Group Number	ID	Name	Surname	Project Name	Proposal
1	150118981	AYDIN	DUYGU	Mood Blend	Today, people experience many emotional changes during the day. Most of the time, they want to share this emotional change and support it with something. The most common way to do this is to listen to music. When people are emotionally upset, they listen to slower and more emotional songs, while they are happy, they want to listen to songs that excite and happier them . The way each person experiences emotional states is different. Our project depends on the idea of creating a mobile app that detects your mood according to facial statements and suggests songs accordingly. This application detects the emotional state of users. There will be a suitable song to accompany the perception mood and it will be recommended to the user.
	150119694	BUSE	APAYDIN		
	150119748	ELİF BERİL	YILMAZ		
	150118886	HAMZA	KAVAK		
	150119906	ZAHİT ERDEM	GÜZEL		
2	150118020	EMRE	EREN	MovieMate	Our project MovieMate is a web application that aims to bring people together who have a passion for the same movies. MovieMate is a powerful application designed to help you reach people who enjoy the same movies as you. In the background, we run truly selective algorithms to match you with the most suitable people. As a user, you can rate the movies you watch by rating points up to 5 stars, then MovieMate takes care of the rest. Application shows the profile information of related other users to the users. Users can contact the recommended matched people through the application on Instagram, Facebook and many other platforms. Also users can change and manage their own account and profile information.
	150119841	ZEHRA	KURU		
	150119637	ALPEREN	GÖNÜL		
	150118052	EMİRKAN	KARABULUT		
	150120825	ONURCAN	İŞLER		
3	150119803	ALİ	YETİM	Recipe Wizard	We will create a system to offer recipe alternatives that the user can make with the ingredients and materials that they already have at the moment. The aim of our project is to show the user different recipes that can be made with a limited amount of fruits, vegetables and any other kind of material that seem to be irrelevant, and to allow the user to try different recipes without having to buy any other materials. The user will be able to see the recipes that they can make by selecting the food materials and kitchen utensils they want to use. In the project, we will show one or more recipes to the user by matching the ingredients and materials specified by the user with the ingredients from the recipes in the system's database. Also the user will be able to add recipes to the system.
	150119761	CEM	ANARAL		
	150119727	MELİSA	DURMUŞ		
	150119802	NUREFŞAN	YÜCEL		
	150119740	SENANUR	GÜVERCİNOĞLU		
4	150119007	AHMET HAKAN	BEŞEL	Helply	Helpy is a help desk and knowledge base software for companies. Companies can share articles about their products on the homepage. Users can register the website by using product license code. Each license code is unique and can be used by only one customer. But customers can use multiple license codes. And they can ask questions by creating tickets only about products which they bought. Questions can be answered by agents of the company. The company may set a custom support period for the products depending on when the customer bought it. If the support period expires users cannot create tickets.
	150119853	ERDİ	TÜRKAY		
	150119023	MEHMET EMİR	ŞAHİN		
	150119047	MUSTAFA CAN	TÜRKER		
	150118887	ULAŞ DENİZ	IŞIK		
5	150119683	BUSENUR	YILMAZ	Plant Care Scheduler	The aim of our application; Today, we all know that people live stressful and busy lives such as busy work life and housework during the day. For this fast-paced life, we thought of creating an application design that reminds us to water our plants by evaluating plant species. In addition, the application will contain brief and explanatory information for each plant. While doing the application, we will be using HTML, Php, Javascript , Flutter and Mysql to create proper and useful applications.
