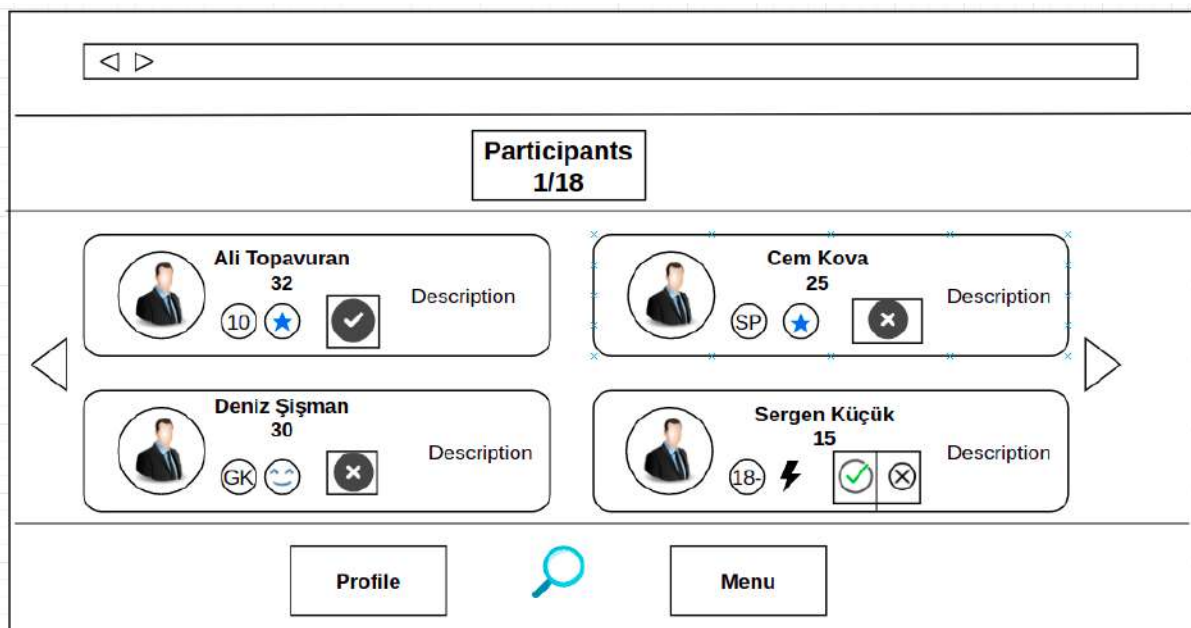
He clicks to participant applications page to select or reject people for the event (showed with the green arrow).



He rejects a person (shown with the green arrow).

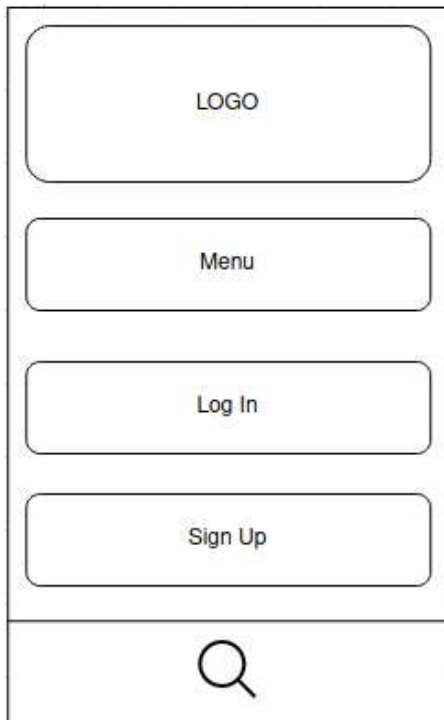


He was rejected.

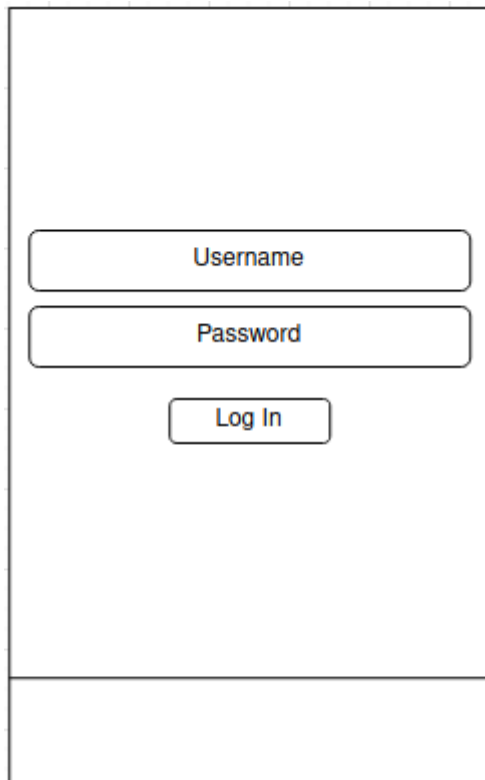


Mobile Mock-up

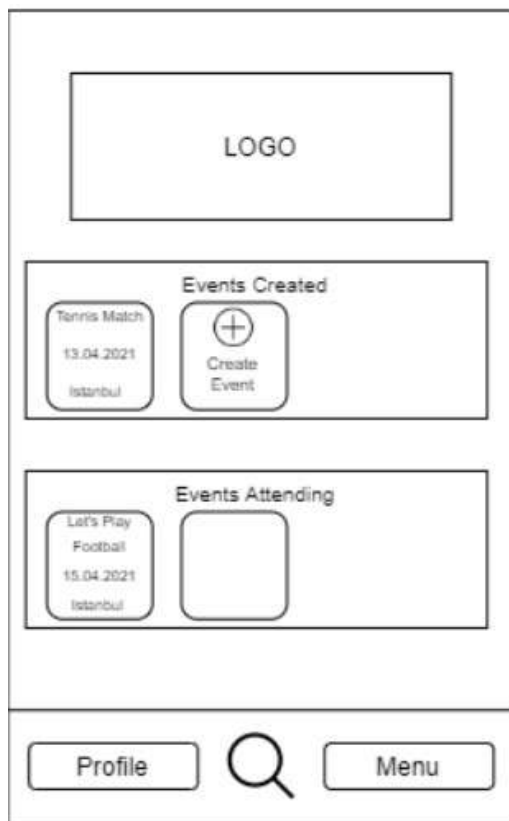
Firstly, he opens the application and is welcomed on the initial page.



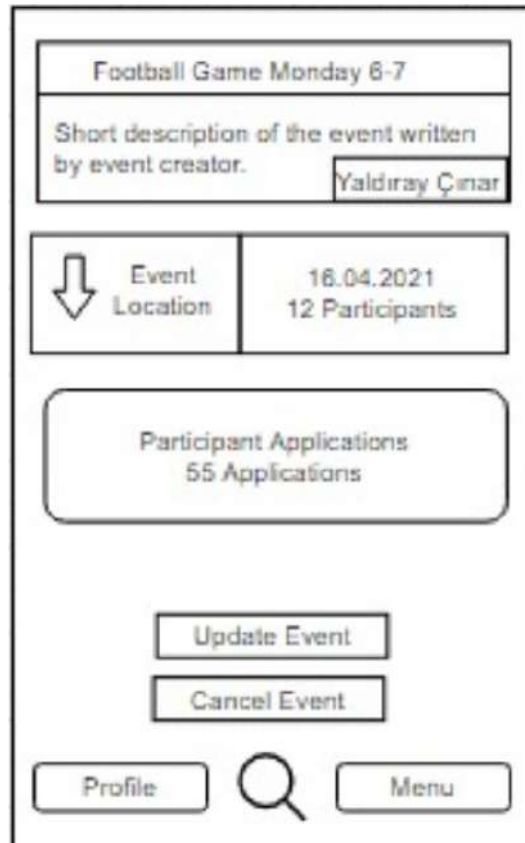
He logs into the platform using his username and password.



After he logs in, he switches to the home page.



Then he selects his football game event.



Then he clicks participant applications button. Now, he can decide who can come to his event.



7. Send Request to Attend an Event

Persona

- Ekrem Ekmekci
- 21 years old, male
- He is a college student

User Story

Ekrem moved to a new city recently. He likes basketball and used to play a lot in his old city. He wants to meet new people who play basketball in his new neighborhood. He knows an app that can help him find new playmates. After some search he decided to create his own event so that the event fits his schedule.

Preconditions

- He is registered and logged in to the system.

Goals

- He wants to create an event.

Scenario

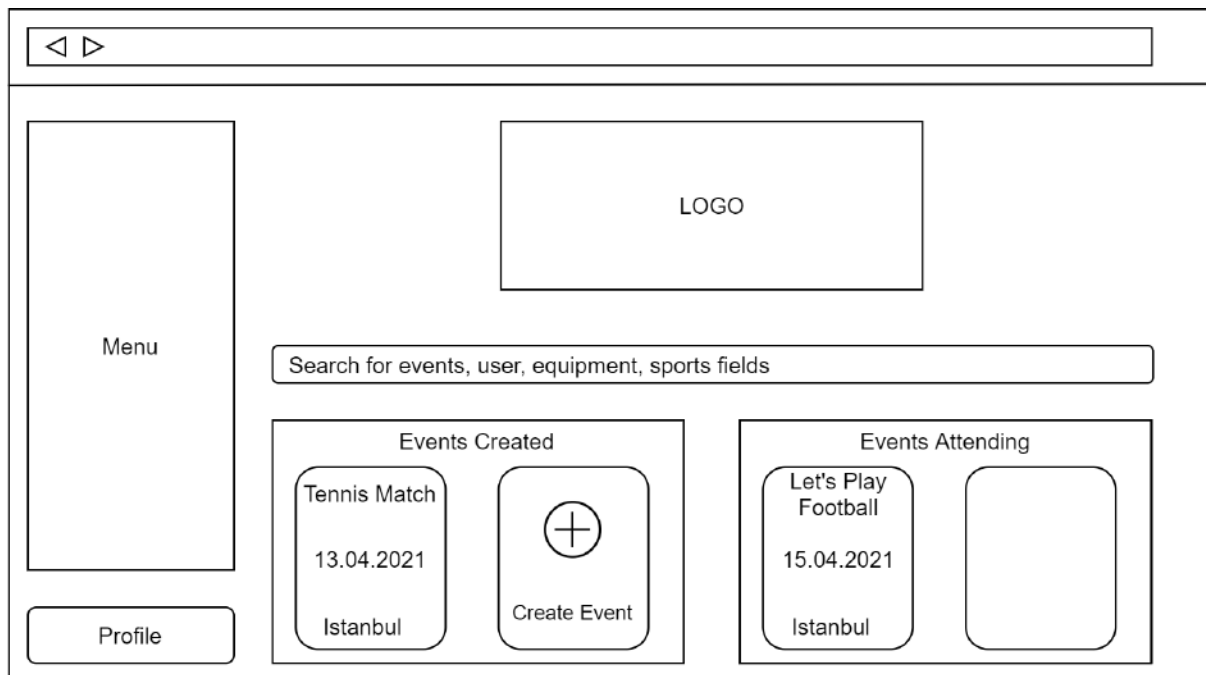
- 1) After login, he is in the home page.
- 2) He clicks "Create event" button.
- 3) He goes "Event creation Page".
- 4) He fills the description, requirements, and other parts.
- 5) He creates the event.

Acceptance Criteria

- 1.3.2.1.1 There will be some basic information about the event on this page like "Time", "Location", "Min and max number of participants" and "Description".
- 1.3.2.1.2 Also, some events might have some constraints for the users who want to participate. These "Requirements" are also shown in the "About" Tab.
- 1.3.2.1.3 There will be information about the badges to be delivered. After the event, the ones who gained the badges will be displayed.

Website Mock-up

After login, he is in the home page. He clicks "Create event" button.



He goes "Event creation Page".

< >

LOGO

Menu

Profile

Search for events, user, equipment, sports fields

Create Event

Description

Type Here

Time: From To Location: Search

Skill Level: Participants: Min Max

< >

LOGO

Menu

Profile

Search for events, user, equipment, sports fields

Time: From To Location: Search

Skill Level: Participants: Min Max

Age Over 16 Did you play in a club?

Add Requirement + Add Badges +

Extra Notes... Create!

He fills the description, requirements, and other parts.

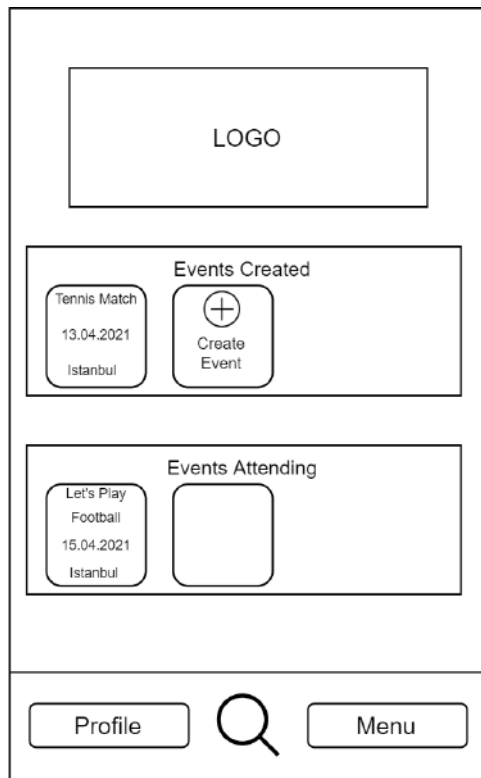
The screenshot shows a web interface for creating an event. On the left is a sidebar with a 'LOGO' box, a 'Menu' box, and a 'Profile' button. The main content area has a search bar at the top. Below it are several input fields: 'Time' with buttons for '18:00' and '20:00', 'Location' with a text box containing 'Kuzey Kampüs', 'Skill Level' with a progress bar, and 'Participants' with buttons for '4' and '8'. There are also checkboxes for 'Age Over 16', 'Did you play in a club?', 'Add Requirement +', and 'Add Badges +'. At the bottom, there is a text box that says 'Please contact me if you can not join' and a red 'Create!' button.

