



## BBM384 Project Vision

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| DENİZ ECE AKTAŞ  | 21626901 |
| K. BERKAN SEZER  | 21690167 |
| VOLKAN ERCİYAS   | 21627208 |
| ATAKAN AK        | 21626862 |
| ELİF AYÇA ÇOŞKUN | 21727077 |

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| Social Interest eClub (SLeC) |                  |
| BBM384 Project Vision        | Date: 12/03/2021 |

# Social Interest eClub (SLeC) Vision

## 1. Introduction

BBM384 course teaches students about the process of developing software projects by giving students an application project, either web application or mobile application, to implement. These projects' content and timeline is pre-defined by supervising teachers.

This year (2021) we are given the assignment of developing an online Social Interest eClub (SLeC) system that fundamentally works like group pages on Facebook.

In this software vision documentation, the main problem and features planned will be included.

## 2. Positioning

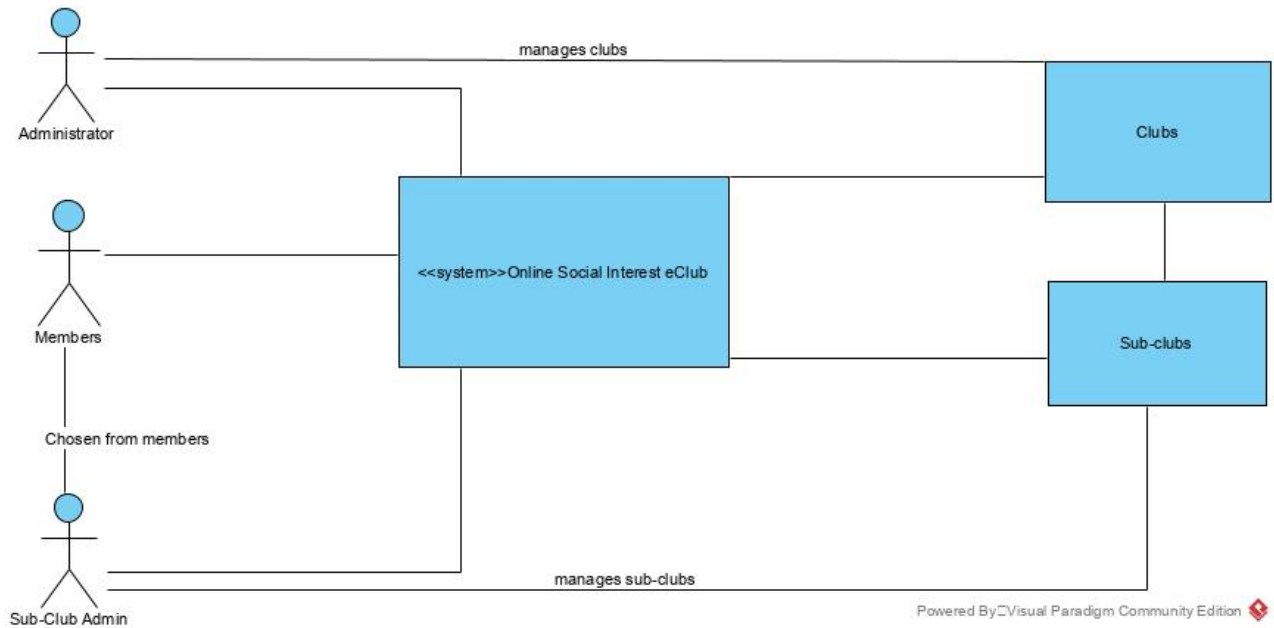
### 2.1 Problem Statement

|                                |  |
|--------------------------------|--|
| The problem of                 | Online Social Interest eClub   |
| affects                        | Administrators, Members and Sub-club Admins  |
| the impact of which is         | A social interaction application that lets people with similar interests to get in contact with each other.  |
| a successful solution would be | An online social club application system that is flexible, easy to use and understand, maintainable, that operates on Open-Close Principle (close for modification and open for extensions). |

### 2.2 Product Position Statement

|                                  |  |
|----------------------------------|--|
| For                              | Administrators, Members and Sub-club Admins  |
| Who                              | People who want to interact with other individuals with similar interests online. People who want to build a community via specific interests in which they can do by joining eClubs.  |
| The Social Interest eClub (SLeC) | is an online social mobile application.  |
| That                             | Is a system that puts people with same or similar activities together in an e-club   |
| Unlike                           | The other social applications, the Social Interest eClub uses interests of the users to put them in clubs with people with same activities/interests, and rather than making users search their interests in the system, with the help of the survey user takes, the system itself decides which club to put members in. |
| Our product                      | Differs from others because the survey taken by the new members is dynamic and changes with the new clubs and also after the survey decides which club the member will be in.  |

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### 3. Stakeholder Descriptions