	150119649	EMİRHAN	MERAL		
	150114006	MEHMET SOYKAN	MUTLU		
	150119689	ÖMER FARUK	KIŞLAKÇI		
	150119769	ÖMER YİĞİT	TATLISU		
6	150119842	AHMET KEREM	AKPINAR	GAMIFIED	Gamified education that aims to teach by answering questions on specific topics. Aim of the Project: To teach the users the subject they want to learn by entertaining them. Properties of the Project: • Each user has own profile • Endgame reports • Leadership Table • Solving a question on a random subject with the wheel system • Calculation of points according to correct or incorrect answers • Joker system • Question suggestion section
	150115065	ABDÜLKADİR	ASLAN		
	150119770	DOĞUKAN	KÖMÜRCÜ		
	150118882	HASANCAN	ÖZEN		
	150115012	MUHAMMET MUSTAFA	SELİMOĞLU		

7	150117026	AYŞENUR	KARAHASAN		
	150117017	EFE BERKE	ERKESKİN		
	150119524	EMİN KAĞAN	KADIOĞLU		
	150117038	OSMAN	ERİKCİ		
	150117029	RIDVAN	SAN		
8	150118043	BERK	KIRTAY	Big Bank	We want to develop an electronic banking system which aims to create a safe environment for users to keep their funds and assets. Our banking system will provide fast transactions and an easy way for investments. Users can either create deposit account or savings account. They can transfer their funds with very low amount of fees. Users can also create debit cards and credits cards. Our system will try to provide those features with an interactive website. We will implement necessary authentication methods to protect their accounts. Properties • Bank accounts • Credit and debit cards • Fund transfer between accounts • Currency exchange rates • Deposit and savings accounts • Different investment options • User authentication for protection • Two factor authentication • Account summary • Automated bill payment • Interest on credits
	150118017	BEKİR NAZMİ	GÖRKEM		
	150118027	BURAK	ÇAĞLAYAN		
	150118021	ERKAM	KARACA		
	150118009	RASİM	SADIKOĞLU		
9	150116034	ENES	GARİP	Student Information Management System	The main idea behind this project is to maintain an online platform for high school students within the Association for the Support of Contemporary Living. It is an information system about students' lectures, schedules, absence etc. like Marmara University information management system (Marmara BYS). To achieve our goal, we are planning to use Java Spring as backend framework and Angular as frontend framework in addition to that for the database we are planning to use Mysql while primarily focusing on efficiency and consistency. We also aim to design our algorithm based on written and implemented functionalities. During the analysis and design phase, we will try to collect comprehensive data for the implementation phase of our project. In other words, we will divide our educational Portal based on efficiency into two different groups: front- end and back-end. Our front-end service will provide user friendly features, and the back end will be focused on efficiency and speed. As a summary, we can simplify the model as follows: Computing methodologies, applying algorithms to frontend and backend phases while protecting user friendly approaches and finalies the educational portal for educators and students.
	150117024	MAHMUT HİLMİ	ARIKMERT		
	150116013	MUHAMMET YASİN	TUFAN		
	150118064	OZAN	YERLİ		
	150116005	VEYSİ	ÖZ		
10	150119728	ECEM	ÇEŞMECİLER	Chainguard	Chainguard is a program that keeps track of team tasks and maintains a chain between team members. Task tracker has two different audiences: corporate and individual users. Tasks created by HR or project managers in companies and shared among team members are tracked. Both the employees and the team have a starting score. In a team, late completion of a task by a person causes the chain of the team to be broken, and both the team and the employee who broke the chain lose their score. The reason for the team's score to drop is to encourage the team members to think each other and accomplish tasks appropriately. In this way, team productivity is monitored and performance measurements are provided. These measurements may depend on different criteria such as the total number of tasks the employees take on, the task completion times, and their scores in the team. At certain periods determined by the company, employees can be given financial gifts or advances according to their scores by the company.Similar to the corporate users, individual users can also use Chainguard. The members can create tasks as a team for their own sportive, academic or daily purposes, follow the task easily, and manage teamwork in a more efficient and fun way. The starting score is predefined for each member. Unlike the corporate case, the scores of the members who could not complete the task on time and break the chain are distributed to the other team members. Evidence determined by the team as proof of the completion of the task can be uploaded to the system or the team members can vote on each other at the end of the task. It is planned that Asp.net, C#, and SQL Server for database requirements are used for developing the website.
	150319667	ELA NUR	CEYLAN		
	150319554	GÜLNİHAL	ERDEM		
	150319661	İREM	İKİZOĞLU		
	150118018	AHMED HAMİ	ORAK		
11	150119510	AHMET CAN	BAĞIRGAN	Cep Haber	We realized that traditional news sites publish unnecessarily long news to make people spend more time on their sites, which causes them to waste a lot of time. According to this problem, we decided to collect all the news and its summaries in a single mobile application to save time for people. Our project aims to provide people to access the summaries of current news in the categories they are interested in, in a clean and uncluttered interface. We promise to provide these summaries quickly and without skipping any considerable information, with the help of state of the art artificial intelligence models. In addition, by adding the news they want to their lists, we provide users with the opportunity to reach them at any time.