He creates the event.

The screenshot shows the same web interface as before, but the main content area now displays a large message: 'Creation Successful! Redirecting to event page...'. The sidebar and search bar remain the same.

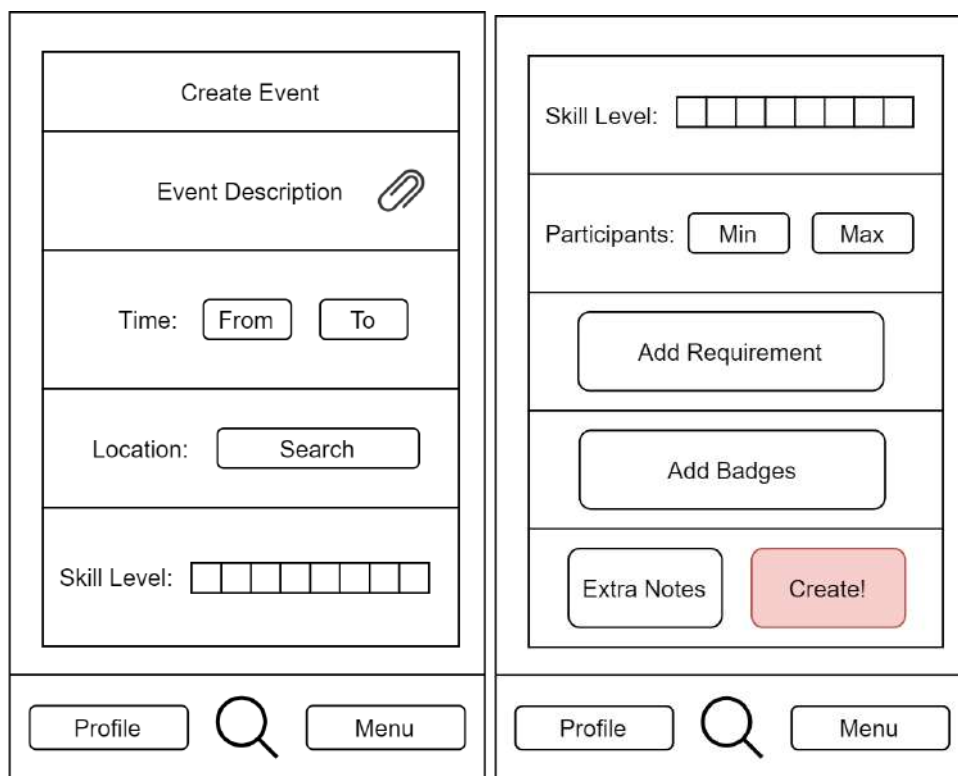
Mobile Mock-up

After login, he is in the home page. He clicks "Create event" button.



The home page mockup features a top section with a large rectangular box labeled "LOGO". Below this is a section titled "Events Created" containing two items: a card for a "Tennis Match" on "13.04.2021" in "Istanbul", and a button with a plus icon and the text "Create Event". Underneath is the "Events Attending" section, which shows a card for "Let's Play Football" on "15.04.2021" in "Istanbul" and an empty square placeholder. At the bottom is a navigation bar with three elements: a "Profile" button, a magnifying glass search icon, and a "Menu" button.

He goes "Event creation Page".



The event creation page is divided into two main panels. The left panel, titled "Create Event", contains a form with the following fields: "Event Description" with a paperclip icon for attachments; "Time" with "From" and "To" input boxes; "Location" with a "Search" input box; and "Skill Level" with a row of eight checkboxes. The right panel contains additional options: "Skill Level" with a row of eight checkboxes; "Participants" with "Min" and "Max" input boxes; "Add Requirement" and "Add Badges" buttons; and "Extra Notes" and a red "Create!" button. Both panels share a common bottom navigation bar with "Profile", search, and "Menu" buttons.

He fills the description, requirements, and other parts.

Skill Level: <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	
Participants:	<div>4</div> <div>8</div>
<div>Age over 16</div>	
<div>Did you play in club?</div>	
<div>Please cont...</div>	<div>Create!</div>

Profile

Q

Menu

He creates the event.

A screenshot of a mobile application interface. The main content area is a large white rectangle with a thin black border. Inside this rectangle, the text "Event creation successfull!" is displayed in a bold, black, sans-serif font. Below it, the text "Redirecting..." is displayed in a regular weight of the same font. At the bottom of the screen, there is a dark grey navigation bar. It contains three elements: a rounded rectangular button with the text "Profile", a magnifying glass icon, and another rounded rectangular button with the text "Menu".

8. Checking the Event Page and Posting a Discussion

Persona

- Serdar Şenkal
- 21 years old, male.
- Computer engineering student.

User Story

He is interested in basketball but having a hard time finding buddies to play because of the busy campus life that everyone is going through. Therefore, he checks the app and finds an event that he can participate and play basketball.

Preconditions

- The user has already logged in.
- The user has already made the search for the event and found the event page.

Goals

- The user wants to check the event page, and decide whether it satisfies his criteria and he wants to participate or not.

Scenario

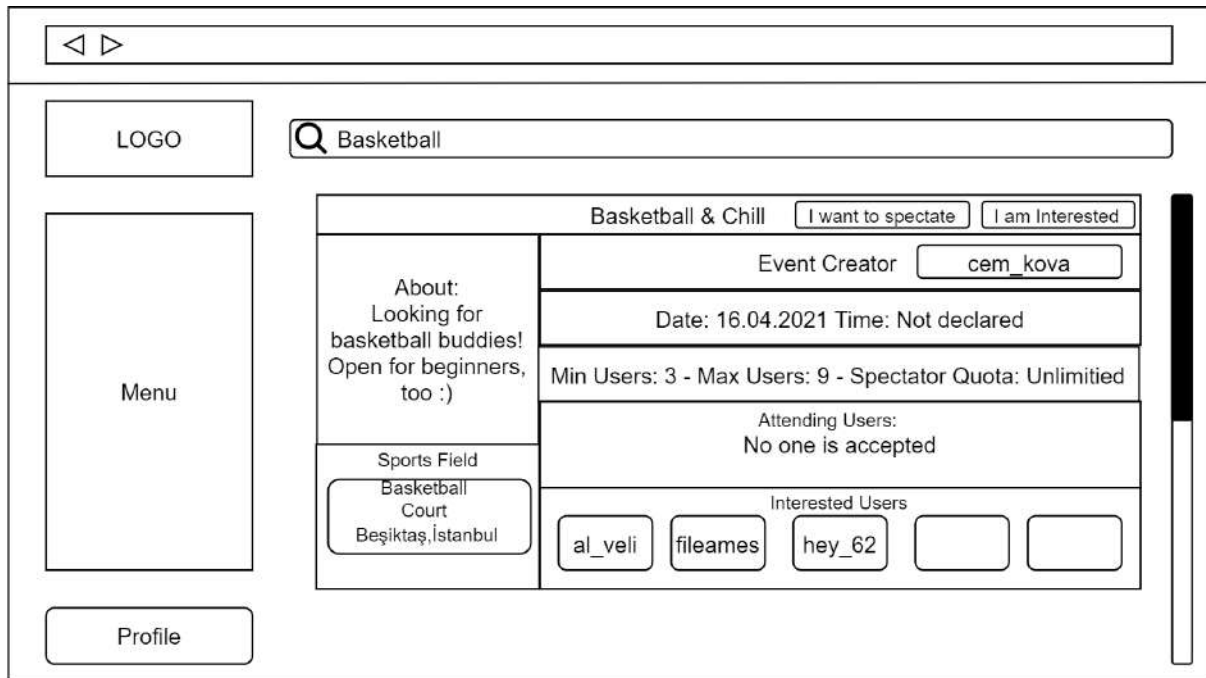
- 1) The user navigates to the event page.
- 2) He checks the description, event's location, and all the other details.
- 3) Then he checks the event's discussion page to find out whether any clarification about the exact time the event is going to take place because the hours is not declared in the about page.
- 4) Since he is not able to find an answer to his question in his mind, he decides to post his question to the discussion page.

Acceptance Criteria

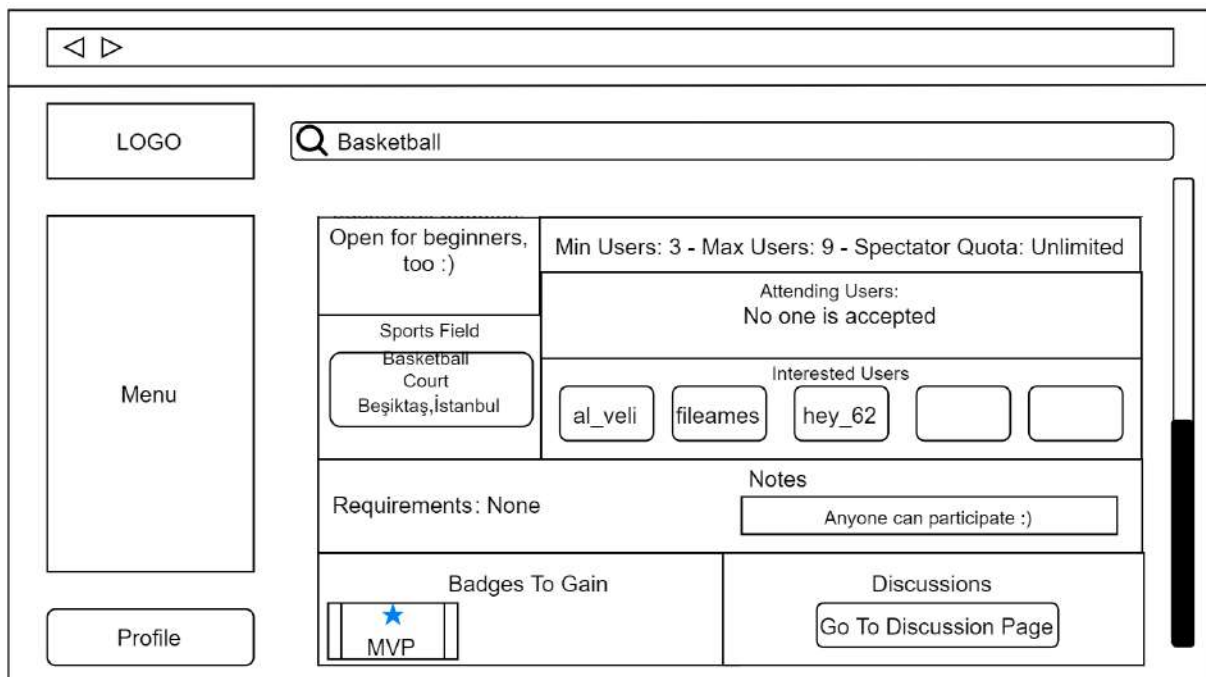
- 1.3.2.1.1 There will be some basic information about the event on this page like "Time", "Location", "Min and max number of participants" and "Description".
- 1.3.2.1.2 Also, some events might have some constraints for the users who want to participate. These "Requirements" are also shown in the "About" Tab.
- 1.3.2.1.3 There will be information about the badges to be delivered. After the event, the ones who gained the badges will be displayed.
- 1.3.2.2 The event page will also include a "Discussion Page" for people to post their questions, talk about where to find the necessary equipment or offer changes in the plan. Who can post or see the posts on this page can be adjusted by the event creator.

Website Mock-up

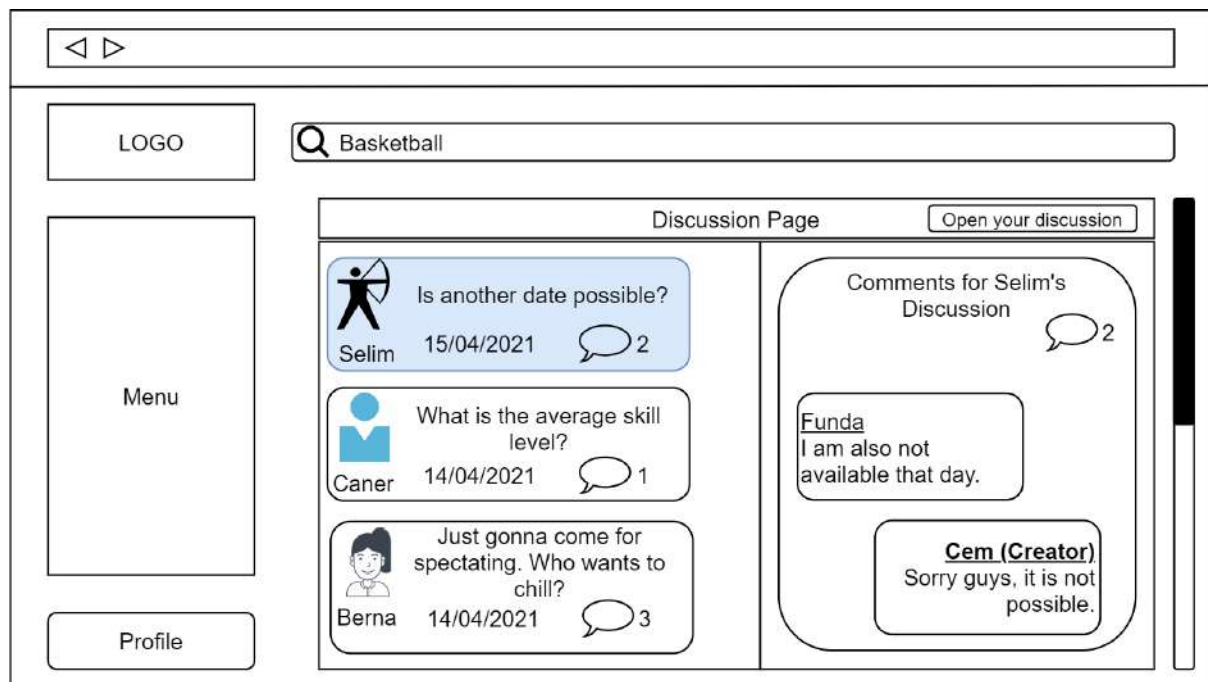
First, he goes to the event's page.