#### 3.1 Stakeholder Summary

| Name                   | Description  | Responsibilities  |
|------------------------|--|---|
| Administrators         | Administrators of whole system                           | <ul style="list-style-type: none"> <li>-Have an account and can access and manage their account. They can also manage other members' accounts.</li> <li>-Can add club categories, sub-club categories and manages the survey that is used to determine the members' clubs, they can update questions to the survey.</li> <li>-Manages sub-clubs by opening up or closing sub-clubs based on requests and usage.</li> <li>-They can ban members based on their behaviors.</li> </ul> |
| Registered Members     | People who have accounts and are involved with the clubs | <ul style="list-style-type: none"> <li>-Have an account and can manage their accounts.</li> <li>-They can request new club or sub-clubs or require to be the admins of the sub-clubs they are involved with.</li> <li>- Can rate and comment on the clubs or sub-clubs they are enrolled in.</li> <li>-Check and update their status.</li> </ul>  |
| Non-registered Members | The ones who search and view social clubs                | <ul style="list-style-type: none"> <li>-They can only search and view social clubs, they cannot participate.</li> </ul>   |

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| Name                           | Description  | Responsibilities   |
|--------------------------------|--|--|
| Sub-club Admin                 | Administrators of sub-clubs  | <ul style="list-style-type: none"> <li>-Can create online or offline events for the sub-club.</li> <li>-Manages the members of the sub-club and can ban members according to their behavior.</li> </ul>  |
| Software Developer             | The developer is the one who implements the system by programming                                      | <ul style="list-style-type: none"> <li>-Implements the system by programming and designs, tests and evaluates the system as well.</li> <li>-Maintains the system.</li> <li>-Trains users</li> <li>-Works with other developers (frontend and backend) to ensure the system works efficiently.</li> </ul> |
| Software Project Manager       | The project manager is the one who makes sure that the system is being developed according to the plan | <ul style="list-style-type: none"> <li>-Organizes the team and supervises progress.</li> <li>-Manages the cost and budget.</li> <li>-Analyses project risks.</li> <li>-Manages the time.</li> </ul>  |
| Software Analyst               | The analyst is the one who performs analysis on the system and finds ways to optimize it               | <ul style="list-style-type: none"> <li>-Analyses the system to make sure requirements are met.</li> <li>-Finds multiple solutions to the problems and finds the best solution by analysis.</li> </ul>  |
| Software Architect             | The one who makes sure the system is up to standards by all accounts                                   | <ul style="list-style-type: none"> <li>-Researches and evaluates the technology standards set.</li> <li>-Ensures that the programs and codes used etc. meets the quality standards.</li> </ul>   |
| Software Configuration Manager | The configuration manager identifies configuration items and supervises them                           | <ul style="list-style-type: none"> <li>-Identifies configuration items like documents, databases, required and tested data and servers and controls and reports on these items.</li> </ul>   |
| Software Tester                | The one who confirms if the system is working correctly by testing the system                          | <ul style="list-style-type: none"> <li>-Prepares test scenarios and executes them and makes reports based on results.</li> <li>-Analyses the test that are executed.</li> </ul>  |
| Teaching Assistants            | Supervises the progress of the systems   | <ul style="list-style-type: none"> <li>-Evaluates, grades and gives feedback on the systems that are developed and on the progress.</li> </ul>   |

### 3.2 User Environment

We are planning to implement this system as a mobile application so the user has to have a mobile device. The user will first of all register and this registration will be done by making an account and then user will take a questionnaire to get into a club. This survey won't take too long we are planning to make it take at most 7 minutes.

Both the administrators and sub-club admins have certain responsibilities they have to manage. As more clubs open and as more member, the more responsibilities they will have like monitoring.

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System can change by adding of closing clubs and according to the changes the survey questions have to change also.

There are Facebook groups that operate similar to the project but in Facebook user has to search the group they want to get in.

## 4. Product Overview

### 4.1 Needs and Features

| Need                         | Priority | Features  | Planned Release |
|------------------------------|----------|---|-----------------|
| Register                     | High     | User if they don't have an account can register into the system.    | Demo 1          |
| Login                        | High     | If the user has an account can log into their account.              | Demo 1          |
| Password Recovery            | High     | If the user forgot their password they can recover it.              | Last demo       |
| Logout                       | High     | If the user is logged in they can logout of their account.          | Demo 1          |
| Search Clubs                 | High     | Non-members and members can search a specific club.                 | Demo 1          |
| Add Club Request             | High     | Members can request a club or sub-club to open.                     | Last demo       |
| Delete Club                  | Medium   | If a club hasn't been active then administrator can close the club. | Last demo       |
| Member Management            | High     | Administrators can manage members.                                  | Last demo       |
| Check Status                 | Medium   | Members can check their status                                      | Last demo       |
| Rate Club                    | Medium   | Members can rate the clubs or sub-clubs.                            | Last demo       |
| Comment on Club              | Medium   | Members can comment on the clubs or sub-clubs.                      | Last demo       |
| Create online/offline events | High     | Sub-club admins can organize online or offline events.              | Last demo       |

## 5. Other Product Requirements

| Requirement                                 | Priority | Planned Release       |
|---|----------|-----------------------|
| Performance: Stable application             | High     | As program progresses |
| Usability: Should be accessible to everyone | High     | As program progresses |

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| Robustness      | Medium | As program progresses |
| Fault tolerance | Medium | As program progresses |
| User manual     | Low    | Last demo             |