



ADNAN MENDERES UNIVERSITY

SOFTWARE ENGINEERING

Project: Report crime website and app

Group Members

- 1. Fatih SAĞLAM**
- 2. Emrah AKÇİN**
- 3. Fatih BIÇKI**
- 4. Esat ARSLAN**

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1.UNIQUE GROUP NAME

We found the name of our group by using the abbreviation "FEEF", which is the initials of our names, and adding "software" to the end.

GithHub Adress:

Fatih SAĞLAM:<https://github.com/Fatih-61>

Fatih BIÇKI:<https://github.com/fatihbicki>

Emrah AKÇİN:<https://github.com/CompEng-coder>

Esat ARSLAN:<https://github.com/esatarslan66>

2.GROUP MEMBERS PROPERTIES

a) Fatih SAĞLAM:

Strong features: He is the spokesperson of the group, with partial skills in editing, design, planning and presentation.

b) Fatih BIÇKI

Strong features: Foreign language and a beautiful imagination

C) Emrah AKÇİN

Strong features: Experiences, Collective work, Being able to easily see the shortcomings in the project.

D) Esat ARSLAN

Strong features: To know the project very well, to be open to development, to be willing to develop a project



FATİH SAĞLAM

He was born on May 26, 1998 in Trabzon. He completed all his education until high school in Trabzon. In 2017, he won the Computer Engineering Department of Adnan Menderes University. He still continues his university education. Since his financial situation is not very good and he does not want to be a burden to his family, he pays his education expenses by working in holiday regions in the summer.

Task in the project: Organizing and preparing the information coming from the group members and creating the site design.

Areas of interest: Cyber security, mobile application and site design.



Emrah AKÇİN

He was born on October 8, 1988 in Izmir and lived there until the age of 11. Then he moved to Aydın. He completed his high school education in Aydın Anatolian Technical High School. Afterwards, he graduated from Hacettepe University Computer Technologies and Programming Department in 2009. He went on military service in 2011 and passed the civil service exam while in the military. In 2013, he was appointed to the city where he lived and took office. He passed the DGS exam in 2017 and started Andan Menderes University and is still a student here.

Task in the project: He prepared the proposal part of the project.

Areas of interest: Computer Networks, Communication, Mobile Systems



Fatih BIÇKI

He born in 3 March 2000. He grew up in Antalya as a smallest kid in family with one brother and one sister. After he graduated from middle school he started to his high school education at Göynük Fen Lisesi. He attended to various tournaments of table tennis and chess while he was in high school. He successfully completed his high school education in 2018. He decided to continue his education in computer engineering at Adnan Menderes University because of passion he have from childhood to computers and how they work. For his recent 3 years in university as student, he kept improve his skills with courses from internet and good-know university's online courses. He learned the importance of ethically working as a engineer from his teachers. His goal for future is become a world wide engineer.

Task in the project: The user has prepared his/her stories and transferred them in accordance with the diagrams

Areas of interest: VR technology and game design



Esat ARSLAN

He was born in hatay,samandağı at 1997. He completed his primary and middle school at same town he born. Then he continued to his high school at Jan ve Suphi anadolu lisesi which was a old French school. After high school, he won the physiotherapy department at Şişli Vocational School. After 2 years of study he decided this is not the job he wanted for himself to live on his life so drop out from the school and studied for a chance of computer science engineer. And he won computer science engineer department ad Adnan Menderes University. Currently he still studies. At the same time he was one of the finding members of Ege Universiy's Animal rights society. Also he is a licensed football and chess player.

Task in the project: The project idea belongs to him. To prepare the contents (diagrams etc.) showing the requirements of the project.

Areas of interest: Cyber security, artificial intelligence and machine learning

Team agreement decisions:

Agreement Types	Agreement which used
Methods of communication	phone and email
Communication response time	15 -20 minutes
Meeting attendance	mandotory by all grup members twice a week
Running meetings:	whenever everyone is avaible, on discord app, Fatih takes notes
Meeting preparation	every day
Version control	every day
Division of work	it will be decided together as a group
Submitting assignments	Fatih will sumbit after its been validated by every group member contingency
Planning	if a team member dropts out rest of the team will carry on and drop out's tasks will be shared equally to each team member

Project Proposal

Introduction

For fast and reliable community service we designed a system that can receive and convey reports, crimes and such as complaints to the appropriate services such as police, hospitals(feature-to-come), firemen. We offer fast and reliable transformation of said reports from anywhere anytime with anonymity if desired.

