**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. |
| 5 | The process should be agile to fix problems as quickly as possible, since there are going to be daily uploads into the system. |
| 6 | For providing performance, team should test their functionality with performance analysis tools such as AppDynamics or New Relic. |
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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: |
| Flexibility and Iterative Approach: Scrum manages the software development process in a flexible and iterative manner. It acknowledges the fact that project requirements and priorities may change over time. Scrum breaks down the software into small increments and continuously produces functional software pieces using short-term iterations (sprints). This allows the project to adapt rapidly to changing requirements.  Customer Focus: Scrum develops software based on customer feedback by delivering it to the customer early and at regular intervals. This provides early value to the customer, helps better understand requirements based on customer feedback, and consequently increases customer satisfaction.  Team Collaboration: Scrum encourages effective collaboration within the project team. Daily stand-up meetings, regular sprint review, and retrospective meetings strengthen team communication, enable problem-solving, and encourage continuous improvement.  Risk Management: Scrum facilitates early identification and mitigation of risks. Through short-term iterations (sprints), risks are identified and addressed more quickly. This increases project success and reduces the impact of unforeseen issues.  Motivation and Productivity: Scrum encourages team members to take responsibility and increases their motivation. Setting and tracking tasks to be completed within a specific time frame (sprint) helps team members focus on goals. Additionally, the sense of accomplishment from regularly delivering work increases team productivity and morale. |