SWE 574 Software Development as a Team Suzan Üsküdarlı

CONNECT THE DOTS

Customer Milestone 1 Report

v1.0.0

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Purpose of the Report

The purpose of this report is to provide an overview of the current implementation status of the project's functional&non-functional requirements across all major components like backend, web frontend, and mobile application. It aims to track progress made, highlight completed and ongoing features, and identify remaining tasks that need to be addressed before the next release. By presenting a clear picture of development progress, this report ensures alignment among team members and supports effective planning for future iterations.

Project Overview

Connect-The-Dots is a collaborative knowledge-mapping platform designed to help users build meaningful connections between ideas, people, and discussions. By combining an interactive graph-based interface with activity streams and space-based collaboration, the platform enables communities to co-create and explore relationships among concepts in a visually intuitive way. The system includes a Django-based backend, a React web frontend, and a native Android application, all communicating through a shared REST API. Together, these components provide a seamless multi-platform experience for exploring, sharing, and expanding knowledge networks.

Milestone Objectives

The primary objective of the CM1 milestone is to establish a solid foundation for the Connect-The-Dots project by completing the initial setup, research, and planning phases required for subsequent development. Specifically, this milestone aims to:

- **Establish the Project Infrastructure**: Set up the GitHub monorepo, define branching strategies, implement CI/CD pipelines, and prepare the Dockerized development and deployment environments.
- Conduct Foundational Research and Analysis: Review related projects, analyze initial functional requirements, and study relevant W3C specifications (such as Activity Streams and WAI Accessibility) to ensure compliance with web standards and inclusive design principles.
- **Design and Planning:** Create system architecture, user experience designs, and project plans outlining timelines, deliverables, and resource allocation for upcoming milestones.
- **Define Testing and Deployment Strategies:** Implement initial unit testing for core functionalities and integrate these into the CI pipeline to support future continuous integration and delivery workflows.

• **Deliver an Initial Deployed Version**: Deploy an initial working version of the application stack (backend, frontend, and mobile integration) to demonstrate the successful setup of the end-to-end environment.

Together, these objectives ensure that the technical, organizational, and design foundations of the project are fully established before transitioning to the implementation and feature development stages.

RAM

Responsibility	Batuhan	Esra	Gamze	Yasemin	Yusuf
Communicator				X	
Wiki Editor	Х	X	Х	Х	Х
Mockups	Х	Х	Х		
Diagrams		Х	Х		Х
Scenarios	Х			х	
Presenter	Х		Х	x	Х
Infrastructure				Х	
Frontend	Х	Х	Х		Х
Backend	Х				Х
Dockerization				Х	Х
Deployment				x	
Mobile		Х			Х
Testing	х	Х	Х	Х	Х

Actions Completed

Activity Description Status	
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Requirements Gathering	Conducted user and stakeholder analysis; identified functional and non-functional requirements.	Completed
Software Requirements Specification (SRS)	Documented user stories, use cases, and detailed requirements in the SRS document.	Completed
System Design	Designed UML diagrams (use case, class, and sequence diagrams) and outlined overall architecture.	Completed
Repository Setup	Initialized GitHub repository with branch management strategy (main/dev/feature).	Completed
Setup the Infrastructure	Prepare the project's development and deployment environment. This may include container setup (e.g., Docker), CI/CD integration, development pipelines, and test environment configuration.	Completed
Updated Requirements	Reflect any feedback, new findings, or design changes in the updated requirement documentation. Maintain traceability between changes and related design or implementation updates.	Completed
Unit Testing	Implement automated tests for core functionalities to verify correctness and reliability. Ensure coverage targets are met and integrate tests into the CI pipeline.	Completed
CI/CD	Define and implement the continuous integration and delivery pipeline. Versioning: Establish semantic versioning or tag conventions. Branch Policy: Define main/develop/feature branch strategies, naming conventions, and protection rules	Completed
Plan	Prepare the overall project plan detailing milestones, timeline, resources, and deliverables. Outline the development roadmap, review checkpoints, and evaluation criteria for each phase.	Completed

Implemented Features

During this milestone, several key components of the system were established and deployed.