	150118019	BARIŞ	HAZAR		
	150119625	FATİH	SATI		
	150120841	MEHMET SELMAN	BAYSAN		
	150119516	İSMAİL	ÖKSÜZ		
12	150119028	EREN	AKGÜL	COLLOCATE	The aim of Collocate is to help individuals organize their works and studies. Our project's target group is mostly students but it can also be used by anybody who wants to track their work. To achieve these goals, Collocate has a to-do app integrated with pomodoro. We let individuals set timers and daily goals, and assign work to themselves. To increase the work efficiency we recommend break times to our users according to their work times. Collocate also have kanban board to help our users organize their work. Also in order for users to see their monthly progress we added a calendar.
	150119042	AHMET EMRE	SAĞCAN		
	150118047	MEHMET SAFA	KATIRCIOĞLU		
	150118055	YASİN	TARAKÇI		
	150119040	YUSUF TAHA	ATALAY		

13	150119897	BİLAL	AÇIKEL	HOMETRACK APPLICATION	Purchase, kitchen stock and payment amount tracking application for people living in the same household or people living on their own. In this project, we wanted to solve a problem in our daily life. For this reason, we wanted to create an application where household expenses can be kept, shopping lists can be created and spending control can be done. Users can keep their own individual expenses, as well as people who live in the same household can track their expenses. They can label their expenses according to the type like cinema, food, clothes, transportation etc. In this way, they can see how much they spent on which type at the end of the month. In conclusion, This app will help to manage users track their house's expenses easily.
	150119668	FURKAN	ERDOĞAN		
	150119809	HAKAN	SANDIKÇI		
	150119624	MUHAMMET KASIM	YÜKSEL		
	150117028	REYTA GÜL	MURAN		
14	150119632	BEYZANUR	ÇABUK	Metcast Daily	Our project is a mobile application that provides dressing advice based on the weather conditions in your area. Our application receives instant weather data from platforms such as AccuWeather, Google. It will analyze weather conditions based on your current location and trip plans, and send you notifications and warnings about how to dress and what to bring with you. For example, if it's going to rain in your area that day, you'll be reminded to bring your umbrella, and if it's going to be too sunny, you'll be reminded to bring your sunglasses and sunscreen. Our application also informs vehicle owners whether there is a risk of entering traffic in special situations (such as snow and storms) and will warn you to prepare your snow tire in cases where snowfall or icing is possible. We will use Android Studio and Java/Pyhton while developing our application.
	150118501	ENGİN	BEKTAŞ		
	150119607	ENES	UZUN		
	150118506	MAHMUT	SALMAN		
	150114058	OĞUZHAN	ERKOL		
15	100217006	ELİF NUR	KEMİKSİZ	Petiverse	Petiverse is a mobile application for animal lovers to gather under one platform and communicate with each other easily. Via Petiverse ● Pets can become friends and find their close friends, ● Pet owners can communicate and also mate their animals. ● There is a forum section where you can exchange ideas about everything related to animals. ● It is possible to share posts on various subjects (adoption, missing ad, food supply) with location and photo information.
	150119730	EMİRHAN	USLU		
	150119044	MEHMET ALPER	KARABAY		
	150119904	MUHAMMET EREN	ATALA		
	150119664	NESRİN	ŞİMŞEK		
16	150119606	ALİ	ÇETİNKAYA	Social Campus	Club activities at our university are followed only from their own pages on Instagram or from the university's own announcements. But all together, the activities of the clubs are both very difficult and troublesome. We want to develop a mobile application where clubs can share, inform and follow events. In this application, the clubs will also have their own page and information, so students can get information about the clubs. Club activities can be liked. In this way, it is understood which club activities are liked and how much. We want to write this Application in java which is a very popular language for mobile.
	150117052	BERK	YILDIZ		
	150118508	AHMET ÇAĞRI	HODOĞLUGİL		
	150116078	MUSTAFA SERTAÇ	ÖZTÜRK		
	150119053	YİĞİT	GÖKSEL		
17	150118042	BAHADIR	ALACAN	Babify	Track of a newborn baby's needs and activities Project's Aim & Properties: Parenthood can be really challenging when there are multiple things or tasks that you are dealing with in a daily life. An app for management of baby's needs can be a great help for taking care of your baby with all other tasks. In the app, the Parent can create a profile of the baby about his/her height, weight, schedule the activities such as sleeping, eating, and also set reminders to restock such essential items like baby food, diaper etc. and manage the planning easily. Properties: - Baby's profile - Keep track of the activities - Write little notes or set reminders Possible ideas for later discussions: - 2 person uses the app, one for updating and the other one is to follow the actions (Ex: babysitter and parent relation). - Shopping of essential items may be added as a property.
