CTIS 411 SENIOR PROJECT I

INITIAL PLAN

I Need

Neşe Şahin Özçelik

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Team 7
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1. Executive Summary

I Need is a mobile application and web designed project that will take its most of the parts on social responsibilities. Goal of the project will cover up the deficiency in many branches such as village school construction, lack of clothing in poor areas, animal food that is required in streets for homeless animals.

Application side of the program will be on Android only and will use GCM to build conversation among users. Web page of the program will be designed in PhP. However, this may change in the future according to client needs. Program will have login page to alter users between contributor and needer. Registration will be supported by Google's FireBase which will be cloud back-end server.

In both application and web page, there will be a GUI which is based on locations shared. If the required help and offered service compromises each other users will receive a notification. After their affirmations they will be connected with a chat to talk about the process.

2. Project Purpose

As the globalization takes place and people are spreading all around the world, cooperation and mutualization among people became more and more important. This equation creates a market and this market requires a high non-profit seeking web and mobile application that will connect people to higher their welfare.

Our product aims to use user's GPS information to have them encounter in each other and obtainment of the need.

In market there are few programs which can create an environment for people to get together. However, the design which we are going to use has not been seen in the market so far. Our program will create this unique environment to elicit a path for people to help each other in order to raise the welfare.

3. Project Scope

At first users of the system (reeve, school principal, teacher etc.) will enter their needs, and the ones who want to contribute will be able to find them. These needs can be books, clothes, food or temporary shelter. In the future, there may be different help types can occur like abroad assistance, build assistance (bulldozers, bricks etc.) medical assistance and they may be able to integrate to the program.

4. Product Requirements

4.1. Non-Functional Requirements

- Users can enter their needs.
- Users who want to help can enter the type of help that they can provide.
- Users can categorize the needs.
- Users can make search with respect to geographical location, type (education, health, shelter, etc.) and content of help.
- Users can manage what type of notifications they will take
- Mobile and Web Application, there is no restrictions on the software development or product operating environment.

4.2. Functional Requirements

- Users can communicate with other users.
- Users can share their location on a map and helps will be displayed on a map.
- Users can receive notifications about help when they are traveling around that region.
- Admin can approve the users.
- Grievance procedure and personal data protection must be provided.

5. Software Development Process Model

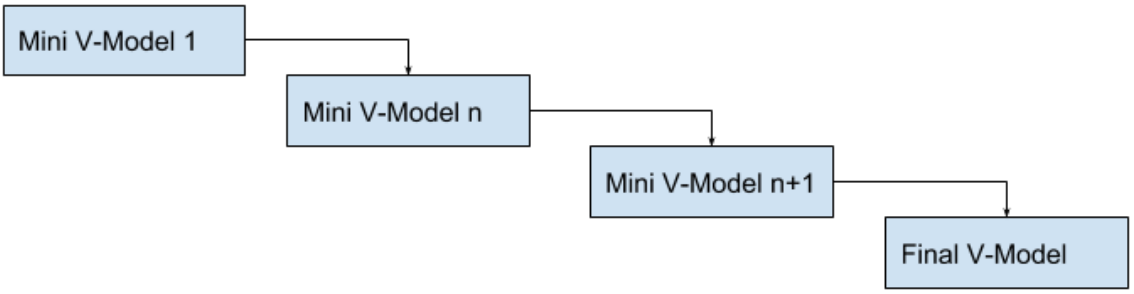

Figure 1 – Iterative and incremental process model diagram

In this project we are going to use “Iterative and Incremental Process Model” because we believe develop our system through repeated steps by help of model and in small portions at a time it will be safer to create a beautiful environment.

6. Project Stakeholders and Organization

Name	Role	Job Description
Mert Ömer Şaban	Team Leader Documentation	Developing PhP Managing the project
Enes Kuluk	Backend Developer	Developing API
Mert Yılmaz	Php Developer	Developing Webpage
Vamık Oğulcan Delice	Android Developer	Developing Android application
Beyhan Akporay	Consultant	Giving feedbacks Consulting the project
Neşe Şahin Özçelik	Client	Testing

Table 1 – Organization table

Our company/customer is Neşe Şahin Özçelik. We are in charge of the project and we divide the project into pieces among ourselves. We will talk with Mrs. Özçelik regarding to anything her needs.

7. Project Communication

The development team will meet weekly and make important and decisive decisions. Then the project leader will be informed and make appropriate changes. Finally, the company/customer will be informed.

- Slack: Provide the communication among team members
- GitHub: Use of the storage of I Need's files and share codes among team members
- Microsoft Project: Manage the scope and time of project tasks

8. Project Change Control

In any case of an unexpected situation, we will respond immediately as a team; if we lose a team member, we will divide up his work among the rest of the team as soon as possible so the project timetable won't be affected. Team leader will take his place to lead the team.

9. Milestones and Deliverables

Milestone	Date
Team – Customer Meeting	Weekly
In-team Meeting	Weekly
Implementation	2020
Testing	2020
Release	2020

Table 2 – Milestone table

Deliverable	Week
Initial Plan	4
Software Requirements	7
Requirements Prototype	7
Software Project Management Plan	10
Software Design Description	13
Design Prototype First Increment	13
Presentation	14
Individual Performance	14

Table 3 – Deliverable table

10. Assumptions

- Our GPS system will work correctly to avoid any location based problems.
- Government will support our project to contribute society
- Our Database will collect data accordingly

11. Constraints

- Inappropriate need types can occur
- IOS should be implemented
- GPS failure
- High level of request may affect servers

12. Risks

- GUIs may be inefficient if the specific area consist of so many needs
- Servers may collapse if too many request received
- Inappropriate needs may affect the social profile of the project