- The CI/CD pipeline was configured using GitHub Actions, and the deployment environments were successfully set up.
- An initial version of the Back-Office Dashboard was developed, introducing the Moderator role with basic permissions and workflow logic.
- On the mobile application, user registration and login functionalities were implemented and fully connected to the backend API.
- Additionally, a Color-Blind Mode setting was introduced in the mobile app to improve accessibility and align with WAI guidelines.

Technologies and Tools Used

Component	Technology / Tool
Frontend (Web)	React.js
Mobile Application	Kotlin
Backend	Django
Database	PostgreSQL
Version Control	GitHub
Development Tools	Visual Studio Code, Postman, Android Studio
Project Management	GitHub Projects
Documentation	Notion, figma, Github wiki, Canva
CI/CD	Github Actions
Deployment	AWS
Design	Canva, Figma

Repository and Development Practices

The project is organized in a monorepo structure hosted on GitHub, containing the backend (Django), web frontend (React), and mobile application (Kotlin). This approach enables centralized version control, consistent dependency management, and simplified CI/CD workflows across all components.

We follow a Git-flow-inspired branching strategy, where the main branch represents production-ready code, develop is used for integration testing, and feature branches are

created for specific enhancements or fixes. All pull requests are reviewed before merging to ensure code quality and maintain consistent development standards.

Automated CI/CD pipelines are configured using GitHub Actions to run unit tests, and deploy updated services upon successful merges. Each component (backend, frontend, and mobile) has a dedicated workflow to ensure modular testing and build automation.

To ensure maintainability, the team adheres to consistent coding conventions, comprehensive documentation practices (GitHub Wiki, Notion, and inline code comments), and regular code reviews. This workflow fosters collaboration, traceability, and alignment across the development lifecycle.

Plans for next steps / for CM2

For the CM2 milestone, the team will focus on enhancing accessibility, interactivity, and analytical capabilities across the Connect-The-Dots platform.

The web application will be extended with multi-language support, laying the groundwork for future internationalization.

Accessibility will be improved through text-to-speech and speech-to-text features, enabling users to create nodes and boards via voice commands.

The analytics dashboard will be expanded to include detailed space-level metrics such as user count, comments, votes, and node statistics.

The moderation system will be strengthened with new capabilities to archive nodes, spaces, and discussions, along with refined moderator permissions.

A similarity-based search engine will be introduced to help users find related spaces, nodes, and discussions more effectively.

Geolocation features will be integrated into user profiles, nodes, and spaces to enable location-based visualization and context.

An activity stream will be implemented to log and display major in-space events following W3C Activity Streams standards.

Lastly, voting functionality will be added to discussions, allowing users to upvote or downvote content and highlight valuable contributions.

Together, these features will advance the platform's inclusivity, usability, and community engagement toward a more interactive and data-driven system.

Project Plan

Customer Milestone	Internal Milestone	Goal	Tasks
CM1 20/10/2025	IM1 16/10/2025	Establish foundational infrastructure, documentation, and initial Backoffice design.	- Repository Creation - CI/CD Test Environment - SRS Documentation Update - Decision of way of working - Android Unit Test for Login/Register - W3C Specifications Research - Plan - Backoffice design / initial stage of development - Color theme (including color-blind accessibility) - Profile page for Android - Unit Testing
CM2 24/11/2025	IM2 20/10/2025 – 03/11/2025	Implement key web features enhancing usability and discoverability.	- Language support foundation for web - Voting Ability (upvote/downvote discussions) - Similarity Search - Geolocation implementation (user, node, and space level)
CM2 24/11/2025	IM3 03/11/2025 – 17/11/2025	Introduce accessibility features and moderation tools to ensure inclusivity and governance.	 Text to Speech & Speech to Text Moderator Role to manage the Space Activity Stream implementation Analytics for Space
CM3 15/12/2025	IM4 24/11/2025 – 01/12/2025	Enhance analytics, activity streams, and voice interaction features.	- Activity Stream improvement - TTS & STT contribution features (discussion, reporting, search, login/register) - Analytics for admin improvement

