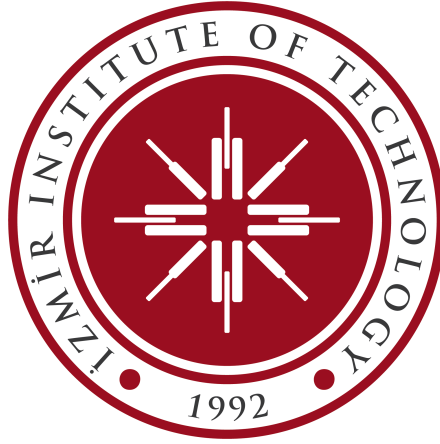


# **CENG318 Computer Human Interaction Project Proposal**

**Spring 2023**

*Project Title: getPet*

March 23, 2023



## **Group Members**

- Ahmet Özdemir 270201050
- Betül Soylek 270201052
- Ece Savran 270201024
- Emre Karaduman 270201030
- Erman Utku Avşar 270201053

## **Abstract**

There are several reasons why people give up on their ownership of their pets. Many people take responsibility for animals without considering it thoroughly which leads them to abandon their pets on the streets. Otherwise, they take hurt animals into their homes and give them up whenever they heal or in case of not being able to provide the proper treatment for them. Our website aims to connect pet owners with potential adopters. Listings made by pet owners will be presented for potential adopters to search through. FAQ and statistics features will enlighten the users. Chat and forum features will keep the users involved. User feedback will be analyzed cautiously, considering user preferences and satisfaction as the main drive for our decisions. Throughout this project, we aim to prevent pet abandonment and promote responsible pet ownership. We decided to use agile methodology for our project since it provides a flexible and adaptable approach to project management and encourages continuous improvement. As our goal is to emphasize customer satisfaction and to connect as many animals as possible with their new owners, it is important for us that the methodology which we choose is open to changes and does not make the software development process more difficult. By using agile methodology, we believe we can serve this purpose also we can deliver the project on time and with the highest possible value to our customers.

# 1 Introduction

Our project is a web application directed at pet adoption. It will provide a simple and efficient user interface to support ease of use. Detailed listings made by the owners will be posted on the website. By viewing these listings with the help of filters, potential owners will choose their pets. Unused listings will be reminded to their users for deletion. Communication between the two parties will occur through the private chat feature. A FAQ page will be presented to help adopters to be prepared for their new pets. Users will be able to have discussions on the forum page. Statistics and feedback features will help us modify the application continuously.

## 2 Problem Definition

There are a limited number of platforms for pet owners who are looking for a new home for their pets. Most users give up on their usage of other platforms when they are not provided with any feedback or are overwhelmed by inefficient application designs. These platforms are not either well-known or well-developed. One of our main goals is to preserve clients' involvement as much as possible. Clients will be able to communicate using the application by means of a simple forum or sending private messages. The listings will be concisely prepared by filling in the given template which will guide them to put across the most important information and prevent them to leave out any other details about their pets. A FAQ page about pet care will be provided to inform inexperienced adopters. Listing can be filtered during a search process for quick access. Listings will be periodically checked by reminding the owners to put them down if they are not in need of the service anymore, which will keep the listings section up-to-date and clean to avoid disorder. Furthermore, many users discard the usage of these platforms whenever they aren't answered in a short time and do not revisit for possible future opportunities. By implementing a statistics screen for their listings, we will present them with view counts to prevent any missed opportunities. Collecting feedback for user experience will help with the modification of the website.

## 3 Literature Review

One of the primary motivations behind planning the GetPet application was to stand against applications that classify animals by breed and sell them for money. We noticed that websites with similar goals to ours prioritize more popular animal breeds and list them accordingly, often focusing more on selling animals rather than finding them homes. After encountering applications that are mostly composed of pet shop owners and put security at risk by openly sharing phone numbers instead of providing a secure platform for communication, we realized that there is a need in this field. Our primary goal is to develop an application that allows for animal adoption at an inclusive and unbiased level unless the user specifically requests a certain breed and provides users with a chat platform on the basis of the application while avoiding neglecting security. Users who try to sell animals for money will have their access to the site blocked if identified and confirmed by customer feedback. Users who try to adopt animals will be able to control their view count, and animal adopters will be prompted to keep their information up-to-date to provide current data to potential adopters. We are also considering the possibility of including a filtering system and financial aid for sick and needy animals in our application's development, depending on the direction of its progress.