	150119039	EMİR SAİD	HALİLOĞLU		
	150119825	MERVE RANA	KIZIL		
	150118048	MUSTAFA	YANAR		
	150119824	ZEYNEP FERAH	AKKURT		
18	150119861	AHMET	BOZBAY	TECHNO	In this Project, We will develop a website where electronic goods are sold. After registering to the site and logging into the site, users can add the electronic goods they need to their baskets and shop. The user can filter the products they want and buy electronic goods from different categories. The aim of this project is to provide people with the opportunity to find electronic goods (television, telephone, computers...) in every category and in a wide price range. Users will complete their shopping after entering their card information into the system and adding the product or products to the basket.
	150119732	ELİF	GÜLAY		
	150119647	HASAN MERT	YALÇIN		
	150119669	MELİS	ÇIRPAN		
	150119004	SEMİR	TATLI		

19	150119768	ENES BURAK	KARAÇUKA	Homily	Despite the developing technology day by day, people have started to devote most of their time and focus to their work. Smartphones, which are supposed to help people, have transformed them into creatures that spend time witnessing other lives rather than their own through social media. As a result, people have become unable to devote the focus, time, and energy they spend on their work and other people's lives to their most valuable family, if asked. In addition, they got into a state of forgetfulness towards the home and family members at home, where they found the peace in the phrase "home sweet home". Using smart phones, which is a product of developing technology and causes people to focus on people other than their homes and family members, could be a solution to this situation will enable to create the solution from within the problem. We aim to make a mobile application that will include some features which are sharing the tasks at home, preparing the shopping list, seeing common leisure times and organizing activities together, keeping and examining monthly expenses, etc. Furthermore, we aim to make people more sensitive and aware of their home and family members, which they see as the most valuable, by sending notifications via the mobile application at the date and time intervals determined by the user.
	150119764	HASAN	HUT		
	150119742	SÜLEYMAN BURAK	ÖZCAN		
	150119750	TURGAY	TUMAY		
	150119724	MUSTAFA FURKAN	YAPICIOĞLU		
20	150118032	EDİZ EFE	YENER	TrustedOne	Peer-to-peer payments have exceeded $1Trillion volume in the world. With the absence of a mediator / regulator, trust is a big issue for peer-to-peer marketplaces. Our goal is to develop a tool for fraud detection & user behavior analysis for one of the most well known peer-to-peer marketplaces, namely, Bitcoin-otc.com. In this marketplace, users who have done business together can give each other trust scores. Since the users are totally anonymous, people look at each other's trust scores and transaction history to determine whether to trust someone. The approach we are going to develop will reduce the decision-making time for whether to trust someone from hours/days to seconds/minutes. In the coming versions, we aim to generalize the use of our tool to different peer-to-peer marketplaces as well. Our tool will take the username of a user as input, and it will create a report containing metrics such as predicted probability of being a fraudster, how fair the user gives trust score to other users, how frequently the user gives trust scores to people, and other behavioral metrics. We will use machine learning models, social network analysis metrics, and other approaches proven by the scientific literature to create the report. The report created by our tool will act as a "background check document", which helps users answer the question "Should I trust this person?" in the marketplace. Since the data about trust scores and transactions are publicly available in the marketplace, everyone will be able to do background checks to everyone in the marketplace.
	150118069	GÖKBERK	KÖKSOY		
	150118053	SÜLEYMAN EMİRHAN	USLU		
	150118057	SERENAY	DEMİR		
	150119068	ÜMİT KAAN	USTA		
21	524121020	ABDULLAH	GÖKTÜRK	LOOKY	Our application's name is "Looky" which is basically a social media app. To clarify, It is a virtual life platform that allows people to access posts containing all their thoughts and sections from their lives, and also allows them to be aware of many areas such as the world's news flow, economic developments, political events and to express their comments. First, we are planning to develop an app on Android platform. Our main language is planned to be Flutter, but any additional programming languages will be used whenever needed or appropriate.
	150119790	MUHAMMED YUSUF	ŞAHİN		
	150119623	BERKAN	KORKMAZ		
	150119671	ÖMERCAN	GÖKTAŞ		
	150119661	SAMET ENES	ÖRSDEMİR		
22	150111039	ABDULLAH	YAZAR	Solve & Save	Today, the game world is developing and a wide variety of games are being designed. As a team, we decided to design a game for this course in order to introduce ourselves to the game world and to improve ourselves. Our game will be a 2d puzzle game that appeals to computer players. The name of our game is "Solve & Save". The properties of "Solve & Save" are as follows, ● Our game is a level based game. For the demo version, 10 levels will be designed and at the end of 10 levels, the player will win the game. ● In each level, there will be a puzzle that the player has to solve, and as the puzzle is solved, the level will pass. ● There will be a leaderboard in the game. There will be a stopwatch in the game. Players will be ranked according to their time to complete levels. ● There will be obstacles in levels. If the player gets stuck on the obstacles the level will start over. ● There will be various boosts in the levels. ● We will design a story-based game. As the levels progress, the story flow will continue.