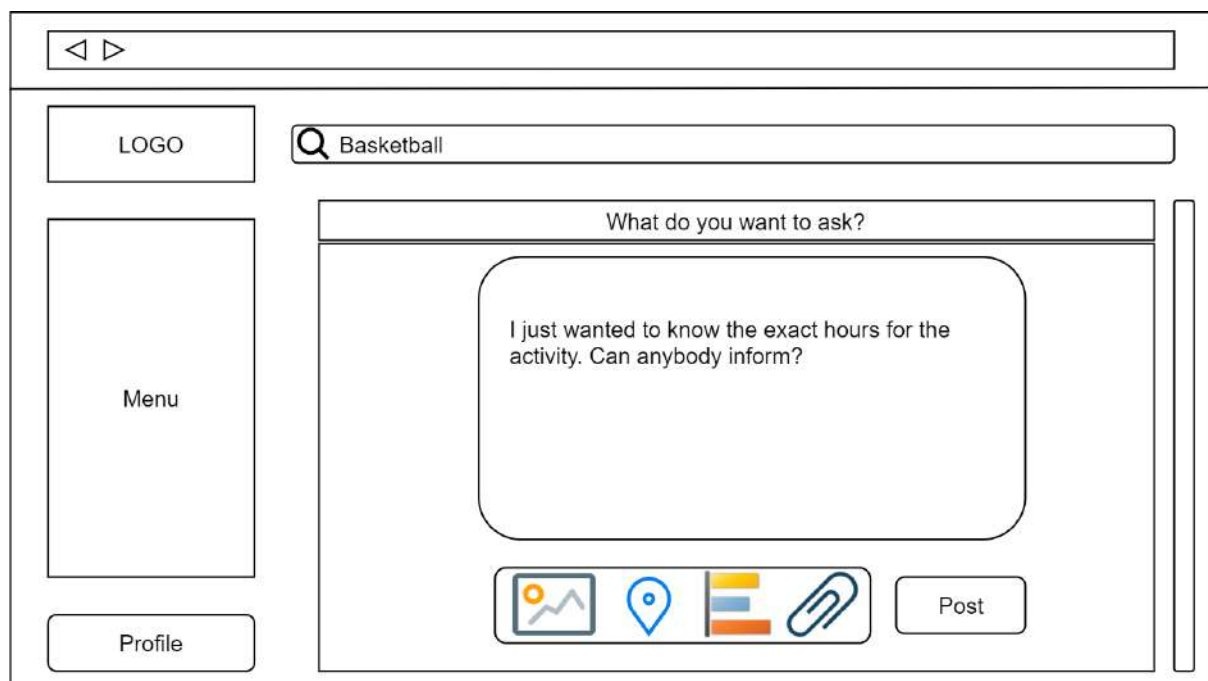
Then, he scrolls in order to check all the details about the activity.



He opens the Discussion Page.

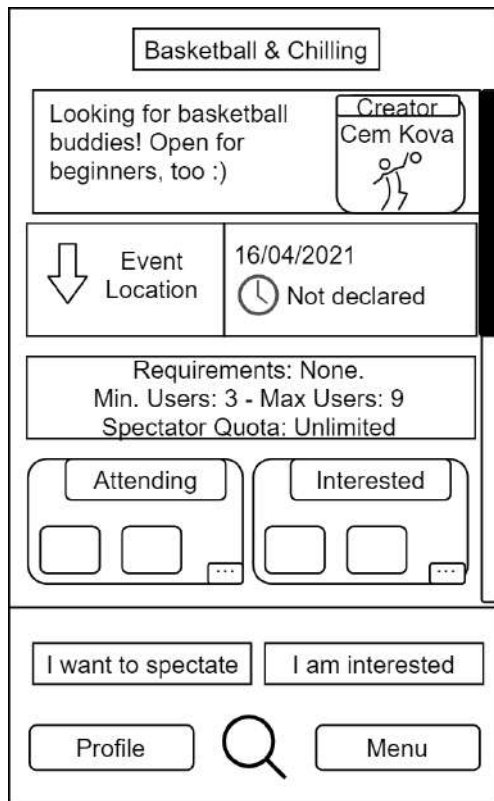


He continues for opening his own discussion. Then he types his question and posts it.

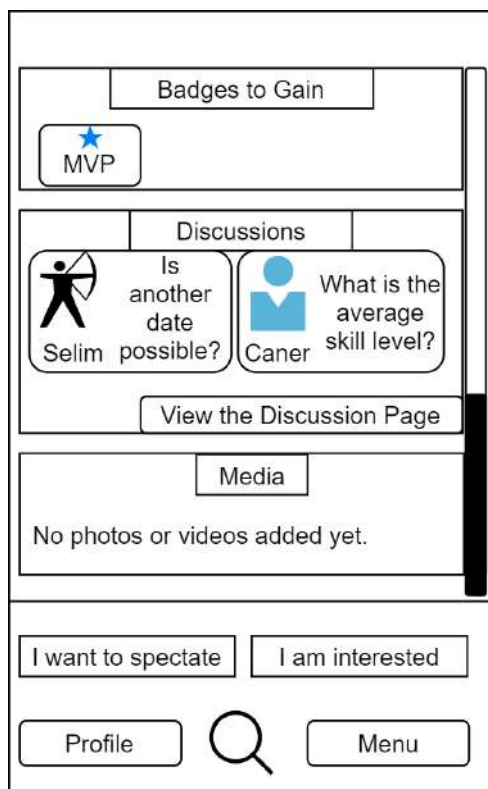


Mobile Mock-up

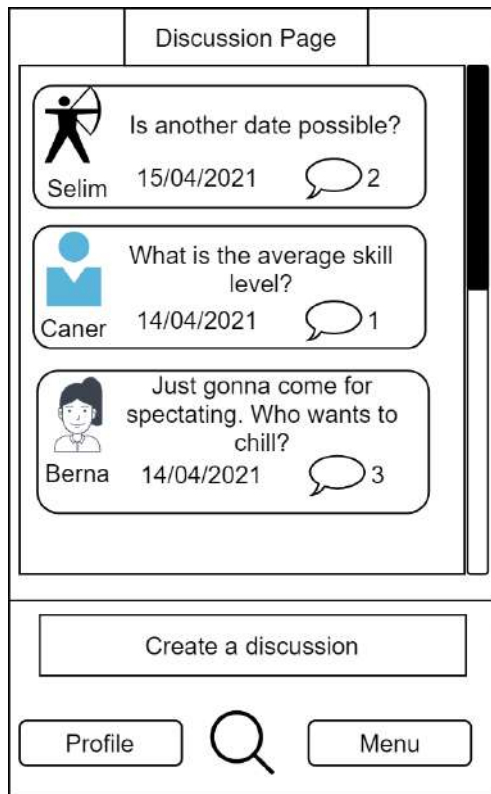
First, he goes to the event's page.



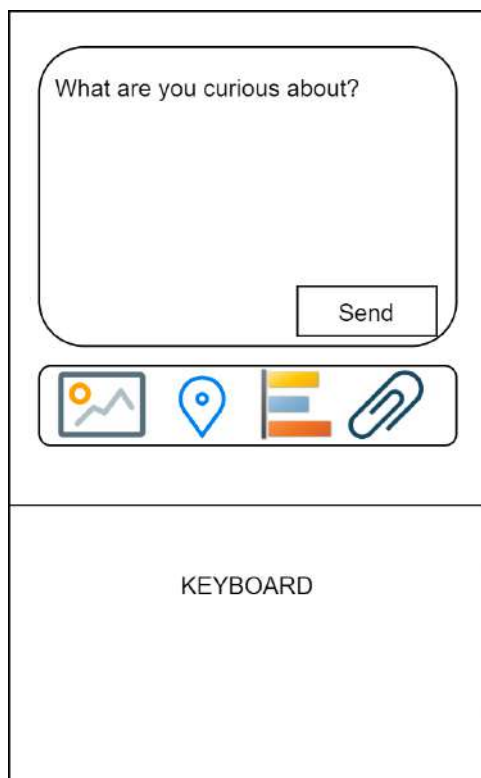
Then, he scrolls in order to check all the details about the activity.



He opens the Discussion Page.







He continues for opening his own discussion.



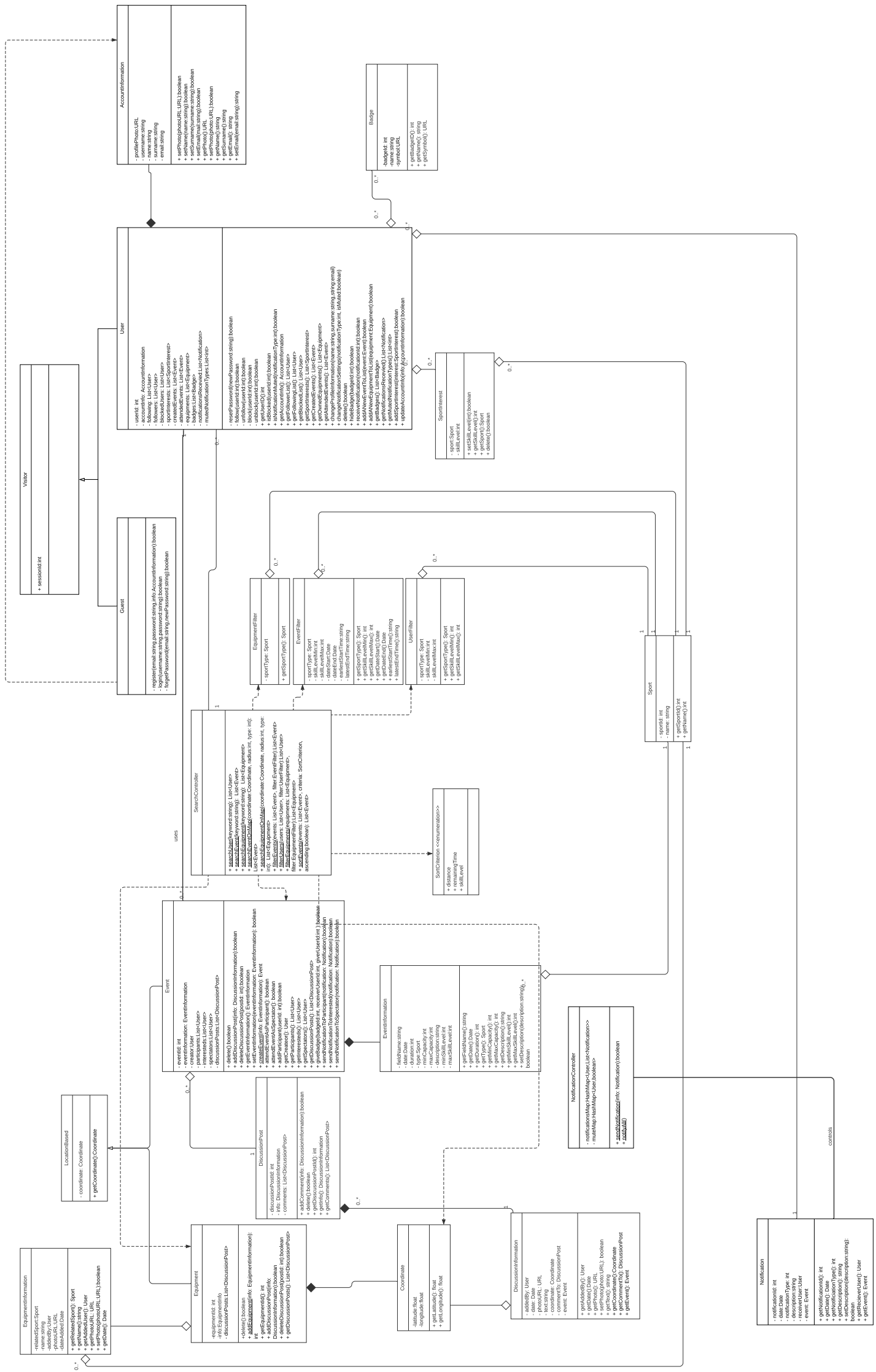
He types his question and posts it.