**<https://www.petcim.com/>:** Has a simple UI design as we will implement in our project. There is a warning against fraud which supports our security concern. However, users are able to view owners' contact information without creating an account first which is contradictory to this goal. Moreover, the listings are focused on different breeds which presents like a pet shop view rather than an adopting website. The forum section helps users connect over and share information easily which is a feature we strongly support. Nevertheless, the profiles of the users participating in the forum section cannot be reached. This prevents the chance of users who wants to further their conversation with them in privacy. There is a breed information page which again, supports the idea of a pet shop view. A FAQ page will be more informative towards adoption itself, it also prevents the same questions from being asked multiple times.

**<https://nettepet.com/>:** UI design and security concerns almost go hand in hand with our project. However, users cannot view the owner's profile. Listings are only titled by breeds which again leads to a pet shop point of view. Informative blogs are provided just for the sake of explaining the different characteristics of breeds. By providing a pricing tag in the listings, the website allows "selling" animals. In addition to that, the listings are priced as follows: <https://nettepet.com/sayfa/kredi-paketleri>. Overall, the website does not truly support the idea of helping animals in need find new homes.

**<https://evcililan.com/>:** This website is a great model to explain our project. Even though the blog is not comprehensive; it is informative enough. Listing filters are not differentiated with breeds which is what we are also planning to do while also appending it with more features such as illnesses. The contact us section on the website is almost

the same as ours. There is a FAQ page as ours also has but it only consists of the questions regarding registration. Listings are priced contradictory to ours.

## 4 Stages

### USE CASE - 1

Use Case Name:	Sign up for the application
Actor:	User
Preconditions:	1. Application is opened.
Postconditions:	1. Creation of user's registration has been completed
Normal Course of Events:	1. User clicked register button. 2. User fills in the required informations to register. 3. User's data has been sent to the database.
Special Requirements:	1. Device that can connect to the internet.

### USE CASE - 2

Use Case Name:	Log in to the application
Actor:	User
Preconditions:	1. Application is opened. 2. User must be signed up.
Postconditions:	1. User logged into the application.
Normal Course of Events:	1. User clicks the Log in button which is on the main page 2. User enters e-mail adress and password. 3. User clicks Log in button which is on the Log in page.
Special Requirements:	1. Device that can connect to the internet.

### USE CASE - 3

Use Case Name:	Post an ad for pet adoption
Actor:	User
Preconditions:	1. User must be logged into the application.
Postconditions:	1. Ad for adoption has been posted.
Normal Course of Events:	1. User clicked post button. 2. The user fills in the information about the pet he/she wants to adopt and herself. 3. User clicks the post button.
Special Requirements:	1. Device that can connect to the internet.

#### USE CASE - 4

Use Case Name:	View an ad for adopting a pet
Actor:	User
Preconditions:	1. User located in homepage.
Postconditions:	1. Ad has been viewed by user.
Normal Course of Events:	1. User clicks the pet post from home page. 2. User reaches to post page. 3. User views information about whole pet.
Special Requirements:	1. Device that can connect to the internet.

#### USE CASE - 5

Use Case Name:	Send message to another user.
Actor:	User
Preconditions:	1. User must be viewed a pet adoption post.
Postconditions:	1. Message has been sent to another user.
Normal Course of Events:	1. User clicks 'show Profile' button. 2. User clicks 'send message' button which is on the adoption post. 3. User writes a message. 4. User clicks the 'send' button.
Special Requirements:	1. Device that can connect to the internet.

#### USE CASE - 6

Use Case Name:	Contact to administration
Actor:	User
Preconditions:	1. User must be logged into the application.
Postconditions:	1. User contacted to the administration
Normal Course of Events:	1. User clicks 'contact us' button. 2. User enters him/her informations. 3. User writes a message. 4. User clicks the 'send' button.
Special Requirements:	1. Device that can connect to the internet.

#### USE CASE - 7

Use Case Name:	Remove the adoption post.
Actor:	Administration,User
Preconditions:	1. Actor must be logged into the application. 2. Actor must have the authorization.
Postconditions:	1. Adoption post has been removed.
Normal Course of Events:	1. Actor views adoption post. 2. Actor clicks 'remove' button.
Special Requirements:	1. Device that can connect to the internet.

#### USE CASE - 8

Use Case Name:	Ask for anything about pets on the forum.
Actor:	User
Preconditions:	1. Actor must be logged into the application.
Postconditions:	1. Actor asked something about pet.
Normal Course of Events:	1. Actor clicks 'Forum' button. 2. Actor writes something which he/she would like to ask other people. 3. Actor clicks the 'send' button.
Special Requirements:	1. Device that can connect to the internet.