	150119651	TAYFUR ŞAFAK	GENÇAY		
	150119718	ELİF	ÜNLÜ		
	150118063	MEHMET SELİM	CAN		
	150119910	SAMET	KÖSER		
23	150119656	ANIL BATUHAN	ASLAN	Moodify	One of the biggest problems people experience today is stress and, accordingly, unhappiness. Stress reduces people's quality of life and causes health problems. The aim of the project is to determine the mood of people and suggest music using facial recognition technology. In this way, users can be more productive. Therefore, this project is aimed at increasing people's quality of life and reducing their stress. Today, with the advancement of technology and the development of artificial intelligence, people have started to use artificial intelligence in many areas. One of the most important subtopics among these is image recognition and object detection. We are trying to create an application by combining these technologies with music recommendation algorithms and data mining. As a result, the app suggests a playlist based on one's mood.
	150119636	FATMANUR	BÜYÜKÇAKIR		
	150119696	MEHMET SALİH	YAVUZ		
	150119642	SEVGİ	EKŞİ		
	150119582	YUSUF	YAŞAR		
24	150119677	ÇAĞAN	KURT	MyWorkers	A mobile application that creates and holds users in a database. Allowing for organizations to keep track of workers, their salaries and information. ● Project Aim and Properties This project will aim to practice our abilities on mobile programming and database skills. We hope that it will improve our skills in Software Design. The project will work on flutter with a connection to FlaskDB to save and import data. When you enter a worker's info card it will be able to filter out any information that they might have. We are also able to search by numbers to find worker's.
	150119660	AHMET FATİH	YÜKSEL		
	150119722	AHMET TAYYİB	MENGÜÇ		
	150119762	MUHAMMET ALİ	ÖZKUL		
	150119679	MUHAMMEDCAN	PİRİNÇÇİ		

25	150119520	ANILCAN	ERCİYES	Ask Experts Anything	Chat-based questions&answers platform with monthly subscription model. This application divides users into two parts: Mentors and mentees. Here, mentees can browse through various subjects and find the mentors who serve for that topic. Then, after sucessfully completing payment steps, they can "subscribe" to mentors. This enables the chatting functionality between two parts. Unless cancelled, subscription is renewed each month. From that moment, the mentee can ask questions via direct chat: possibly about technical details and key parts about the mentor's topic; or consult to him for his valuable experiences. Thanks to this application, for instance, even a beginner programmer who lives in a village can communicate with and feel the noteworthy support of a proven professional in his field. In addition, every mentee will see a "feed", consisted of posts from the mentors that he'd subscribed to. Thanks to this, he will be able to reach valuable resources or planned events which are shared with that particular mentee group.
	150118902	MOHAMAD	ALSHEKHO		
	150118011	MUHAMMET	ÖZEN		
	150118037	EKREM VEDAT	KALKANCI		
	150119542	OBAIDAH	KALAJO		
26	150119627	FURKAN	ÇETİN	Checkoutlessness	Generally, our project serves to shorten the time that passed along the shopping. The customer who signs in the website of the store, shows the products that he/she wants to buy to the camera. By using image processing, the system identifies the products what are, and adds them to the shopping cart. The customer approves the shopping cart. The payment will be taken on his/her card or remainder. Thus, the crowd at the checkout can be overcome.
	150119645	KUTAY	BAŞKURT		
	150119829	TUGAY	SARICI		
	150119663	RESUL	AKÇAKAYA		
	150118005	OĞUZHAN	KARABUDAK		
27	150118023	YUSUF	AKBULUT	NumeRun	We are planning to make a running game. In this game, there will be various obstacles that require us to move left and right, jump and bend like in classic running games. However unlike classic running games, we will have several numerical problems that need to be solved in order to continue. We are considering at least two modes. In the first mode, numerical data that is requested to be sorted from smallest to largest will be presented as problem. In the other mode, the player will be asked to solve various mathematical operations. We are planning to have 3 difficulty levels in each mode. Levels will be adjusted according to the difficulty of numerical problems. Our goal in this game is to make math fun for some age groups. We want to offer them the chance to have fun by playing a game and at the same time develop their some mathematical skills.