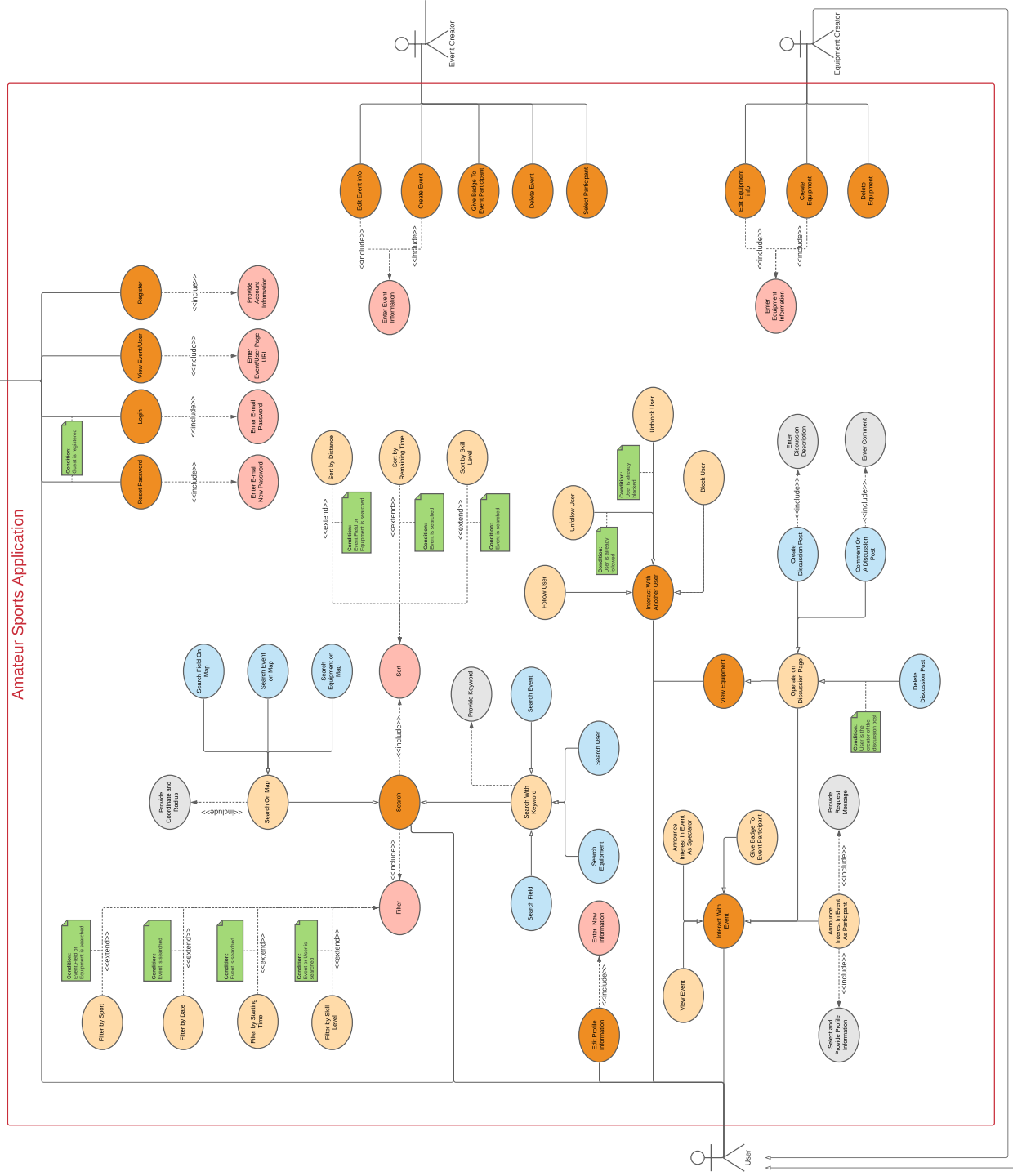
I just wanted to know the exact hours for the activity. Can anybody inform?

Send



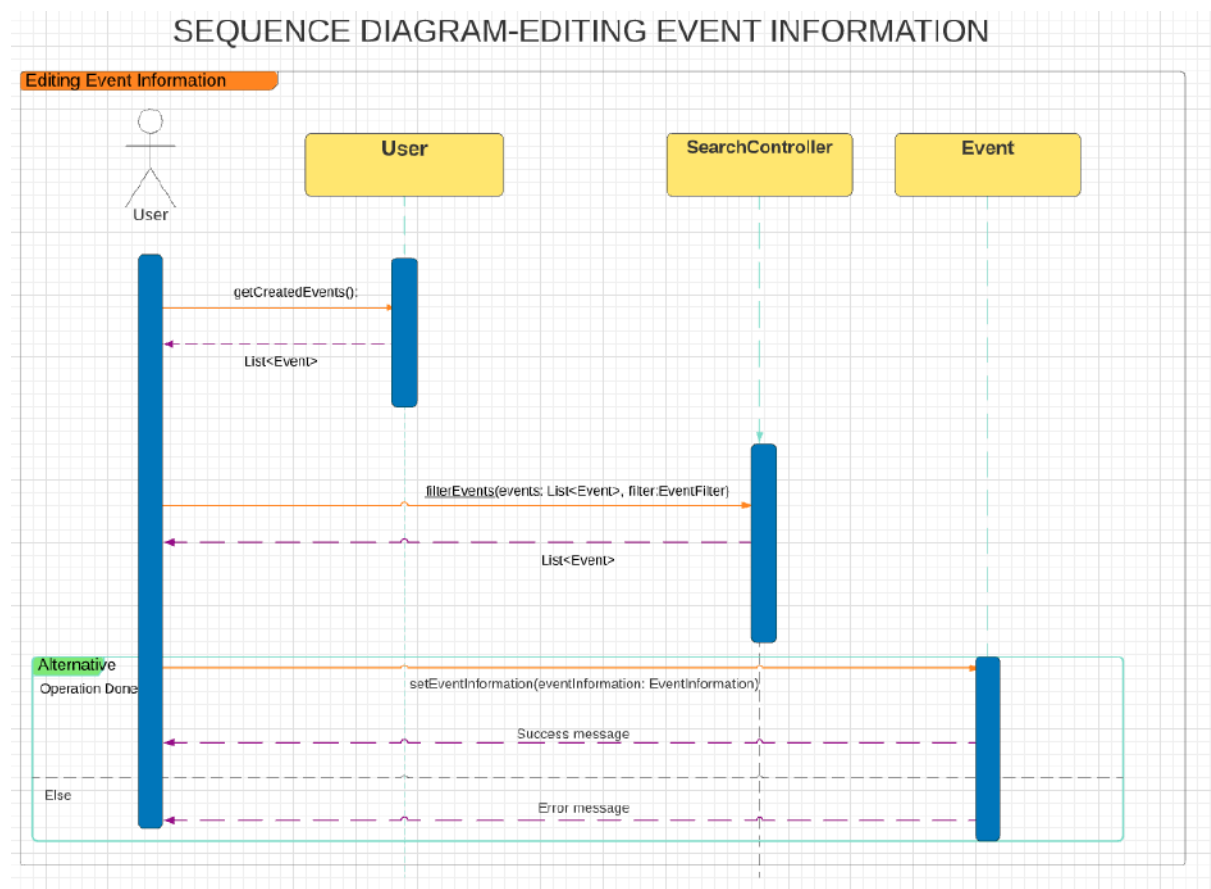
KEYBOARD





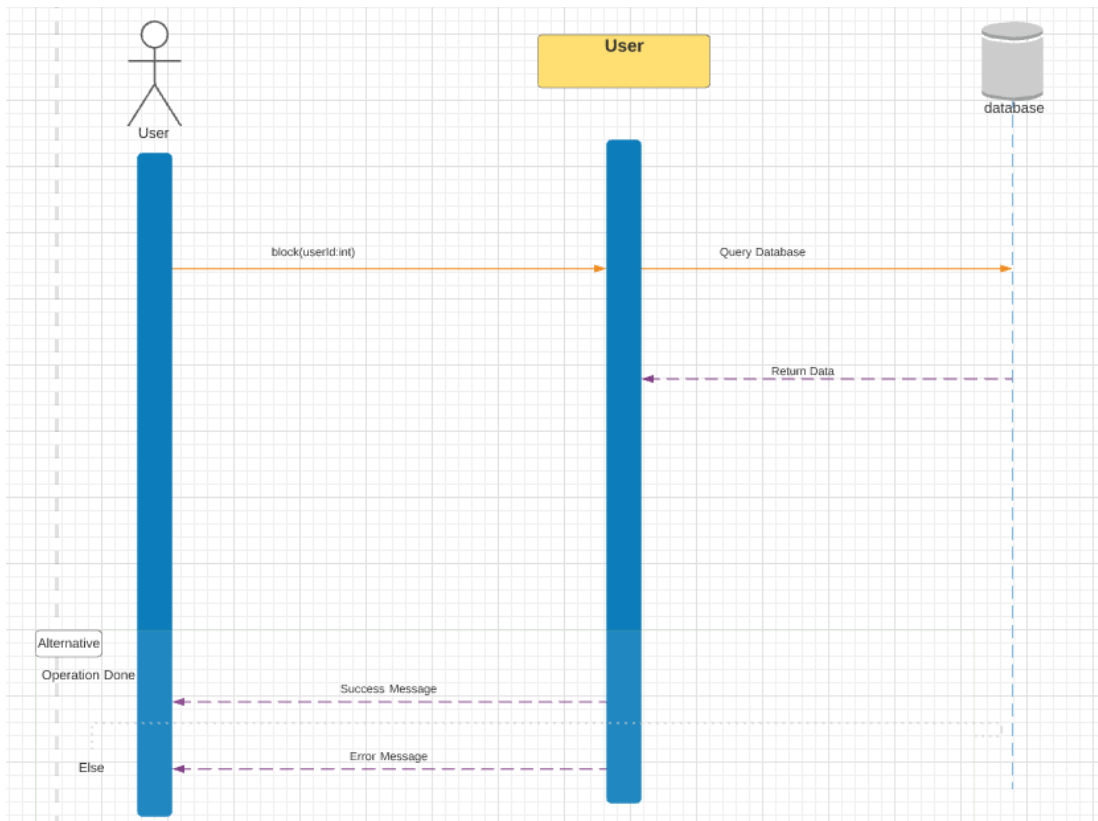
Sequence Diagrams

1. Editing Event Information

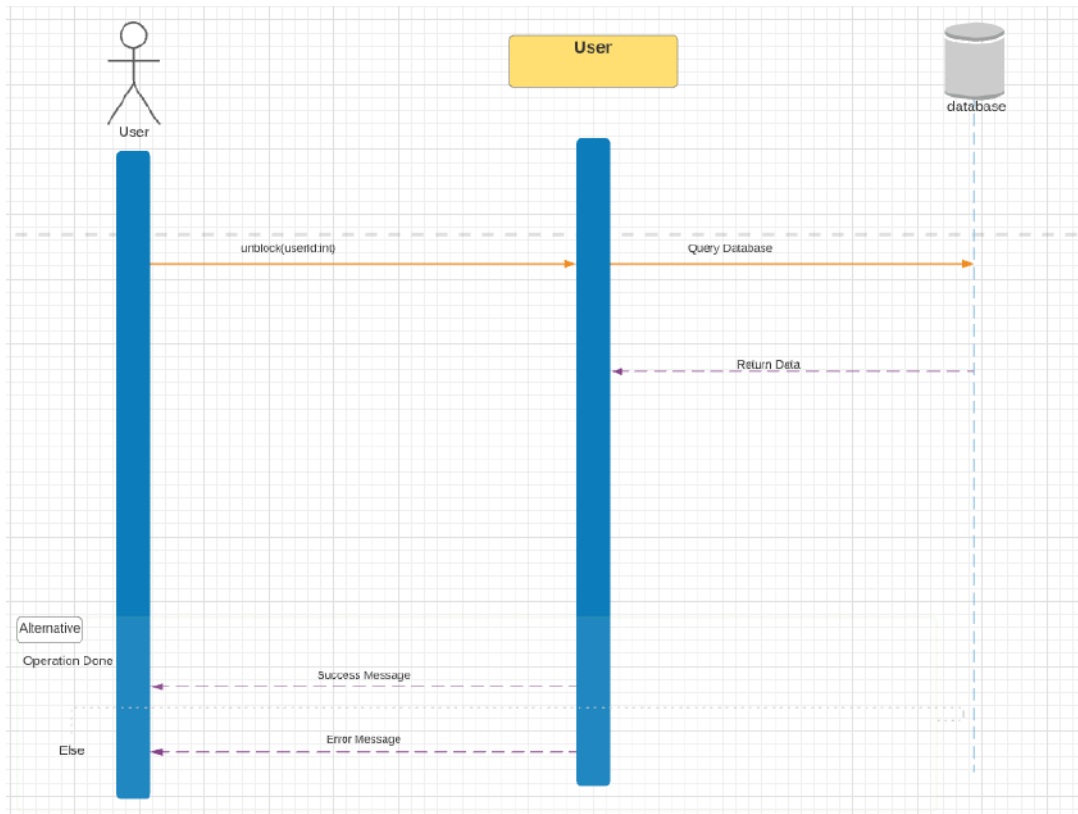


Note: After filter events part, the required one is chosen, yet it isn't shown since it's trivial and not related with any specific function.