CM3 15/12/2025	IM5 01/12/2025 – 08/12/2025	Finalize reporting and space management functionalities.	- Reporting Feature to report properties (Node, Space, Discussion, People) - Context Merging & Splitting
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Summary Timeline

Phase	Duration	Key Deliverables
IM1 → CM1	10 – 20 Oct 2025	Infrastructure setup, Back-Office design
IM2 + IM3 → CM2	20 Oct – 24 Nov 2025	Language support, Voting, Analytics, Moderator tools
IM4 + IM5 → CM3	24 Nov – 15 Dec 2025	Reporting, Admin analytics, Final release

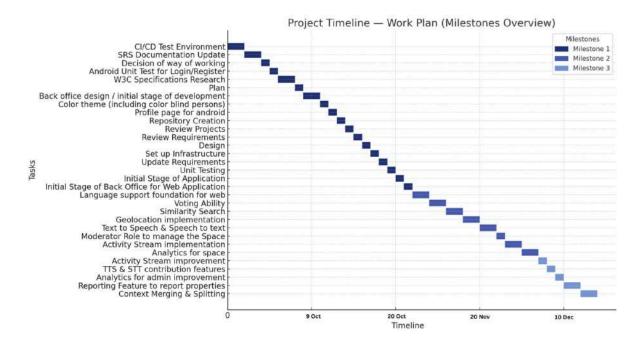


Fig 1: Project timeline overview for each customer milestone

W3C Research

W3C Compliant Color and Activity Stream Research Notes

Quotations

- WCAG 2.2 Contrast (Minimum, 1.4.3, AA): The visual presentation of text and text images must have a contrast ratio of at least 4.5:1.
- WCAG 2.1 Non-Text Contrast (1.4.11, AA): User interface components and expressive graphics, must have a contrast ratio of at least 3:1.
- WCAG Use of Color (1.4.1, A): Information should not be conveyed only with color, an alternative should be found to the information given by color differences.
- WAI-ARIA Feed Pattern: The element containing the set of articles carries role="feed", each unit of content is in role="article"
- ActivityStreams 2.0 W3C: AS2 provides a JSON data model and dictionary to represent common online social objects, activities, and actors.

Color and Contrast (compliance with WCAG 2.2)

- Text contrast (1.4.3, AA): ≥ 4.5:1 for normal text, ≥ 3:1 for large text (≥ 18 pt normal, ≥ 14 pt bold). Logo/incidental texts are excluded. These ratios ensure readability in cases such as color blindness and age-related vision decline.
- Non-text contrast (1.4.11, AA): Component borders such as button borders, icon meaning, focus rings must be ≥ 3:1 against the background. Except in passive/disabled situations.
- Not providing information only with color (1.4.1, A): It is insufficient to indicate errors only in red and success only in green. Secondary clues such as text, icon, pattern, underline are mandatory.

Activity Stream — Data Model and Accessible Presentation

- Data model (AS2): Provides JSON schema that represents events with fields actor / verb (type) / object / target / published. This is a portable event logging standard across clients.
- Presentation pattern (ARIA APG): Give role="feed" to the feed container, role="article" to each card. Title, time and content must be in semantic hierarchy. Keyboard access and declared uploads should be provided in infinite scrolling.

Color and Contrast Requirements for Connect the Dots

- AA compliance required: Respect thresholds for text/icon/component borders. (1.4.3, 1.4.11)
- Color-independence at A level: Non-color cues are mandatory for information. (1.4.1)
- Typography contrast: Body text (normal) $\geq 4.5:1$; page titles (large text) $\geq 3:1$.
- Interactive components: Button border or padding relative to surroundings $\geq 3:1$; focus ring $\geq 3:1$ in all cases.
- Error: color + icon, textual description.
- Success/Warning: color + icon + text. (1.4.1)
- Blindness scenarios: Verify that node colors are distinguishable (as required by the design process).