Objectives

To provide an easy to use application that acts like a messenger for civilians to contact officials

Optimized for all kinds of information(text,photo,video)

Flexibility and easy to use interface by all kinds of devices

Secured with latest firewall updates, military encryption

Target Customers

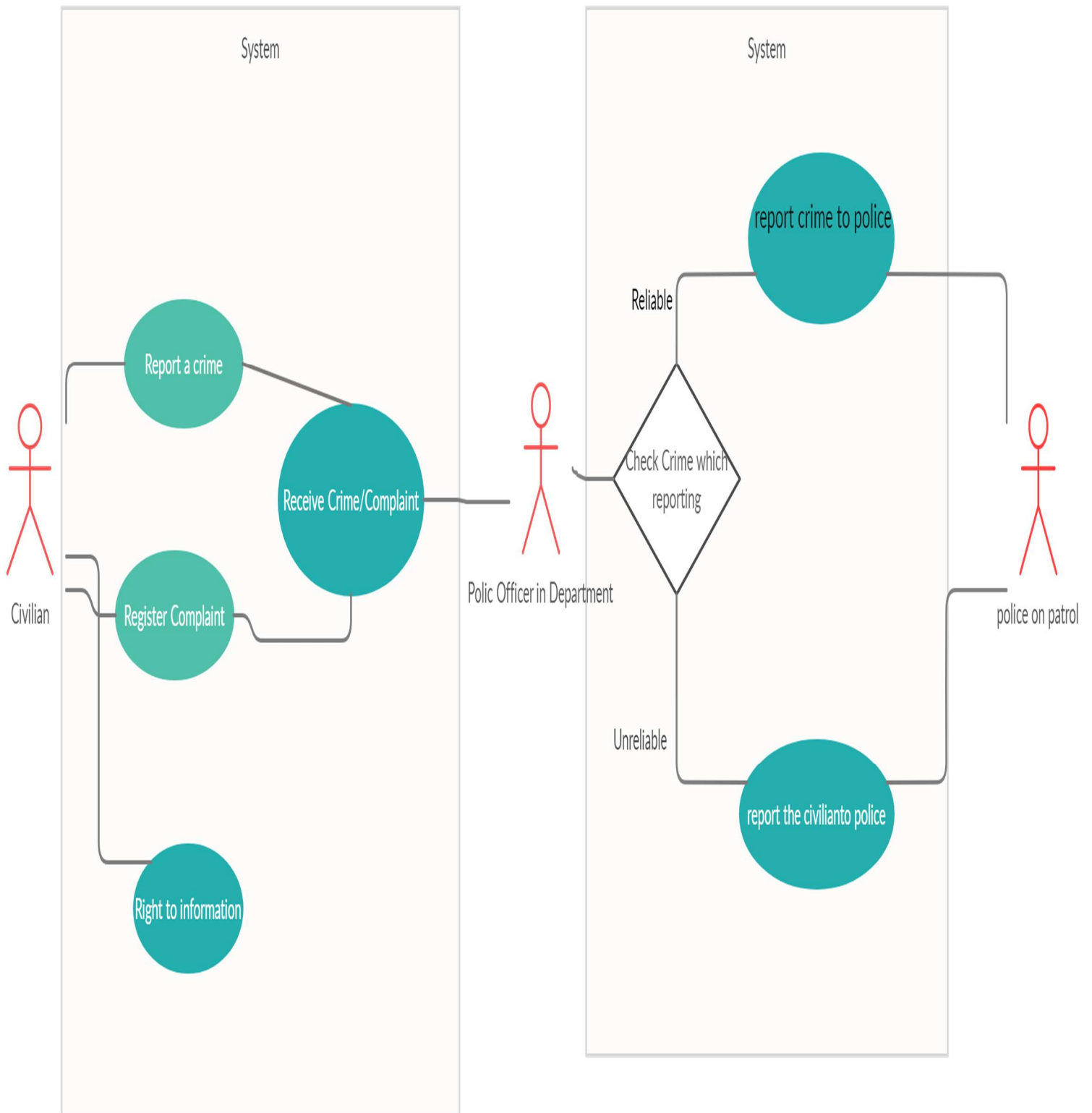
Government services in need of fast, secure, reliable interface between them and their citizens

Application Features and Description

System asks for (but not mandatory) a civilian id number to access and report any crime, complaint, report. Can be used as a cross device. Officials will have an option to update, review and close said reports. Civilians can track their reports if they log in through an id number.

System of Requirements:

A) Use – Case Diagram



B) User Stories

Identifier	Priority Weight	Requirements
Story -1	low	user wants to report a crime. enters the website, scrolls down to page, clicks to “report a crime”, site proceeds to next page, then user enters necessary information, next page to fill the report then it's done. report delivered to the right place.
Story -2	High	Police officer receives a complaint. a responsible police officer sees the complaint/report, assigns it to a team, and updates status
Story -3	Medium	The police on patrol examines the crime report coming from the system, goes to the address shown in the report and intervenes to incident.