	150117059	ABDULLAH	CANSIZ		
	150118067	ENES İBRAHİM	OKUR		
	150114036	ÖMER	KAYA		
	150117008	ÖMER	ÖZTÜRK		
28	150119788	AHSEN YAĞMUR	KAHYAOĞLU	MovBot	Movie recommendation website powered with machine learning.We were inspired from the pdf file shown in the practice section. There was a project called Choovie and this application was only for showing current theater playing movies and booking tickets for them. We decided that we should go further and create an actual movie recommendation system with artificial intelligence based on user datas. Imagine a website where users can register and login with their information. Then they select movies that they watched in the past and evaluate whether they liked it or not. And then we store this information in a database. Whenever the user clicks the suggest button, the backend api sends all movie information to the Machine Learning api and the server sends a response with ≈15 recommended movies. Backend gets the recommended list and then sends it to the client. Client can decide whether he/she liked the recommendation or didn't like it. If they give negative feedback then the backend api sends that movie into the black list so that in future recommendations that black listed movies won't show up.
	150119692	BEDİRHAN	SARIHAN		
	150119909	KEREM	KOSİF		
	150120827	MERVE HAZAL	ÖZALP		
	150119812	SİNAN	DUMANSIZ		
29	150117014	BERK	ENGİN	STARSHIPS	Games has always been a part of our lives. When we were a child, we learned the world with games. Now games are in our lives more than ever. Most of the people can't think a subway ride without playing a game with their phone. This is the reason we decided to make a game. Starhips is a strategy type guessing game for two players. It is played on ruled grids on which each player's fleet of warships are marked. Each player secretly arranges their ships on their primary grid and the locations of the fleets are hidden from the other player. Each ship occupies a number of consecutive squares on the grid, arranged either horizontally or vertically. The number of squares for each ship is determined by the type of the ship. Players alternate turns calling a coordinate on the board (a3, c1, h5 etc.) and if the other player has a ship on the called coordinate his/her ship takes damage or maybe destroyed if the whole part of the ship is tagged. The objective of the game is to destroy the opposing player's fleet.
	150117032	FATİH	AKGÜNDÜZ		
	150112008	MUSTAFA	KİBAROĞLU		
	150120534	TURGUT	KURAL		
	150118049	OĞUZHAN	TOKER		
30	150119744	FATMA	BALCI	Share-Your-Experience	The name of our project is "Share-Your-Experience". Today, online shopping has become a way people of all ages apply for many products. These online purchases may raise some doubts about the quality of the product, as the user buys the product without seeing it physically. The aim of our project is to create a platform where people can comment on the products they buy over the internet and share their experiences on a planned website. In this way, users who will make new purchases but have hesitations about the product will be able to relieve their concerns by reading user comments on this site and perhaps write their own comments in the future.
	150115061	ABBAS GÖKTUĞ	YILMAZ		
	150116011	MERTKAN	TURAN		
	150118029	RUMEYSA	ULUSOY		
	150117063	UBEYDULLAH FİKRİ	GÜNAY		

31	150118004	CAN	KARATEPE	Lavender	In this project, we aim to make students' lives easier by providing them a centralized interface where they can track their course schedules, assignment deadlines, exam dates and information related to their courses such as WhatsApp group links, Canvas links, Google Classroom links etc. The web app will support adding course information such as name, schedule hours, join links, if the course is online, via web GUI. It will also support adding additional information related to these courses, for example: homework submission deadlines, exam dates, external resources and documents. We are planning to use React.js for our frontend implementation, ASP.NET for our backend RESTful API and MongoDB as our database solution.
	150119025	ESİN	BELEN		
	150119006	ELİF GÖKÇEN	SOLMAZ		
	150119049	GÜNSU BİLGE	DAL		
	150118062	SİNEM CEREN	KONTAŞ		
32	150119905	FATİH	GENÇ	AUCTVERSE	The project we are working on is planned as a shopping or online auction site where the highest bidder buys the product until the end of the certain period after certain products are put up for sale at the minimum price. The purpose of this website is to enable customers to set the prices of the products they want to buy in such a way that the seller does not make a loss. In other words, it is aimed to sell the products that are in demand at a high price and the products that are not in demand at a low price with the help of customer determining profit of the seller.In addition, it is a good opportunity for the customer to offer such an opportunity online for those who want to participate in the auction during this pandemic period when it is dangerous to go out. Customers must register in order to bid.After the offered products are put up for sale, there is a set period for bidding on the products. When this limited time for the products expires, the products can no longer be offered and the customer who gives the highest price to the product within the specified period buys the product. The customer can see the products won at the auction in his profile. Other options that the customer can do on the website: Search for the desired product on the homepage, update the customer's information, see the products that are still active within the deadlines for bidding on the products, and bid.