Color Palette & Visual Elements

Component	Color	Hex	Contrast Ratio (vs white #FFFFFF)	WCAG 2.1 Reference
Background (main)	Light Gray / Off-white	#F5F5F 5	_	1.4.3
Header / Navbar	Charcoal Gray	#2F2F2 F	13.39 : 1	1.4.3
Primary Text (body)	Almost Black	#1B1F 3B	16.08 : 1	1.4.3
Secondary Text / Labels	Slate Gray	#4A55 68	7.53 : 1	1.4.3
Disabled Text	Medium Gray	#656F7 5	5.14 : 1	1.4.3, 1.4.6
Button Primary (Background)	Deep Blue	#0076B 5	text white #FFFFFF = 4.93 : 1	1.4.3
Button Secondary (Background)	Teal Blue	#00829 6	text black #000000 = 4.53 : 1	1.4.3
Node (Default)	Indigo Blue	#3A0C A3	text white = 11.92 : 1	1.4.11

Node (Selected / Active)	Purple Accent	#7209B 7	text white = 8.61 : 1	1.4.11
Edges / Lines	Dark Gray	#37415 1	10.31 : 1	1.4.11
Card / Panel Background	White	#FFFF FF	_	1.4.3
Input Field Border	Neutral Gray	#68686 B	5.55 : 1	1.4.11
Placeholder Text	Gray	#646E7 A	4.75 : 1	1.4.3
Alert / Error	Deep Orange / Red	#BD49 02	text white = 4.68 : 1	1.4.11, 1.4.3
Success	Emerald Green	#2D6A 4F	text white = 6.39 : 1	1.4.11, 1.4.3
Info / Hint	Sky Blue	#215D 69	text white = 7.41 : 1	1.4.3
Warning	Amber / Yellow	#8F670 1	text white = 4.69 : 1	1.4.3

Activity Stream Data Layer (AS2 compatible)

Example AS2 record for creating a node:

```
"@context": "https://www.w3.org/ns/activitystreams",
"type": "Create",
"actor": {"type": "Person", "id": "user:123"},
"object": {
    "type": "Note",
    "id": "node:987",
    "name": "New Node: 'LLM Sources",
```

```
"content": "New sources added."
},

"target": {"type": "Collection", "id": "graph:42"},

"published": "2025-10-23T14:00:00Z"
}
```

Activity Stream Presentation Layer

There should be a "Load More" button accessible via keyboard.

SRS Review

Software Requirements Review on Functional Requirements

1. User Roles and Authorization

Old version: Only Admin and Regular User roles were available.

New version: A three-person hierarchy will be added: System Admin, Moderator, and Regular User.

- Moderators will be authorized only within their own domains, a transition to the RBAC (Role-Based Access Control) approach.
- Administrator actions will be performed with soft delete, preventing data loss and increasing auditability.

2. Registration & Login

New additions:

- Geolocation data becomes mandatory.
- Structured data capture (e.g., latitude-longitude) → lays the foundation for future map-based analysis and location-based recommendation systems.

3. Collaboration Spaces

- The new version will introduce space merging. When two spaces are merged, discussions are merged chronologically, strengthening the data integrity and versioning mechanism.
- The concept of an "In-Space Activity Stream" has been defined (W3C Activity Streams 2.0 Specification.).
- The "Report" feature will allow users to report inappropriate content, supporting community governance principles.

4. Graph Presentation

- The content remains the same, but the terminology has been clarified (bi-directional edges, relation properties).
- Users will be able to perform similarity searches on nodes and edges.

5. Search Functions

- The single "Search" section in the old version of requirements has now been split into two:
 - In-Space Search (local)
 - In-App Search (global)
- Similarity search integration (will be possibly NLP or cosine similarity-based) → transition to a semantic search infrastructure.

6. Analytics & Reputation

New additions:

- Space-level and System-level Analytics Dashboards.
- o "Top Contributor" label based on user contribution.

This demonstrates that the system will not only allow admins and moderators to interact but also the ability to measure and generate insights.

7. Main Activity Stream

- An "Activity Stream" will be added to the system at both a global and a space level (global and in-space feed).
- This feature aligns with the discovery-driven design approach, which increases user engagement.

Software Requirements Review on Non-Functional Requirements

1. Performance

• Added "Page load time < 3 seconds" criterion (W3C 2.1 guideline.).

