**PROJECT NAME: UniLearn (Group 1)**

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| # | NECESSARY NEEDS FROM THE ORGANIZATIONAL PROCESS |
| 1 | Making cooperation agreements with universities for the use of the platform. |
| 2 | Cloud-based AZURE servers for uploading, storing and streaming asynchronous video lessons. |
| 3 | Establishing feedback channels for gathering input from stakeholders, users, and team members allows for continuous improvement of the software and development processes based on insights and suggestions received. |
| 4 | Implementing a version control system, such as Git, ensures that software code is managed, tracked, and versioned effectively, enabling collaboration among team members and facilitating code reviews. |
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| SOFTWARE PROCESS NAME: SCRUM |
| SOFTWARE PROCESS DESCRIPTION: |
| Scrum is a light-weight framework that enables people to generate value for complex problems. Scrum uses an agile approach, and it is mostly used in projects that require  more flexibility during implementation and evolution.  In this Project we need teams mostly consist of:  - Developers for designing  *(ex. using UML diagrams)*, implementing, maintaining the  Project.  - Software Testers for any kind of testing related to program.  - Designers for GUI organization, texturing, images.  Like in most projects, we will start by distributing these developers according to their skills and creating effective scrum teams. These teams will generate a product backlog, which consists of what will be done in general according to the requirements that we specified before. Then create a sprint backlog after sprint planning. In short, teams will conduct normal scrum activities and processes.  We are planning to achieve project efficiency by:  - Conducting scheduled meetings, maybe every day but in the same place at the same  time. *(saving time)*  - Meetings will be conducted with university managers or any stakeholders that will use  this platform. *(more communication for less confusion) (transparency)*  In general, we are planning to keep the process in track by implementing and maintaining  scrum values and scrum pillars at best. |
| SOFTWARE PROCESS MODEL: |
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| REASONS TO CHOOSE THIS MODEL: |
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