2. Blocking a User

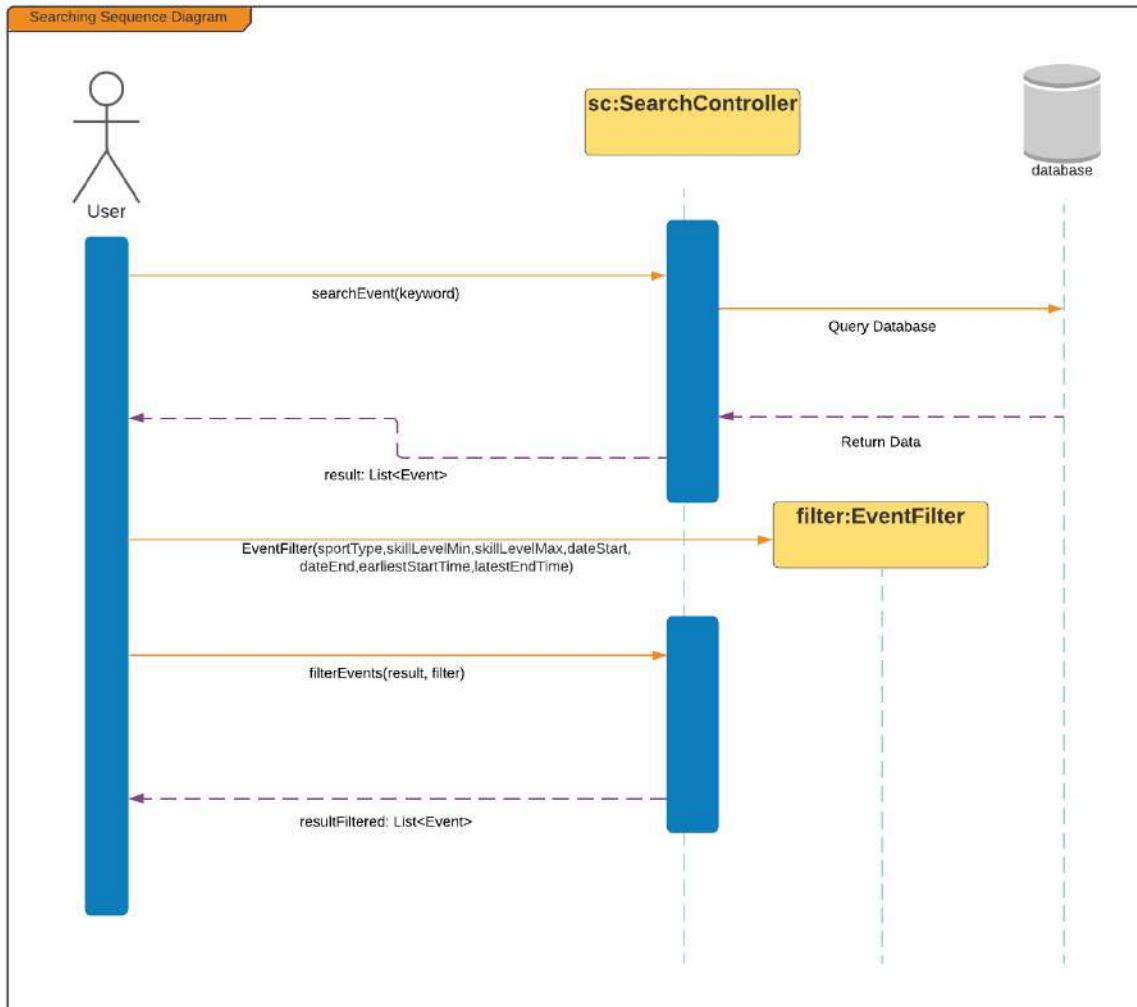


3. Unblocking a User

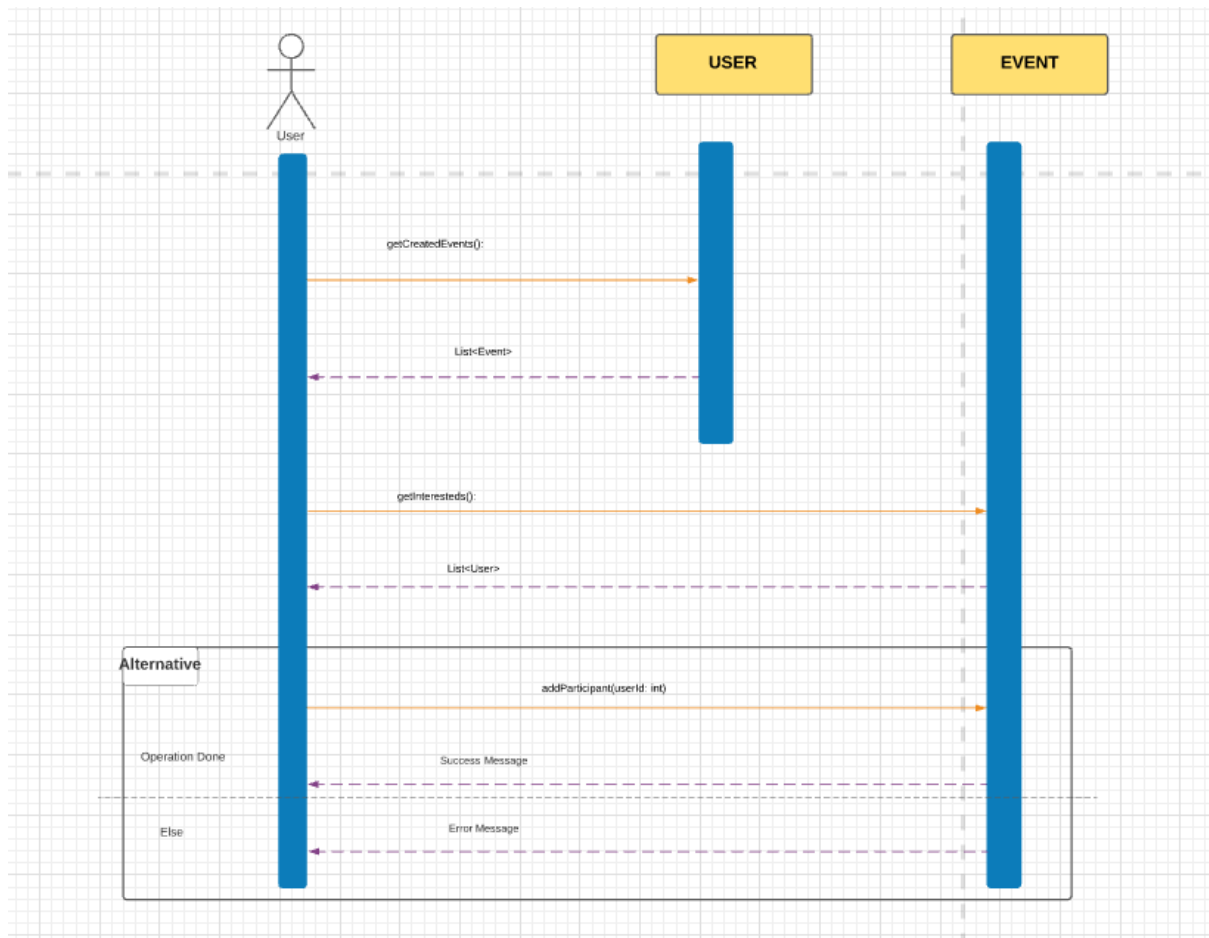


4. Searching and Filtering Events

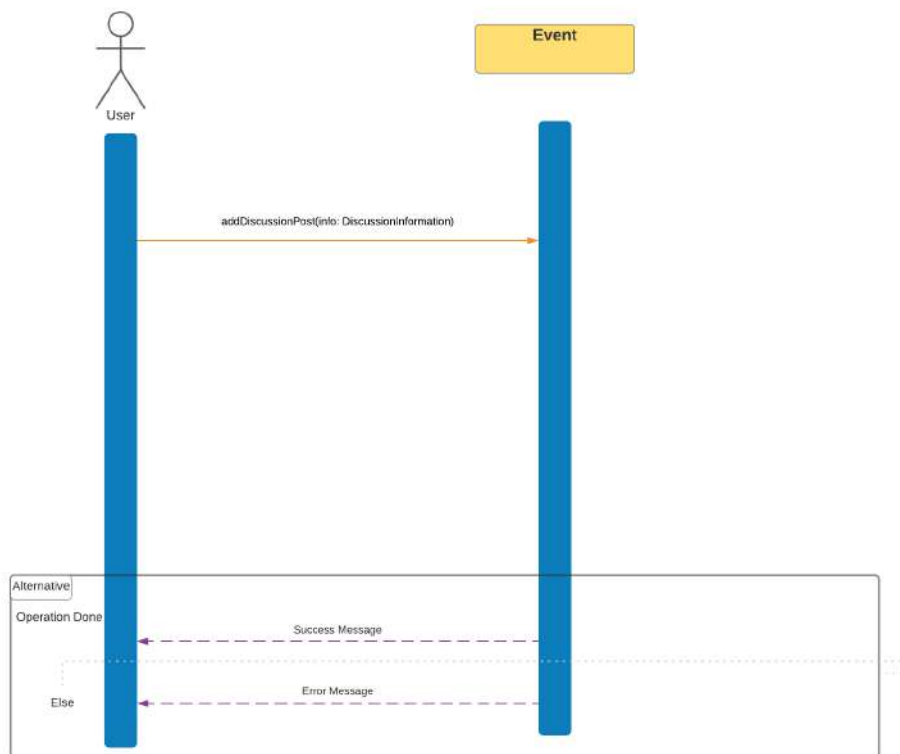
User searches events and after seeing the results, decides to filter and sort these items.