2. Security

- Encryption and security mechanisms detailed:
 - bcrypt hashing
 - o HTTPS mandatory
 - o PII encryption at rest

3. Accessibility

- W3C-compliant Activity Stream (WCAG 2.1).
- Color-blind-friendly palette (1.4.3 Contrast).
- Speech-to-text and audible feedback support (W3C Web Accessibility Initiative).
- Font and size customization.

The project aims for level AA WCAG compliance.

4. Reliability

• 99.9% uptime target maintained.

5. System Architecture

Area	Old Version	New Version	Inference
Application Type	Web only	Web + Android	Mobile expansion and broader accessibility have been introduced.
Database	PostgreSQL	PostgreSQL	An ACID-compliant relational database has been adopted.
Deployment	Not specified	AWS EC2	A cloud-based CI/CD and mobile distribution pipeline has been established.
Environments	None	Separate Dev/Test and Production environments	Versioning and quality assurance processes have been formalized.

State of Functional Requirements

This document tracks the implementation status of the functional requirements for each component of the application: Backend, Web Frontend, and Mobile App.

Functional Requirement	Description	Backend	Web	Mobile
1.1. Registration And Login				
1.1.1	Register with a unique e-mail, username, and password.	Done 🗸	Done 🗸	Done 🗸
1.1.2	Provide profession/work title and current location during registration.	Done 🔽	Done 🗸	Done 🗸

Functional Requirement	Description	Backend	Web	Mobile
1.1.3	Capture location data in a structured GeoLocation format.	In Progress	In Progress	In Progress
1.1.4	Require users to confirm they are over 18 via a checkbox.	Done 🗸	Done 🗸	Done 🗸
1.1.5	Log in using e-mail and password.	Done 🗸	Done 🔽	Done 🗸
1.2. Authorization				
1.2.1	Three user roles: System Admin, Moderator, and Regular User.	Done 🗸	N/A	N/A
1.2.2	Regular User can create, join, and contribute to spaces.	Done 🗸	Done 🗸	Done 🔽
1.2.3	Moderator role is assigned on a per-space basis.	In Progress	In Progress	In Progress
1.2.4	Moderator can archive content within their assigned space.	In Progress	Not Done	Not Done
1.2.5	System Admin has universal privileges across the system.	In Progress	In Progress	N/A
1.2.6	The creator of a space is automatically assigned as Moderator.	In Progress	N/A	N/A
1.2.7	Moderators must provide a justification when archiving content.	Not Done	Not Done	Not Done
1.2.8	System Admin can "soft delete" content and users.	In Progress	In Progress	N/A

Functional Requirement	Description	Backend	Web	Mobile
1.2.9	System Admin can restore previously archived content.	In Progress	In Progress	N/A
1.2.10	System Admin can manage any user's role from the back-office.	In Progress	In Progress	N/A
1.2.11	Back-office dashboard for Admins to manage the system.	In Progress	In Progress	N/A
1.2.11	Admins view comprehensive analytics, moderators view space-specific data.	In Progress	In Progress	N/A
1.3. Collaboration Spaces				
1.3.1	Create spaces with a title, description, and tags.	Done 🗸	Done 🗸	Done 🔽
1.3.2	Join existing spaces as a collaborator.	Done 🔽	Done 🔽	Done 🔽
1.3.3	Propose merging their space with another.	Not Done	Not Done	Not Done
1.3.4	When merged, discussion threads are combined.	Not Done	N/A	N/A
1.3.5	Reply to discussions in a joined space.	Done 🗸	Done 🔽	Done 🔽
1.3.6	A space has a title, graphical visualization, and discussion area.	Done 🗸	Done 🗸	Done 🔽
1.3.7	A space has tags for categorization and search.	Done 🗸	Done 🗸	Done 🔽