#### USE CASE - 9

Use Case Name:	Answer questions people ask.
Actor:	User,Administration
Preconditions:	1. Actor must be logged into the application.
Postconditions:	1. Actor answered the question.
Normal Course of Events:	1. Actor clicks 'Forum' button. 2. Actor writes something to answer the question. 3. Actor clicks the 'send' button.
Special Requirements:	1. Device that can connect to the internet.

USE CASE - 10

Use Case Name:	Remove a comment in forum.
Actor:	User,Administration
Preconditions:	1. Actor must view the forum. 2. Actor must have the authorization.
Postconditions:	1. Comment has been removed.
Normal Course of Events:	1. Actor clicks 'remove' button.
Special Requirements:	1. Device that can connect to the internet.

## 5 Tools, Software, Hardware

Tools for communication : Discord

Tools for documentation : Google Docs

Tools for Front-end : HTML, CSS, React, JavaScript

Tools for Back-end : Firebase, SQL( DBMS will be decided later), Java

## 6 Experiments&Results, Test Phases

Design Measurements:

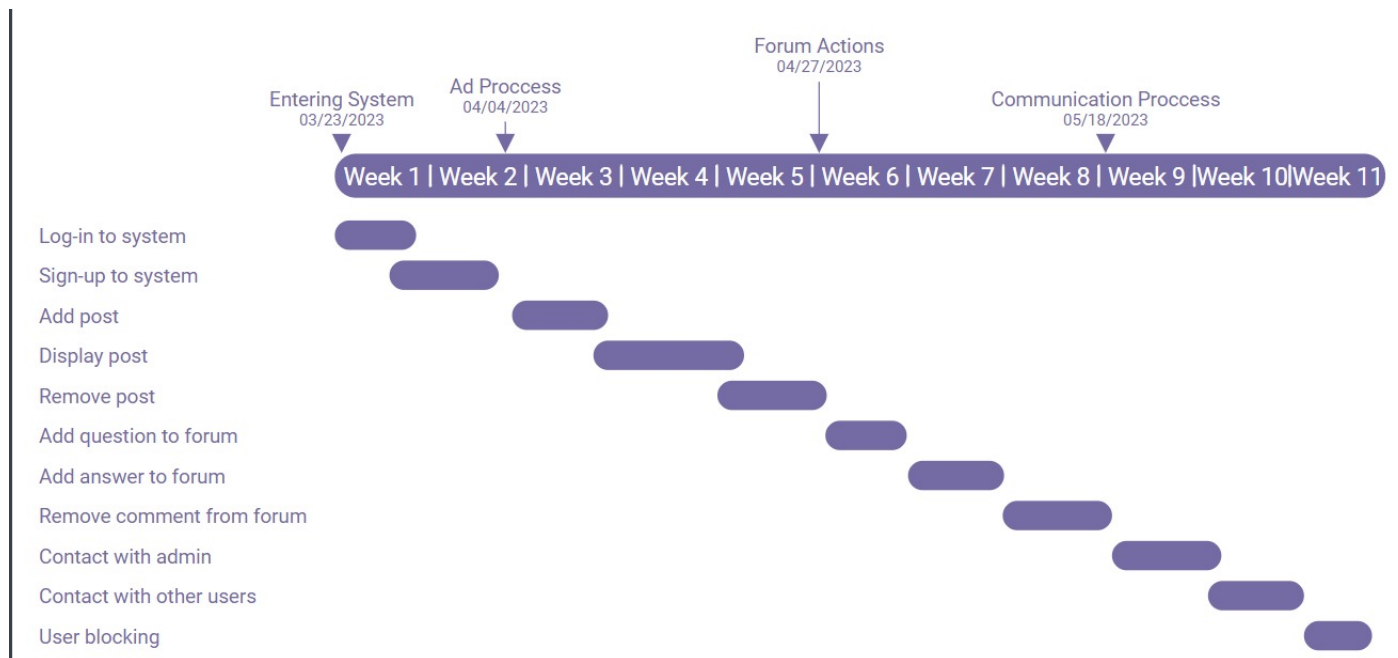
- 1.Real-time user monitoring for ease of use
- 2.In application user feedback
- 3.UI design surveys for user preference

What to test:

- 1.Sign up for the application
- 2.Log in to application
- 3.Post an ad for pet adoption
- 4.View an ad for adopting a pet
- 5.Send message to another user
- 6.Contact to Administration
- 7.Remove the adoption post
- 8.Ask for anything about pets on the forum
- 9.Answer questions people ask
- 10.Remove a comment in forum.

## 7 Weekly Schedule

Weekly project schedule in Gantt Chart.



## References