	150119908	MERTCAN	ÇİY		
	150117006	ARDA YİĞİT	KAYNAR		
	150117045	MUHAMMET	ÇETİNKAYA		
	150119687	ONUR DENİZHAN	KALE		
33	150118041	MEHMET AKİF	AKKAYA	TIKTIK	Purpose of the mobile application project is to enable people who produce at home to create additional income or income method with products that they make at home, and also to deliver these products to people who want these products but cannot reach these products. The application aims to create a platform that allows people who produce from home to market the products they produce. The application will work specifically for Turkey. The trial version will be exclusive to Istanbul. Daily household food and manual labor products are included in two different categories. The seller creates profile information. The seller, you eat, etc. if it is selling, the kitchen photo must be uploaded to the system and go through the approval process to ensure that it is made under an edible condition, this photo will be scored by the application. The seller can add as many products as he wants in two different categories to his profile. The seller writes visual inserts and descriptions of the products he creates. The seller can edit and delete the products he shares for sale in his profile. The seller can determine the delivery method as a meeting or pick-up from home The price information is determined by the seller. The seller will have a chat system between the buyer and seller. The Sellers close to the recommendation location will be listed according to users' previous purchase history. The user who selects the product or products from the category he wants receives the product by the delivery method determined by the seller. After the product is delivered, the user can rate and comment on the product and the seller. Buyers will be able to view sellers close to their location by filtering according to the product they want to buy. Payment is made in the form of a hand-out payment between the buyer and the seller decides.
	150118012	EMİNE	ÇİĞ		
	150118039	SÜLEYMAN	KELEŞ		
	150118007	SENA	ALTINTAŞ		
	150119704	YÜKSEL BURAK	AĞAGİŞİ		
34	150116844	ABDURRAHMAN	ŞAKAR	Expense Tracker	Expense Tracker makes it easy to manage users' personal expenses. Users can easily record their personal expenses, generate spending reports, review their daily, weekly and monthly expenses with Expense Tracker. With the statistics and graphs generated by the Expense Tracker, users can get clarity and control on your budget. - Tracking expense and income within different categories - Search - Daily/Weekly/Monthly reports - Setting limits to budget effectively - Exporting data - Statistics by category or week/month/year - Setting saving goals - Various color schemes - Adding photos to expenses or incomes
	150116031	HAKAN	ÖZER		
	150117049	HALİL	ÖZDEN		
	150117060	AHMET HAKAN	ŞİMŞEK		
	150118054	AHMET ONAT	ÖZALAN		
35	150118014	CAN	GÖK	TOKENCRITIC	Nowadays, the crypto market includes thousands of tokens. Because of that, the people, who wants to start investing in crypto industry, have no knowledge about coins and their history. Tokencritic's main purpose is to guide these people on their journey. The aim of the Project is to give a powerful insight to the users about crypto coins/tokens. The system relies on user review results and real time data.
	150118025	BERKİN	POLAT		
	150118044	ÖZGÜR	TAYLAN		
	150117021	CENK KAAN	KANAR		
	150113030	ÇAĞATAY	USLU		
36	150119508	MERT	SAĞLAM	SIGMA FACE	Face detection and facial recognition are ever-expanding technologies for which demand has only increased with the Covid-19 pandemic. Living under the pandemic conditions that have developed in recent years changed our behavioral and business habits. These extreme conditions have led businesses to adapt by incorporating new technology into their business. and new working and meeting setups such as video conferencing, distant working or studying. Also with the help of developed technology using artificial intelligence is an economic and cost efficient. Goals 1. Implement a facial recognition algoritm with the help of machine learning. 2. Hold the attendance record of the attendees in a safe database. 3. Implement a web interface for easy access to the system.
	150119051	BORAN	KANAT		
	150117040	ALİ ONUR	ASLAN		
	150119026	MEHMET AKİF	GÜLMÜŞ		
	150117502	ENES	ÜLKER		

37	150119016	EMRULLAH	SEVMİŞ	QR Order System	It is a project that we aim to use in businesses such as cafes and restaurants. Customers will place their orders through the QR codes on the tables. When the QR code is scanned, customers will be directed to the website where the cafe or restaurant's menus are located, and they can place their orders from there. We plan to develop using spring boot and react js technologies.
