**PROJECT NAME: UniLearn**

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| REQ. # | FUNCTIONAL REQUIREMENTS |
| 1 | Students can access asynchronous video lectures from their enrolled universities. |
| 2 | The platform should allow universities to upload and manage their course materials. |
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| 5 | Application must allow users to customize their profiles, ex. writing public personal information, and provide friendship system. |
| 6 | System must report/save activity information about student communities and university clubs end of every month to database, these informations will stay at least 6 months and will be accessible by authorized people, ex. university IT manager. |
| 7 | Ability to deliver interactive lessons, quizzes, assignments, and project tasks to students. Offering real-time interactive classes such as video conferences or live streams. |
| 8 | Providing a platform for students to communicate with instructors and other students. Offering discussion forums, group projects, and collaboration tools. |
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| REQ. # | **NON-FUNCTIONAL REQUIREMENTS** |
| 1 | The user interface should be intuitive and easy to navigate for users of all technical abilities. |
| 2 | The platform should be available to users 24/7 with at most 5 second downtime. |
| 3 | Application must first ask user for identify PIN code for additional security when first accessed courses section, then system will ask for PIN whenever user want to access that part of app. |
| 4 | System must give response not longer than 0.1 seconds whenever a user sends email to anyone. |
| 5 | Ability for the platform to scale with an increasing number of users and content volume. Maintaining stable performance during high-traffic periods. |
| 6 | Implementing necessary encryption and security protocols for user data.  Protection against DDoS attacks and data breaches. |