Functional Requirement	Description	Backend	Web	Mobile
1.3.8	Store discussions with version history.	Not Done	N/A	N/A
1.3.9	In-Space Activity Stream lists key events within each space.	In Progress	In Progress	In Progress
1.3.10	The stream logs new collaborators, nodes, edges, and discussions.	In Progress	In Progress	In Progress
1.3.11	Display the number of votes on space content.	Not Done	Not Done	Not Done
1.3.12	Report spaces, nodes, and comments for inappropriate content.	Not Done	In Progress	Not Done
1.4. Graph Presentation				
1.4.1	Graphical visualization of nodes and edges in a space.	Done 🗸	Done 🗸	Done 🗸
1.4.2	Add new nodes by connecting them to existing nodes.	Done 🗸	Done 🗸	Done 🔽
1.4.3	Show a bi-directional connection between two nodes as an edge.	Done 🗸	Done 🗸	Done 🔽
1.4.4	Show the relation property of an edge on the graph.	Done 🗸	Done 🗸	Done 🔽
1.4.5	Add, delete, or modify nodes in a joined space.	Done 🗸	Done 🔽	Done 🗸
1.4.6	Add or remove a connection between nodes.	Done 🗸	Done 🗸	Done 🔽
1.5. In-Space Search				

Functional Requirement	Description	Backend	Web	Mobile
1.5.1	Search in spaces by title, description, and tags.	In Progress	Not Done	Not Done
1.5.2	Apply a similarity search among nodes and edges.	Not Done	N/A	N/A
1.5.3	Navigate to a node or edge from the in-space search result.	N/A	Not Done	Not Done
1.6. In-App Search				
1.6.1	Search for spaces, nodes, edges, and profiles by text.	In Progress	Done 🗸	Done 🗸
1.6.2	Find related content using a similarity search.	Not Done	N/A	N/A
1.6.3	Display search results according to the content type.	Done 🗸	Done 🗸	Done 🔽
1.6.4	Navigate to a profile from search results.	N/A	Done 🗸	Done 🔽
1.6.5	Navigate to a space from search results.	N/A	Done 🔽	Done 🔽
1.7. Browsing				
1.7.1	Browse new spaces.	Done 🔽	Done 🔽	Done 🔽
1.7.2	Browse trending spaces.	Not Done	Not Done	Not Done
1.8. User Profile				
1.8.1	Do not expose users' sensitive information on their public profile.	Done 🔽	Done 🗸	Done 🔽

Functional Requirement	Description	Backend	Web	Mobile
1.8.2	Show username, age, profession, and location on profiles.	Done 🗸	Done 🗸	Done 🔽
1.8.3	List a user's created spaces, collaborations, and activities.	Done 🗸	Done 🗸	Done 🔽
1.8.4	View other users' profile pages.	Done 🔽	Done 🔽	Done 🔽
1.8.5	Edit own profile information.	Done 🔽	Done 🔽	Done 🗸
1.9. Discussion				
1.9.1	Display the discussion of a space as an activity stream.	Done 🗸	Done 🗸	Done 🔽
1.9.2	Add comments to a discussion in a joined space.	Done 🗸	Done 🗸	Done 🔽
1.9.3	Vote up or down on discussions.	Not Done	Not Done	Not Done
1.10. Analytics				
1.10.1	Space-level analytics dashboard is visible to moderators.	Not Done	In Progress	N/A
1.10.2	The dashboard displays metrics on activity, content, and engagement.	Not Done	In Progress	N/A
1.10.3	System-level analytics dashboard is visible only to System Admins.	Not Done	In Progress	N/A
1.10.4	The dashboard displays platform-wide metrics on users and activity.	Not Done	In Progress	N/A

Functional Requirement	Description	Backend	Web	Mobile
1.11. User Reputation				
1.11.1	Display a "Top Contributor" label on certain user profiles.	Not Done	Not Done	Not Done
1.11.2	A full user scoring and reputation system is planned for a future release.	Not Done	Not Done	Not Done
1.12. Main Activity Stream				
1.12.1	Display a Main Activity Stream on the home page.	Not Done	Not Done	In Progress
1.12.2	The stream aggregates significant public events.	Not Done	N/A	N/A
1.12.3	The stream shows new spaces, trending spaces, and highly-voted content.	Not Done	Not Done	In Progress
1.12.4	The stream is not cluttered with minor events.	Not Done	N/A	N/A
1.12.5	Each item in the stream is a direct link to the content.	N/A	Not Done	In Progress

Project Structure and Repository Setup

For our project, we've organized our code in a monorepo on Github that holds our backend services, web frontend, and native Android application. This setup keeps everything in one place, making it easier for our team to work together and manage the different parts of the project.