C) Enumerated Functional Requirements

Identifier	Priority Weight	Requirements
REQ -1	10	System should have secure login
REQ -2	10	System should store data in secured manne
REQ -3	10	As a system, all the user data must be encrypted
REQ -4	5	As the system, when the request created by the user reaches the system, the user is sent a "delivered" report
REQ -5	9	System should generate historical report for users to view/access

D)Use - Case Diagram of Stories

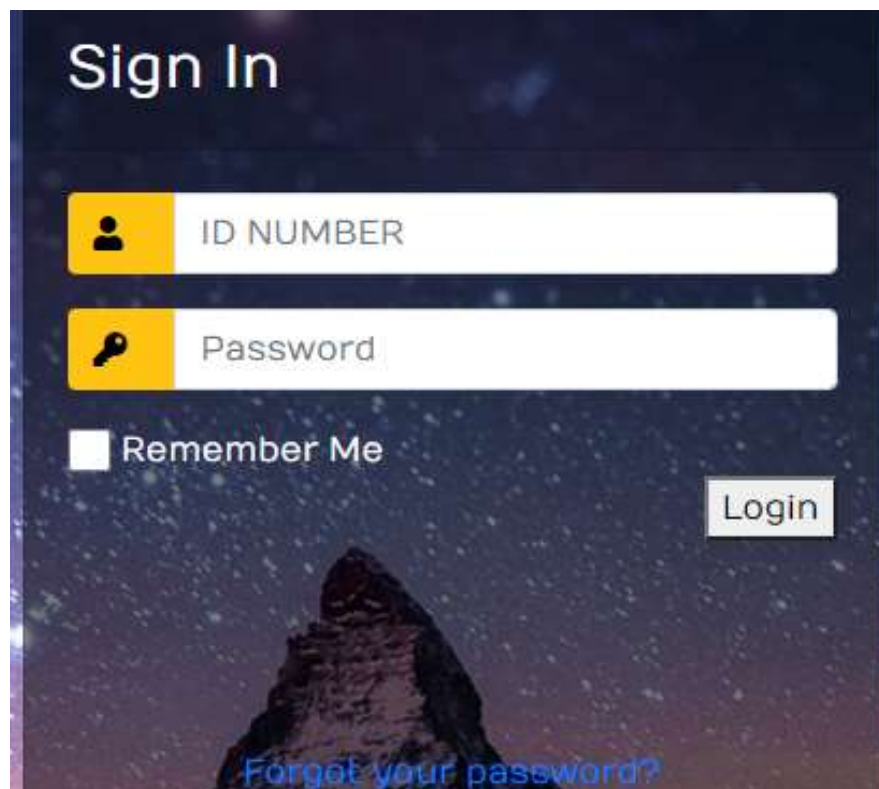
UseCaseId:	UC - 1
Use Case Name:	Reporting crime
Description:	How the user report crime
PreCondition:	None
Standart flow:	1: User Login to system. 2: User enter necessary information about crime. 3: Report reach to officers.
Post conditions:	User report added to system and visible by police officers

UseCase Id:	UC - 2
Use Case Name:	receive a complaint
Description:	How a police officer receives a complaint and processes it
PreCondition:	UC1 must have done
Standart flow:	1:police officer updates the list of complaints 2:marks it as active 3:assigns it to a police officer 4:waits for further developments
Post conditions:	a new report added to system

UseCase Id:	UC- 3
Use Case Name:	intervenes to incident.
Description:	Examines the crime report from the system and intervenes in the event
PreCondition:	UC2 must have done
Standart flow:	1:The police examine the incoming crime. 2:examines the address of the place where the incident occurred 3:notifies the system that he is going to the scene. 4:goes to the scene and intervenes.
Post conditions:	If the incident is resolved, a positive report is sent to the system, if not, a negative report is sent.

Site Design Examples

Login Part:



A login form titled "Sign In" with a background image of a mountain peak under a starry night sky. The form contains two input fields: "ID NUMBER" with a person icon and "Password" with a key icon. Below these is a "Remember Me" checkbox. A "Login" button is on the right. A blue link "Forgot your password?" is at the bottom.

Sign In

ID NUMBER

Password

☐ Remember Me

Login

[Forgot your password?](#)

Report Crime Part:



A "Report Crime" form with the same mountain peak background. It features two input fields: "Explain the Crime" with a person icon and "Enter the Address" with a key icon. Below these are three buttons: "Upload Pictures", "Report Crime", and "Call The Police".

Report Crime

Explain the Crime

Enter the Address

Upload Pictures

Report Crime

Call The Police