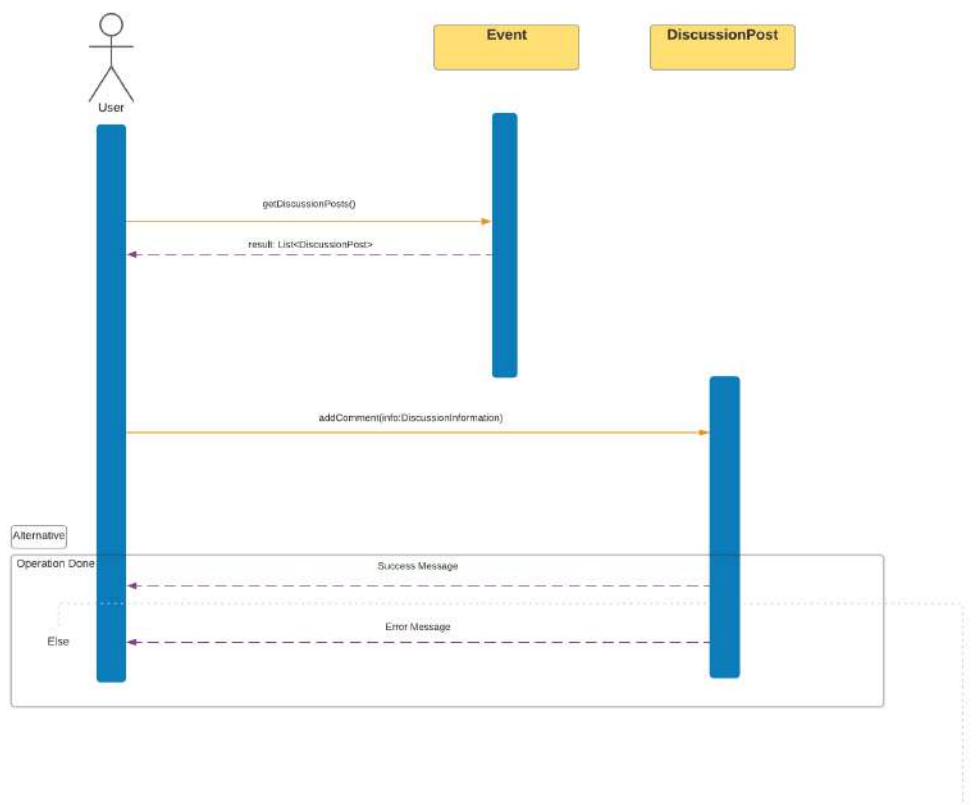
5. Adding Participants



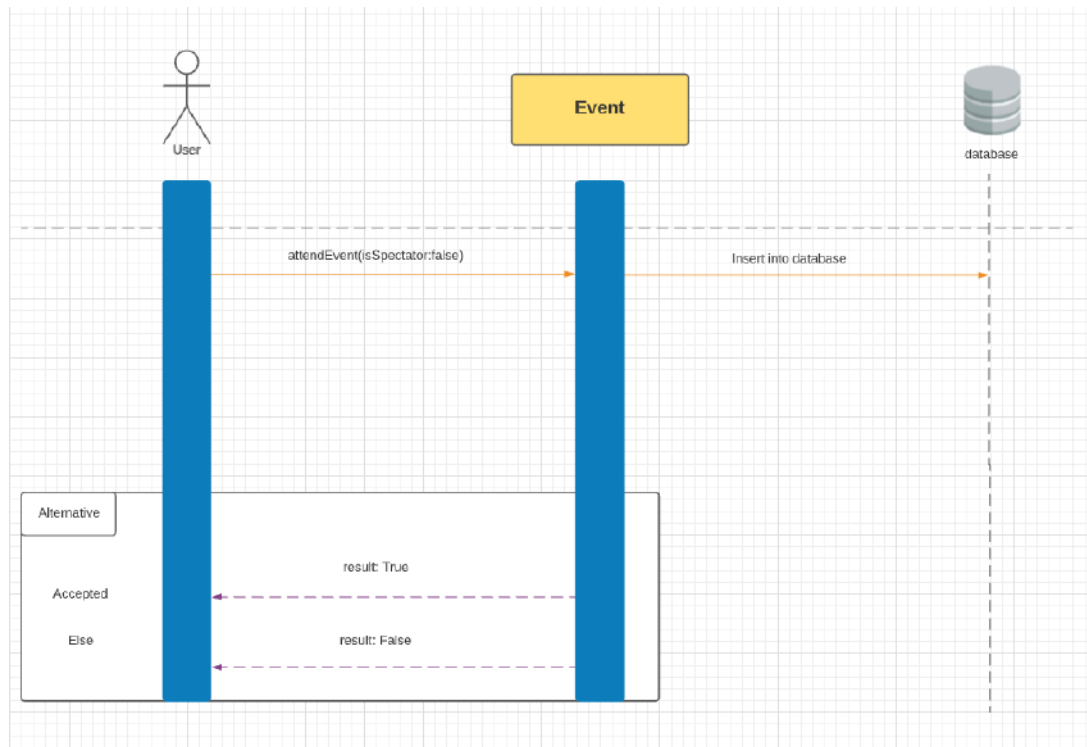
6. Creating a New Discussion Post



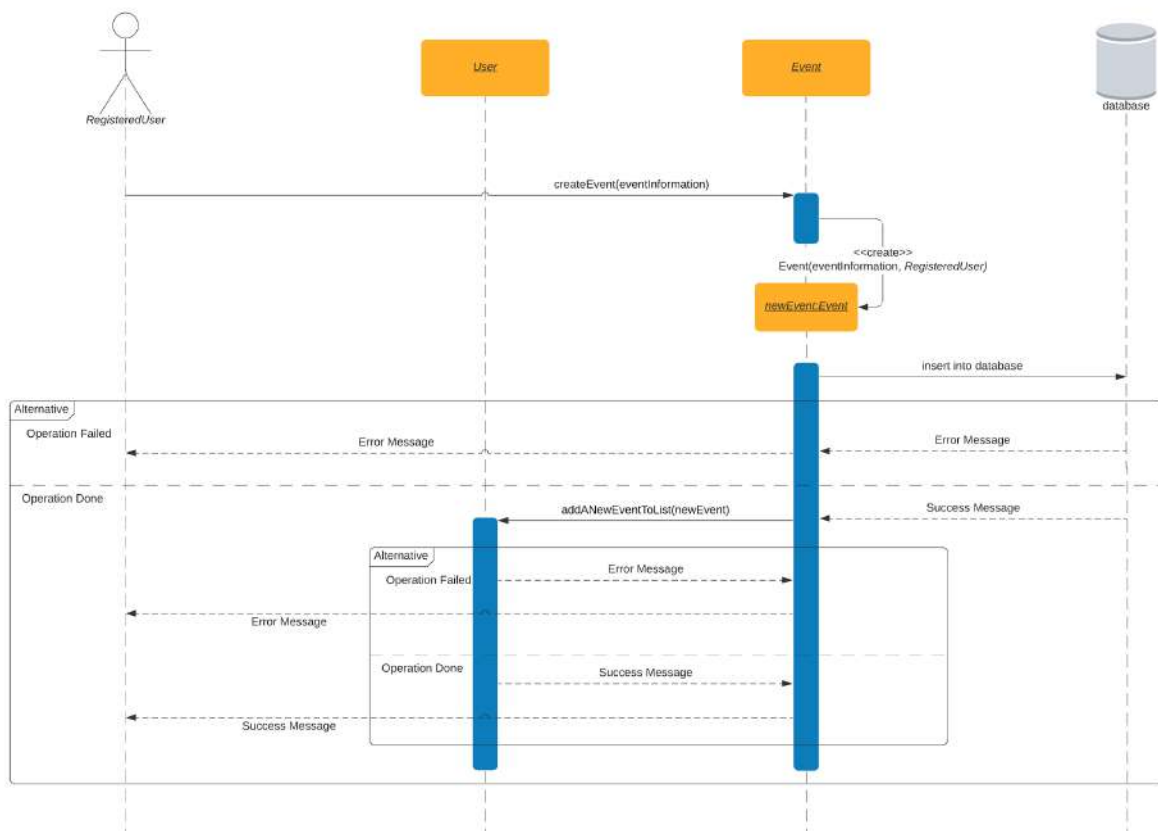
7. Posting Comments in the Discussion Page



8. Sending request to attend an event



9. Creating an Event



Lead(L) Secondary(S) Contributor(C) Review(R) Approval(A) None(N)	Berk Atıl	Can Atakan Uğur	Deniz Arda Budak	Ekrem Yusuf Ekmekci	Elif Sema Balcıoğlu	İbrahim Melih Aktaş	Musa Nuri İhtiyar	Ömer Faruk Süve
Github Preparation								
Research on Git and Version Control Systems	R	R	L	R	R	R	R	R
Research Github Repositories	C	L	C	C	C	C	C	C
Create Slack Workspace	N	N	N	N	L	N	N	N
Edit Github Wiki Homepage	L	R	R	R	R	R	R	R
Edit Wiki Sidebar	C	C	C	C	C	C	C	C
Create Personal Wiki Page	L	L	L	L	L	L	L	L
Create Labels For Issues	R	R	R	R	R	R	R	L
Edit README	R	R	R	R	R	L	R	R
Prepare Communication Plan	L	R	R	R	R	R	R	R
Take Meeting Notes	N	N	N	N	N	N	L	N
Related Software Systems	C	R	R	L	C	R	R	C
Create Contributing Page	R	R	R	R	L	R	R	R
Requirements Elicitation								
Write User Requirements	R	R	R	R	R	R	L	R
Write System Requirements	R	R	L	R	L	R	R	R
Write Event Requirements	R	L	R	R	R	R	R	R
Write Badge Requirements	R	R	L	L	L	R	R	R
Write Non-functional Requirements	L	R	R	R	R	R	R	R
Creating Glossary	C	C	C	C	C	C	C	C


































































Scenarios								
Create User Block Scenario 1	L	R	R	A	R	R	R	R
Create User Block Scenario 2	L	R	R	A	R	R	R	R
Create User Block Scenario 3	L	R	R	A	R	R	R	R
Create Search an Event Scenario	R	R	L	A	L	R	R	R
Create Send Request to Attend an Event Scenario	R	R	L	A	L	R	R	R
Create Person Selection for an Event Scenario	R	R	R	R	R	L	L	R
Create Event Creation Scenario	A	R	R	L	R	R	R	R
Create Checking the Event Page and Posting a Discussion Scenario	R	L	R	R	R	R	R	R
Mock-ups (Web and Mobile)								
Create User Block Scenario 1 Mock-up	L	R	R	A	R	R	R	L
Create User Block Scenario 2 Mock-up	L	R	R	A	R	R	R	L
Create User Block Scenario 3 Mock-up	L	R	R	A	R	R	R	L
Create Search an Event Mock-up	R	R	L	A	L	R	R	R
Create Send Request to Attend an Event Mock-up	R	R	L	A	L	R	R	R
Create Person Selection for an Event Mock-up	R	R	R	R	R	L	L	R
Create Event Creation Mock-up	A	R	R	L	A	R	R	R
Create Checking the Event Page and Posting a Discussion Mock-up	R	L	R	R	R	R	R	R
Design Diagrams								
Create Class Diagram	C	C	C	C	C	C	C	C
Create Use Case Diagram	C	C	C	C	C	C	C	C
Editing Event Information Sequence Diagram	R	R	R	R	R	R	L	R
Blocking a User Sequence Diagram	L	R	R	R	R	R	R	A
Unblocking a User Sequence Diagram	A	R	R	R	R	R	R	L















































































Searching an Event Sequence Diagram	R	R	R	A	L	R	R	R
Adding Participants Sequence Diagram	R	R	R	R	R	R	R	R
Creating a New Discussion Post Sequence Diagram	R	L	R	A	R	R	R	R
Posting Comments in the Discussion Page Sequence Diagram	R	L	R	A	R	R	R	R
Sending request to attend an event Sequence Diagram	R	R	L	R	R	R	R	R
Creating an Event Sequence Diagram	R	R	R	L	R	R	R	R
Milestone Documentation								
Write List and Status of Deliverables	R	R	R	R	R	R	L	R
Evaluate Tools Used	L	R	R	R	R	R	R	R
Prepare Executive Summary	R	R	R	R	R	R	L	R
Write Summary of Work Done by Each Team Member	C	C	C	C	C	C	C	C
Create RAM	R	R	R	R	L	R	R	R
Prepare Project Plan For Things Done So Far	R	R	R	R	R	R	R	L
Prepare Project Plan For Future Tasks for 352	R	L	R	L	R	R	R	R
Prepare Project Plan For 451	R	R	L	R	R	L	R	R
Create Milestone 1	C	C	C	C	C	C	C	C
API								
Research APIs	C	C	C	C	C	C	C	C
Research Databases	C	C	C	C	C	C	C	C
Designing Back-end Structure	L	R	R	L	L	R	R	R
Designing Front-end Structure	R	R	L	R	R	R	L	R
Designing Android Structure	R	L	R	R	R	L	R	L
Create Milestone 2	C	C	C	C	C	C	C	C
Meetings								
Group Meetings	C	C	C	C	C	C	C	C
Back-end Meetings	C	N	N	C	C	N	N	N
Front-end Meetings	N	N	C	N	N	N	C	N

















































Android Meetings	N	C	N	N	N	C	N	C
Implementation Start								
Front-End: First Design	N	N	L	R	N	R	L	N
Back-End: Server Trial	L	R	N	L	A	N	N	N
Android: First Design	N	L	R	N	N	L	N	A
Login-Register								
Front-End								
Front-End: Register-Login Page	N	N	L	R	N	R	L	N
Front-End: Password change-reset Page	N	N	L	N	R	N	L	R
Front-End: Home Page	R	R	L	N	N	N	L	N
Back-End								
Back-End: Login endpoint	A	N	R	L	L	N	N	N
Back-End: Register endpoint	L	N	N	A	L	R	N	N
Back-End: Password change-reset Page	L	N	N	L	A	N	R	N
Back-End: Home Page	A	N	N	L	L	N	N	R
Android								
Android: Register-Login Page	N	A	N	R	N	L	N	L
Android: Password change-reset Page	N	L	N	N	R	A	N	L
Android: Home Page	N	L	N	N	N	L	R	A
Create Milestone 1 (451)	C	C	C	C	C	C	C	C
Event - User Profile								
Front-End								
Front-End: Event Page Design	N	N	L	R	N	R	L	N
Front-End: Event Creation	N	N	L	N	R	N	L	R
Front-End: Event Discussion Page	R	R	L	N	N	N	L	N
Front-End: Profile Page	N	N	L	R	N	R	L	N
Front-End: Profile Creation	N	N	L	N	R	N	L	R
Front-End: Follow-Unfollow mechanism	R	R	L	N	N	N	L	N
Back-End								



Back-End: Event System and database	A	N	R	L	L	N	N	N
Back-End: Event Creation	L	N	N	A	L	R	N	N
Back-End: Event Discussion Page	L	N	N	L	A	N	R	N
Back-End: Profile database and endpoint	A	N	N	L	L	N	N	R
Back-End: Profile Creation	L	R	N	L	A	N	N	N
Back-End: Follow-Unfollow mechanism	L	N	R	A	L	N	N	N
Android								
Android: Event Page Design	R	A	N	N	N	L	N	L
Android: Event Creation	N	L	R	N	N	A	N	L
Android: Event Discussion Page	N	L	N	R	N	L	N	A
Android: Profile Page	N	A	N	N	R	L	N	L
Android: Profile Creation	N	L	N	N	N	A	R	L
Android: Follow-Unfollow mechanism	R	L	N	N	N	L	N	A
Search								
Front-End								
Front-End: Search Page	N	N	L	R	N	R	L	N
Front-End: Google Maps	N	N	L	N	R	N	L	R
Front-End: Search Sort	R	R	L	N	N	N	L	N
Front-End: Search Filter	N	N	L	R	N	R	L	N
Back-End								
Back-End: Search system	L	N	N	L	A	R	N	N
Back-End: Location implementation	A	N	N	L	L	N	R	N
Back-End: Search Sort	L	N	N	A	L	N	N	R
Back-End: Search Filter	L	R	N	L	A	N	N	N
Android								
Android: Search Page	N	A	R	N	N	L	N	L
Android: Google Maps	N	L	N	R	N	A	N	L
Android: Search Sort	N	L	N	N	R	L	N	A
Android: Search Filter	N	A	N	N	N	L	R	L

Create Milestone 2 (451)	C	C	C	C	C	C	C	C
Badge and Equipment								
Front-End								
Front-End: Badge Design	N	N	L	R	N	R	L	N
Front-End: Badge Implementation	N	N	L	N	R	N	L	R
Front-End: User block system	R	R	L	N	N	N	L	N
Front-End: Participant Selection	N	N	L	R	N	R	L	N
Front-End: Equipment Creation	N	N	L	N	R	N	L	R
Front-End: Addition of equipment to search	R	R	L	N	N	N	L	N
Back-End								
Back-End: Badge Implementation	A	N	N	L	L	N	R	N
Back-End: User block system	L	N	N	A	L	N	N	R
Back-End: Participant Selection	L	R	N	L	A	N	N	N
Back-End: Equipment Creation	A	N	N	L	L	R	N	N
Back-End: Addition of equipment to search	L	N	R	A	L	N	N	N
Android								
Android: Badge Design	R	A	N	N	N	L	N	L
Android: Badge Implementation	N	L	R	N	N	A	N	L
Android: User block system	N	L	N	R	N	L	N	A
Android: Participant Selection	N	A	N	N	R	L	N	L
Android: Equipment Creation	N	L	N	N	N	A	R	L
Android: Addition of equipment to search	R	L	N	N	N	L	N	A
Create Milestone 3 (451)	C	C	C	C	C	C	C	C