The heart of our application is the backend, which we built using Python and the Django framework. We chose Django because it's easy to dive into and helps us build features quickly and reliably. To create the API that our web and mobile apps talk to, we used the Django REST Framework. All our data is stored in a PostgreSQL database, and we use Gunicorn to run the backend in a production environment. To make sure everything runs smoothly everywhere, we've dockerized our backend in a Docker container.

Our web frontend is a single-page application built with React, which allows us to create a dynamic and responsive user interface. We use Vite for our development and build process because it's incredibly fast. For handling navigation within the app, we use React Router, and the core graph visualization is powered by Reactflow. We also write tests for our components using Vitest and the React Testing Library to keep our app stable.

For our mobile app, we're developing a native Android app using Kotlin with MVVM architecture & Jetpack Compose. Using this tech stack we had to start our mobile app from scratch but our past experiences and familiarity with this framework allowed us to quickly implement fully functional features covered with unit tests. The Android app connects to the same Django backend as our web app, providing a seamless experience across platforms.

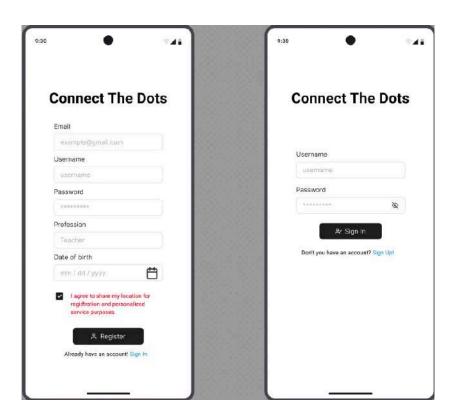
To automate our workflow, we've set up CI/CD with GitHub Actions. Whenever we push new code or create a pull request, automated workflows kick in to run tests for the backend, frontend, and mobile app. When we merge changes into our main branch, these workflows also handle deploying the new versions of our applications. The entire infrastructure is managed with Docker Compose, which lets us spin up our whole application with a single command, making both development and deployment much simpler.