	150118059	ABDÜL SAMET	YILMAZ		
	150118060	MEHMET	ALICI		
	150119804	BERKAY	AĞAR		
	150115854	AYKUT	BAŞYİĞİT		
38	150119568	AHMET SELİM	KARAKUŞ	KARBON ATLAS	Karbon Atlas is a map that helps people who uses scooter, bicycle or public transportation who want to reduce the time spend on the travel and carbon footprint by avoiding the misinformation about timing in the public transportation and enabling the options about time and carbon emission tradeoff. In Istanbul public transportation vehicles can carry bicycles and scooters however in current map applications people can't see the merged paths for them. They can only see the path for bicycle, scooter or public transportation separately. Karbon Atlas calculates the shortest route by considering the carbon emission and the time. The difference between our map and the others is that our application will be able to calculate the carbon emission that people will make by choosing the merged subways, busses, bicycles and pedestrian paths. We hope it will increase the awareness about climate change. While doing that we will not make a new map but take the data from other maps. This project may not be go further to became a distinct map application however even in that scenario it can be added into some existing map applications on the market like a new feature. We will first start with local like Istanbul or relatively small cities like Bursa or Balikesir and go on with intercity transportation in Turkey. It can be a mobile application depending on the experience of the new team members, however currently it seems like to be a web application which uses PHP framework Laravel. Karbon Atlas will collect data from Google Maps, Yandex Maps, Mobiett, bikerool, public scooter maps and process it according to the taken inputs. It will show 3 basic routes to the user which are: Least Carbon emission, Shortest time, balance(which balances carbon emissions and time).
	150118033	ATİLA İLHAN	YATAĞAN		
	150118061	İBRAHİM HAKKI	CANDAN		
	150118073	SERKAN	KOÇ		
	150119650	RAMAZAN	ÖZBOLAT		
39	524121021	EKREM	ŞAHİN	printartshop.com	This site projects aim is give indie artist to sell their 2d or 3d printed works (posters, 3d printed objects, digital arts etc.) or both in one platform. I see that from people around me, indie artists need an effort above normal to reach buyer. By this site, indie artists will be able to reach their buyers easily, as the site will be exclusively for print art. I aiming to use Angular 2 Framework, SCSS and HTML for frontend side of the project. Because Angular has lots of better aspects than vanilla JavaScript like static typing (it uses typescript for this), improved dom manipulation, modular structure and many more. For backend side I am aiming to use firebase database or spring boot (all the choices will depend on team's abilities and joint decisions after team forming)
	524121013	MELİH	ŞEN		
	150119544	FAROUK TIJJANI	MOHAMMED DERIBE		
	150119868	OTHMAN KHALID RASHEED	RASHEED		
	150119512	RAMAZAN	KARKİN		
40	150119902	AHMET	ASLAN	UniHub / MarunHub	A mobile application that will facilitate for educators to get attendence in the university environment (QR Reader), the communication of students in and out of school (Messenger), and the learning process during exam preparation (Quiz). The project consists 3 parts. Attendance Taker, Messenger and Quiz Platform. Firstly, students will be able to login app via their BYS username and password. Then they will have access to application. In the Attendance Taker part application will use QR Reader. Instructor of the lecture will share a QR code for taking attendance. Students will use QR Reader in application for attendance instead of signing paper. Every single attendance will be counted on instructor's screen. This will get rid of the trouble of signing the attendance paper. One of the most important issues in student life is to find course materials and notes. Thanks to this application, all students who take a course will be together. When any student has a question about the course, they will have friends who take the same course and can communicate with. With this application, they will be able to share lecture notes or questions they cannot solve. Besides that, it is a very useful study method for students to solve sample exam questions or questions from different sources during the exam period. Thanks to the Quiz platform, students solve similar questions in the exam related to the course they will take the exam and prepare for the exam. We plan to use Python/Java/JavaScript/Kotlin in the project. Programming languages may vary.
	150119659	AHMET FARUK	GÜZEL		
	150119780	BEŞİR	EZGİN		
	150119629	HÜSEYİN KEREM	MİCAN		
	150119754	MUHAMMED ZAHİD	MANSIZ		
41	150110026	ŞAHİN	DEPREM		
	150111061	YASİN	ORHAN		
	150117022	MEHMET ALİ	GÖZÜKIZIL		