		Name	Resource Names	Duration	Start	Finish	Predecessors
1		Basics of Project Repository		6 days 3/26/21 8:00 AM		4/2/21 5:00 PM	
2		Communication Plan	Berk Atı	2 days 3/26/21 8:00 AM		3/29/21 5:00 PM	
3		Researching repositories	Berk Atı;Ekrem Yusuf Elmekci;Elif ...	0.125 days 3/28/21 8:00 AM		3/29/21 9:00 AM	
4		Creating Personal Effort Pages	Berk Atı;Ekrem Yusuf Elmekci;Elif ...	0.625 days 3/28/21 8:00 AM		3/29/21 1:59 PM	
5		Creating Labels	Ömer Sive	5 days 3/28/21 8:00 AM		4/2/21 5:00 PM	
6		Determination of Critical Sections		7 days 4/5/21 8:00 AM		4/13/21 5:00 PM	
7		Questions to ask customer	Musa Nuri İhtiyar;Deniz Arda Bud...	7 days 4/5/21 8:00 AM		4/13/21 5:00 PM	
8		Customer Meeting	Musa Nuri İhtiyar;Deniz Arda Bud...	4 days 4/5/21 8:00 AM		4/8/21 5:00 PM	
9		Creating Requirements		6 days 4/5/21 8:00 AM		4/12/21 5:00 PM	
10		User Requirements	Musa Nuri İhtiyar;İbrahim Melih Ak...	1 day 4/5/21 8:00 AM		4/5/21 5:00 PM	
11		System Requirements	Deniz Arda Budak;Elif Sema Balcıoğlu	2 days 4/5/21 8:00 AM		4/6/21 5:00 PM	
12		Non-functional Requirements	Berk Atı;Ömer Sive	1 day 4/5/21 8:00 AM		4/5/21 5:00 PM	
13		Event Requirements	Can Atakan Uğur;Ekrem Yusuf Ek...	1 day 4/5/21 8:00 AM		4/5/21 5:00 PM	
14		Badge	Ekrem Yusuf Elmekci;Can Atakan ...	6 days 4/5/21 8:00 AM		4/12/21 5:00 PM	
15		Meetings		197 days? 3/25/21 6:00 PM		12/27/21 5:00 PM	
16		Group Meetings		64 days? 3/25/21 6:00 PM		6/23/21 5:00 PM	
17		Meeting 1	Musa Nuri İhtiyar;Deniz Arda Bud...	0 days 3/25/21 6:00 PM		3/25/21 5:00 PM	
18		Meeting 2	Musa Nuri İhtiyar;Deniz Arda Bud...	0 days 4/2/21 6:00 PM		4/2/21 5:00 PM	
19		Meeting 3	Musa Nuri İhtiyar;Berk Atı;Ömer S...	0 days 4/6/21 6:00 PM		4/6/21 5:00 PM	
20		Meeting 4	Musa Nuri İhtiyar;Deniz Arda Bud...	0 days 4/13/21 6:00 PM		4/13/21 5:00 PM	
21		Meeting 5.1	Musa Nuri İhtiyar;Deniz Arda Bud...	0 days 4/20/21 6:00 PM		4/20/21 5:00 PM	
22		Meeting 5.2	Musa Nuri İhtiyar;Deniz Arda Bud...	0 days 4/22/21 6:00 PM		4/22/21 5:00 PM	
23		Meeting 5.3	Musa Nuri İhtiyar;Deniz Arda Bud...	1 day 4/24/21 6:00 PM		4/26/21 5:00 PM	
24		Meeting 6	Musa Nuri İhtiyar;Deniz Arda Bud...	0 days 4/27/21 6:00 PM		4/27/21 5:00 PM	
25		Meeting 7.1	Musa Nuri İhtiyar;Deniz Arda Bud...	0 days 5/4/21 6:00 PM		5/4/21 5:00 PM	
26		Meeting 7.2	Musa Nuri İhtiyar;Deniz Arda Bud...	1 day 5/8/21 6:00 PM		5/10/21 5:00 PM	
27		Meeting 8	Musa Nuri İhtiyar;Deniz Arda Bud...	0 days 5/18/21 6:00 PM		5/18/21 5:00 PM	
28		Meeting 9	Musa Nuri İhtiyar;Deniz Arda Bud...	1 day? 5/24/21 6:00 PM		5/25/21 5:00 PM	
29		Meeting 10	Musa Nuri İhtiyar;Deniz Arda Bud...	1 day? 6/1/21 6:00 PM		6/2/21 5:00 PM	
30		Meeting 11	Musa Nuri İhtiyar;Deniz Arda Bud...	1 day? 6/7/21 6:00 PM		6/8/21 5:00 PM	
31		Meeting 12	Musa Nuri İhtiyar;Deniz Arda Bud...	1 day? 6/15/21 6:00 PM		6/16/21 5:00 PM	
32		Meeting 13	Musa Nuri İhtiyar;Deniz Arda Bud...	1 day? 6/22/21 6:00 PM		6/23/21 5:00 PM	
33		Backend Meetings		22 days 11/25/21 6:00 PM		12/27/21 5:00 PM	
34		Meeting 1	Elif Sema Balcıoğlu;Ekrem Yusuf Ek...	0 days 11/25/21 6:00 PM		11/25/21 5:00 PM	
35		Meeting 2	Berk Atı;Ekrem Yusuf Elmekci;Elif ...	1 day 11/28/21 6:00 PM		11/29/21 5:00 PM	
36		Meeting 3	Berk Atı;Ekrem Yusuf Elmekci;Elif ...	0 days 12/1/21 6:00 PM		12/1/21 5:00 PM	
37		Meeting 4	Berk Atı;Ekrem Yusuf Elmekci;Elif ...	1 day 12/5/21 6:00 PM		12/6/21 5:00 PM	
38		Meeting 5	Berk Atı;Ekrem Yusuf Elmekci;Elif ...	1 day 12/11/21 6:00 PM		12/13/21 5:00 PM	
39		Meeting 6	Berk Atı;Ekrem Yusuf Elmekci;Elif ...	0 days 12/17/21 6:00 PM		12/17/21 5:00 PM	
40		Meeting 7	Berk Atı;Ekrem Yusuf Elmekci;Elif ...	0 days 12/27/21 6:00 PM		12/27/21 5:00 PM	
41		Frontend Meetings		22 days 11/25/21 6:00 PM		12/27/21 5:00 PM	
42		Meeting 1	Musa Nuri İhtiyar;Deniz Arda Budak	0 days 11/25/21 6:00 PM		11/25/21 5:00 PM	
43		Meeting 2	Musa Nuri İhtiyar;Deniz Arda Budak	1 day 11/28/21 6:00 PM		11/29/21 5:00 PM	
44		Meeting 3	Musa Nuri İhtiyar;Deniz Arda Budak	0 days 12/1/21 6:00 PM		12/1/21 5:00 PM	
45		Meeting 4	Musa Nuri İhtiyar;Deniz Arda Budak	1 day 12/5/21 6:00 PM		12/6/21 5:00 PM	
46		Meeting 5	Musa Nuri İhtiyar;Deniz Arda Budak	1 day 12/11/21 6:00 PM		12/13/21 5:00 PM	
47		Meeting 6	Musa Nuri İhtiyar;Deniz Arda Budak	0 days 12/17/21 6:00 PM		12/17/21 5:00 PM	
48		Meeting 7	Musa Nuri İhtiyar;Deniz Arda Budak	0 days 12/27/21 6:00 PM		12/27/21 5:00 PM	
49		Android Meetings		22 days 11/25/21 6:00 PM		12/27/21 5:00 PM	
50		Meeting 1	İbrahim Melih Akas;Can Atakan U...	0 days 11/25/21 6:00 PM		11/25/21 5:00 PM	
51		Meeting 2	Can Atakan Uğur;Ömer Sive;İbra...	1 day 11/28/21 6:00 PM		11/29/21 5:00 PM	
52		Meeting 3	Can Atakan Uğur;Ömer Sive;İbra...	0 days 12/1/21 6:00 PM		12/1/21 5:00 PM	
53		Meeting 4	Can Atakan Uğur;Ömer Sive;İbra...	1 day 12/5/21 6:00 PM		12/6/21 5:00 PM	
54		Meeting 5	Can Atakan Uğur;Ömer Sive;İbra...	1 day 12/11/21 6:00 PM		12/13/21 5:00 PM	
55		Meeting 6	Can Atakan Uğur;Ömer Sive;İbra...	0 days 12/17/21 6:00 PM		12/17/21 5:00 PM	
56		Meeting 7	Can Atakan Uğur;Ömer Sive;İbra...	0 days 12/27/21 6:00 PM		12/27/21 5:00 PM	
57		Creating Mock-ups for Web and Mobile		5 days 4/13/21 8:00 AM		4/19/21 5:00 PM	
58		Mock-up for Searching and Joining an event	Deniz Arda Budak;Elif Sema Balcıoğlu	5 days 4/13/21 8:00 AM		4/19/21 5:00 PM	
59		Mock-up for Blocking operation	Berk Atı;Ömer Sive	5 days 4/13/21 8:00 AM		4/19/21 5:00 PM	
60		Mock-up for Sending request to attend an event	Deniz Arda Budak;Elif Sema Balcıoğlu	2.5 days 4/13/21 8:00 AM		4/15/21 1:00 PM	
61		Mock-up for Person Selection for an event	Musa Nuri İhtiyar;İbrahim Melih Ak...	5 days 4/13/21 8:00 AM		4/19/21 5:00 PM	
62		Mock-up for Creating an Event	Ekrem Yusuf Elmekci	5 days 4/13/21 8:00 AM		4/19/21 5:00 PM	
63		Mock-up for Posting a Discussion	Can Atakan Uğur	5 days 4/13/21 8:00 AM		4/19/21 5:00 PM	
64		Creating Scenarios for Web and Mobile		2 days 4/13/21 8:00 AM		4/14/21 5:00 PM	
65		Scenarios for Blocking User	Berk Atı;Ömer Sive	2 days 4/13/21 8:00 AM		4/14/21 5:00 PM	

		Name	Resource Names	Duration	Start	Finish	Predecessors
66		Scenarios for Searching an Event	Deniz Arda Budak;Elif Sema Balcıoğlu	2 days	4/13/21 8:00 AM	4/14/21 5:00 PM	
67		Scenarios for Selecting Person for an Event	İbrahim Melih Aktas;Musa Nuri İhtiyar	1 day	4/13/21 8:00 AM	4/13/21 5:00 PM	
68		Scenarios for Creating an Event	Ekrem Yusuf Elmekci	2 days	4/13/21 8:00 AM	4/14/21 5:00 PM	
69		Scenarios for Checking the Event Page and Posting a Discussion	Can Atakan Uğur	2 days	4/13/21 8:00 AM	4/14/21 5:00 PM	
70		 Design Diagrams		7 days	4/23/21 8:00 AM	5/3/21 5:00 PM	
71		Class Diagrams	Musa Nuri İhtiyar;Deniz Arda Budak...	5 days	4/23/21 8:00 AM	4/29/21 5:00 PM	
72		Use Case Diagrams	Musa Nuri İhtiyar;Deniz Arda Budak...	5 days	4/23/21 8:00 AM	4/29/21 5:00 PM	
73		 Sequence Diagrams		2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	
74		Editing Event Information	Musa Nuri İhtiyar	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	
75		Searching Event	Elif Sema Balcıoğlu	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	
76		Blocking Operation	Berk Atl	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	
77		Adding Participants	İbrahim Melih Aktas	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	
78		Posting Comments in Discussion Page	Can Atakan Uğur	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	
79		Sending Request to Attend Event	Deniz Arda Budak	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	
80		Creating Event	Ekrem Yusuf Elmekci	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	
81		Creating New Discussion Page	Can Atakan Uğur	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	
82		Unblocking Operation	Ömer Sive	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	
83		 Documentation		9 days	4/28/21 8:00 AM	5/10/21 5:00 PM	
84		Executive Summary	Musa Nuri İhtiyar	3 days	5/3/21 8:00 AM	5/5/21 5:00 PM	
85		 Planning		9 days	4/28/21 8:00 AM	5/10/21 5:00 PM	
86		Meeting	Musa Nuri İhtiyar;Deniz Arda Budak...	1 day	4/28/21 8:00 AM	4/28/21 5:00 PM	
87		Preparing Different Parts Separately	Musa Nuri İhtiyar;Deniz Arda Budak...	5 days	4/28/21 8:00 AM	5/4/21 5:00 PM	
88		Combining Plans	Musa Nuri İhtiyar;Deniz Arda Budak...	1 day	5/9/21 8:00 AM	5/10/21 5:00 PM	
89		Ram	Elif Sema Balcıoğlu	4 days	5/4/21 8:00 AM	5/7/21 5:00 PM	
90		Tool Evaluation	Berk Atl	4 days	5/4/21 8:00 AM	5/7/21 5:00 PM	
91		 Milestones		184 days?	4/28/21 8:00 AM	1/10/22 5:00 PM	
92		Milestone 1 Report	Musa Nuri İhtiyar;Deniz Arda Budak...	1 day	5/9/21 8:00 AM	5/10/21 5:00 PM	
93		Milestone 2 Report	Musa Nuri İhtiyar;Deniz Arda Budak...	1 day	5/23/21 8:00 AM	5/24/21 5:00 PM	
94		Milestone 3 Report	Musa Nuri İhtiyar;Deniz Arda Budak...	1 day	6/6/21 8:00 AM	6/7/21 5:00 PM	
95		Milestone 4 Report	Musa Nuri İhtiyar;Deniz Arda Budak...	1 day	6/6/21 8:00 AM	6/7/21 5:00 PM	
96		Milestone 5 Report	Musa Nuri İhtiyar;Deniz Arda Budak...	1 day	6/6/21 8:00 AM	6/7/21 5:00 PM	
97		 Basics of Project Implementation		47 days	4/28/21 8:00 AM	7/1/21 5:00 PM	
98		 Research & Study		8 days	5/20/21 8:00 AM	5/31/21 5:00 PM	
99		Research on APIs	Musa Nuri İhtiyar;Deniz Arda Budak...	4 days	5/20/21 8:00 AM	5/25/21 5:00 PM	
100		Research on Databases	Musa Nuri İhtiyar;Deniz Arda Budak...	4 days	5/26/21 8:00 AM	5/31/21 5:00 PM	
101		 Fundamental Structure		23 days	6/1/21 8:00 AM	7/1/21 5:00 PM	
102		Designing Back-end Structure	Elif Sema Balcıoğlu;Ekrem Yusuf Elk...	23 days	6/1/21 8:00 AM	7/1/21 5:00 PM	
103		Designing Front-end Structure	Musa Nuri İhtiyar;Deniz Arda Budak	23 days	6/1/21 8:00 AM	7/1/21 5:00 PM	
104		Designing Android Structure	İbrahim Melih Aktas;Can Atakan U...	23 days	6/1/21 8:00 AM	7/1/21 5:00 PM	
105		Documentation	Musa Nuri İhtiyar;Deniz Arda Budak...	8 days	4/28/21 8:00 AM	5/7/21 5:00 PM	
106		Form teams	Musa Nuri İhtiyar;Deniz Arda Budak...	1 day	10/25/21 8:00 AM	10/25/21 5:00 PM	
107		Review requirements, design and plans	Musa Nuri İhtiyar;Deniz Arda Budak...	5 days	10/26/21 8:00 AM	11/1/21 5:00 PM	
108		 Implementation Start		3 days	11/8/21 8:00 AM	11/10/21 5:00 PM	
109		 Frontend		3 days	11/8/21 8:00 AM	11/10/21 5:00 PM	
110		First Design	Musa Nuri İhtiyar;Deniz Arda Budak	3 days	11/8/21 8:00 AM	11/10/21 5:00 PM	
111		 Backend		3 days	11/8/21 8:00 AM	11/10/21 5:00 PM	
112		Server Trial	Ekrem Yusuf Elmekci;Elif Sema Bal...	3 days	11/8/21 8:00 AM	11/10/21 5:00 PM	
113		 Android		3 days	11/8/21 8:00 AM	11/10/21 5:00 PM	
114		First Design	Ömer Sive;İbrahim Melih Aktas;C...	3 days	11/8/21 8:00 AM	11/10/21 5:00 PM	
115		 Front End		12 days	11/15/21 8:00 AM	11/30/21 5:00 PM	
116		Register-Login Page	Musa Nuri İhtiyar;Deniz Arda Budak	3 days	11/15/21 8:00 AM	11/17/21 5:00 PM	
117		Password change-reset Page	Musa Nuri İhtiyar;Deniz Arda Budak	5 days	11/22/21 8:00 AM	11/26/21 5:00 PM	
118		Home Page	Musa Nuri İhtiyar;Deniz Arda Budak	3 days	11/26/21 8:00 AM	11/30/21 5:00 PM	
119		 Back End		12 days	11/15/21 8:00 AM	11/30/21 5:00 PM	
120		Login endpoint	Ekrem Yusuf Elmekci;Elif Sema Bal...	2 days	11/15/21 8:00 AM	11/16/21 5:00 PM	
121		Register endpoint	Ekrem Yusuf Elmekci;Elif Sema Bal...	1 day	11/19/21 8:00 AM	11/19/21 5:00 PM	
122		Password change-reset Page	Ekrem Yusuf Elmekci;Elif Sema Bal...	2 days	11/22/21 8:00 AM	11/23/21 5:00 PM	
123		Home Page	Ekrem Yusuf Elmekci;Elif Sema Bal...	3 days	11/26/21 8:00 AM	11/30/21 5:00 PM	
124		 Android		12 days?	11/15/21 8:00 AM	11/30/21 5:00 PM	
125		Register-Login Page	Ömer Sive;İbrahim Melih Aktas;C...	2 days?	11/15/21 8:00 AM	11/16/21 5:00 PM	
126		Password change-reset Page	Ömer Sive;İbrahim Melih Aktas;C...	2 days?	11/22/21 8:00 AM	11/23/21 5:00 PM	
127		Home Page	Ömer Sive;İbrahim Melih Aktas;C...	3 days?	11/26/21 8:00 AM	11/30/21 5:00 PM	
128		MILESTONE 1		0 days	12/2/21 8:00 AM	12/2/21 8:00 AM	106;107;109;111;113;115;119;124

		Name	Resource Names	Duration	Start	Finish	Predecessors
129		Front End					
130		Event Page Design	Musa Nuri İhtiyar; Deniz Arda Budak	13 days 12/2/21 8:00 AM	12/20/21 5:00 PM	115	
131		Event Creation	Musa Nuri İhtiyar; Deniz Arda Budak	2 days 12/21 8:00 AM	12/31 5:00 PM		
132		Event Discussion Page	Musa Nuri İhtiyar; Deniz Arda Budak	2 days 12/8/21 8:00 AM	12/7/21 5:00 PM		
133		Profile Page	Musa Nuri İhtiyar; Deniz Arda Budak	2 days 12/10/21 8:00 AM	12/13/21 5:00 PM		
134		Profile Creation	Musa Nuri İhtiyar; Deniz Arda Budak	2 days 12/14/21 8:00 AM	12/15/21 5:00 PM		
135		Follow-Unifollow mechanism	Musa Nuri İhtiyar; Deniz Arda Budak	3 days 12/16/21 8:00 AM	12/20/21 5:00 PM		
136		Back End		13 days 12/2/21 8:00 AM	12/20/21 5:00 PM	119	
137		Event System and database	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	2 days 12/2/21 8:00 AM	12/3/21 5:00 PM		
138		Event Creation	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	1 day 12/6/21 8:00 AM	12/6/21 5:00 PM		
139		Event Discussion Page	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	1 day 12/8/21 8:00 AM	12/8/21 5:00 PM		
140		Profile database and endpoint	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	2 days 12/10/21 8:00 AM	12/13/21 5:00 PM		
141		Profile Creation	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	2 days 12/14/21 8:00 AM	12/15/21 5:00 PM		
142		Follow-Unifollow mechanism	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	3 days 12/16/21 8:00 AM	12/20/21 5:00 PM		
143		Android		13 days 12/2/21 8:00 AM	12/20/21 5:00 PM	124	
144		Event Page Design	Ömer Süve;İbrahim Melih Aktas;C...	2 days 12/2/21 8:00 AM	12/3/21 5:00 PM		
145		Event Creation	Ömer Süve;İbrahim Melih Aktas;C...	1 day 12/6/21 8:00 AM	12/6/21 5:00 PM		
146		Event Discussion Page	Ömer Süve;İbrahim Melih Aktas;C...	1 day 12/8/21 8:00 AM	12/8/21 5:00 PM		
147		Profile Page	Ömer Süve;İbrahim Melih Aktas;C...	2 days 12/10/21 8:00 AM	12/13/21 5:00 PM		
148		Profile Creation	Ömer Süve;İbrahim Melih Aktas;C...	2 days 12/14/21 8:00 AM	12/15/21 5:00 PM		
149		Follow-Unifollow mechanism	Ömer Süve;İbrahim Melih Aktas;C...	3 days 12/16/21 8:00 AM	12/20/21 5:00 PM		
150		Front End		8 days 12/22/21 8:00 AM	12/31/21 5:00 PM	129	
151		Search Page	Musa Nuri İhtiyar; Deniz Arda Budak	2 days 12/22/21 8:00 AM	12/23/21 5:00 PM		
152		Google Maps	Musa Nuri İhtiyar; Deniz Arda Budak	1 day 12/24/21 8:00 AM	12/24/21 5:00 PM		
153		Search Sort	Musa Nuri İhtiyar; Deniz Arda Budak	2 days 12/27/21 8:00 AM	12/28/21 5:00 PM		
154		Search Filter	Musa Nuri İhtiyar; Deniz Arda Budak	2 days 12/30/21 8:00 AM	12/31/21 5:00 PM		
155		Back End		8 days 12/22/21 8:00 AM	12/31/21 5:00 PM	136	
156		Search system	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	1 day 12/22/21 8:00 AM	12/23/21 5:00 PM		
157		LocationImplementation	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	1 day 12/24/21 8:00 AM	12/24/21 5:00 PM		
158		Search Sort	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	2 days 12/27/21 8:00 AM	12/28/21 5:00 PM		
159		Search Filter	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	2 days 12/30/21 8:00 AM	12/31/21 5:00 PM		
160		Android		8 days 12/22/21 8:00 AM	12/31/21 5:00 PM	143	
161		Search Page	Ömer Süve;İbrahim Melih Aktas;C...	1 day 12/22/21 8:00 AM	12/22/21 5:00 PM		
162		Google Maps	Ömer Süve;İbrahim Melih Aktas;C...	1 day 12/24/21 8:00 AM	12/24/21 5:00 PM		
163		Search Sort	Ömer Süve;İbrahim Melih Aktas;C...	2 days 12/27/21 8:00 AM	12/28/21 5:00 PM		
164		Search Filter	Ömer Süve;İbrahim Melih Aktas;C...	2 days 12/30/21 8:00 AM	12/31/21 5:00 PM		
165		MILESTONE 2		0 days 12/31/21 5:00 PM	12/31/21 5:00 PM	115;119;124;129;136;143;150;155;160	
166		Front End		5 days 1/4/22 8:00 AM	1/10/22 5:00 PM	150;165	
167		Badge Design	Musa Nuri İhtiyar; Deniz Arda Budak	1 day 1/4/22 8:00 AM	1/4/22 5:00 PM		
168		BadgeImplementation	Musa Nuri İhtiyar; Deniz Arda Budak	1 day 1/5/22 8:00 AM	1/5/22 5:00 PM		
169		User block system	Musa Nuri İhtiyar; Deniz Arda Budak	1 day 1/5/22 8:00 AM	1/5/22 5:00 PM		
170		Participant Selection	Musa Nuri İhtiyar; Deniz Arda Budak	1 day 1/6/22 8:00 AM	1/6/22 5:00 PM		
171		Equipment Creation	Musa Nuri İhtiyar; Deniz Arda Budak	1 day 1/7/22 8:00 AM	1/7/22 5:00 PM		
172		Addition of equipment to search	Musa Nuri İhtiyar; Deniz Arda Budak	1 day 1/8/22 8:00 AM	1/10/22 5:00 PM		
173		FieldImplementation	Musa Nuri İhtiyar; Deniz Arda Budak	1 day 1/10/22 8:00 AM	1/10/22 5:00 PM		
174		Back End		5 days 1/4/22 8:00 AM	1/10/22 5:00 PM	155;165	
175		BadgeImplementation	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	1 day 1/4/22 8:00 AM	1/4/22 5:00 PM		
176		User block system	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	1 day 1/5/22 8:00 AM	1/5/22 5:00 PM		
177		Participant Selection	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	1 day 1/6/22 8:00 AM	1/6/22 5:00 PM		
178		Equipment Creation	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	1 day 1/7/22 8:00 AM	1/7/22 5:00 PM		
179		Addition of equipment to search	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	1 day 1/8/22 8:00 AM	1/10/22 5:00 PM		
180		FieldImplementation	Ekrem Yusuf/Ekmekeci;Elif/Sema Bal...	1 day 1/10/22 8:00 AM	1/10/22 5:00 PM		
181		Android		5 days 1/4/22 8:00 AM	1/10/22 5:00 PM	160;165	
182		Badge Design	Ömer Süve;İbrahim Melih Aktas;C...	1 day 1/4/22 8:00 AM	1/4/22 5:00 PM		
183		BadgeImplementation	Ömer Süve;İbrahim Melih Aktas;C...	1 day 1/5/22 8:00 AM	1/5/22 5:00 PM		
184		User block system	Ömer Süve;İbrahim Melih Aktas;C...	1 day 1/5/22 8:00 AM	1/5/22 5:00 PM		
185		Participant Selection	Ömer Süve;İbrahim Melih Aktas;C...	1 day 1/6/22 8:00 AM	1/6/22 5:00 PM		
186		Equipment Creation	Ömer Süve;İbrahim Melih Aktas;C...	1 day 1/7/22 8:00 AM	1/7/22 5:00 PM		
187		Addition of equipment to search	Ömer Süve;İbrahim Melih Aktas;C...	1 day 1/8/22 8:00 AM	1/10/22 5:00 PM		
188		FieldImplementation	Ömer Süve;İbrahim Melih Aktas;C...	1 day 1/10/22 8:00 AM	1/10/22 5:00 PM		

		Name	Resource Names	Duration	Start	Finish	Predecessors
189		Testing and Deployment	Musa Nuri Ithiyar, Deniz Arda Bud...	6 days?	1/11/22 8:00 AM	1/18/22 5:00 PM	166;174;181
190		Milestone 3		0 days	1/17/22 8:00 AM	1/17/22 8:00 AM	

Phylogenetic tree showing relationships between various taxa, including primates, rodents, and other mammals. The tree is rooted on the left and branches out to the right. The taxa are labeled with their scientific names, and the tree is color-coded with red and blue bars indicating different groups or clades. A scale bar at the bottom indicates genetic distance in substitutions per site, ranging from 0 to 0.2. The tree is divided into several major clades, including primates, rodents, and other mammals. The taxa are listed in a hierarchical manner, with some groups being more closely related than others. The tree is a detailed representation of the evolutionary relationships between the listed taxa, showing the branching patterns and the genetic distances between them.