Design

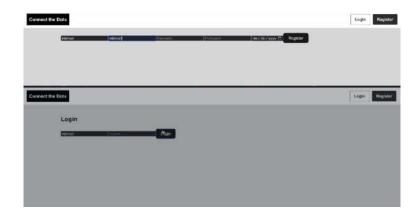
UI Mockups

Registration & Login screens

A. Mobile

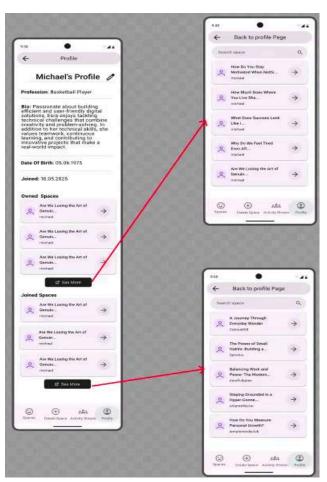


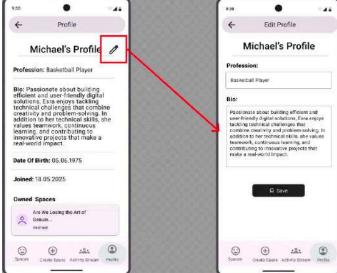
B. Web



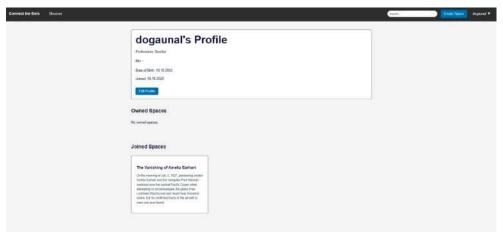
Profile Screen

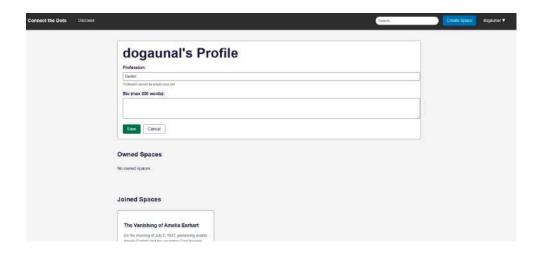
A. Mobile





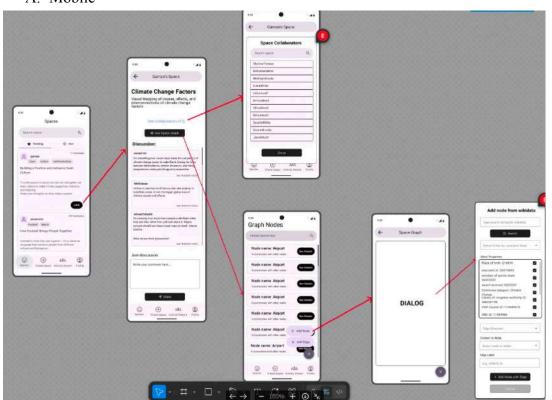
B. Web

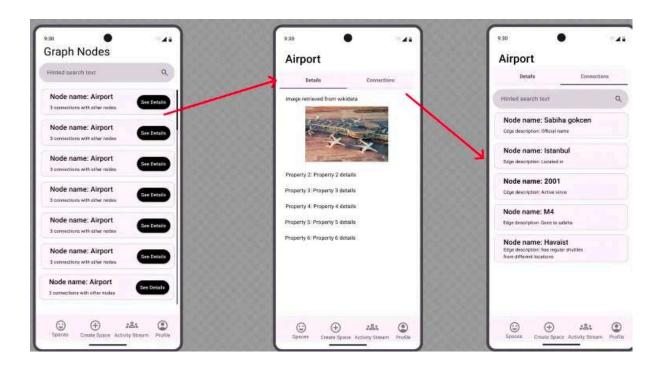




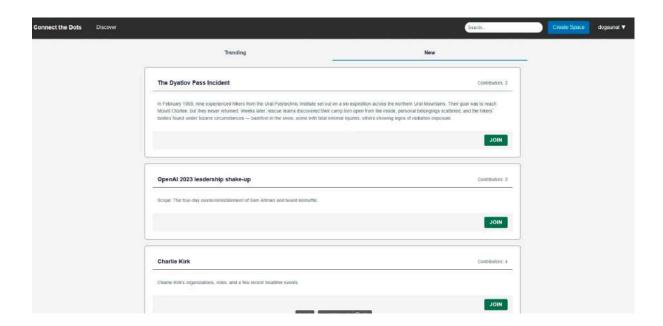
Space and Space Management

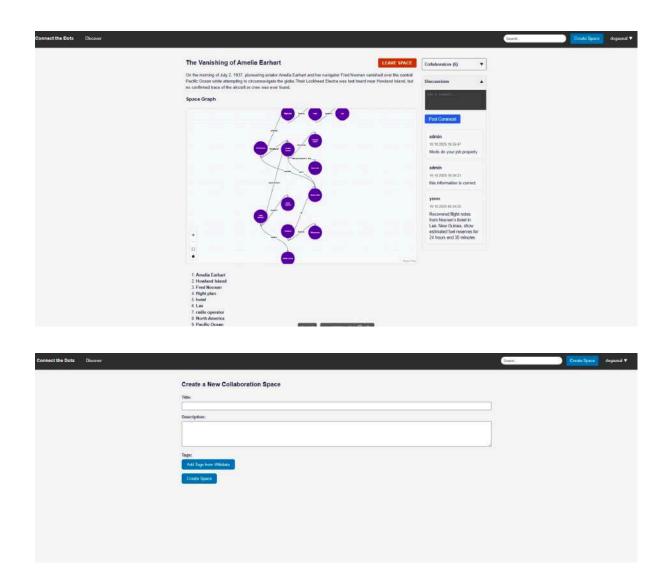
A. Mobile





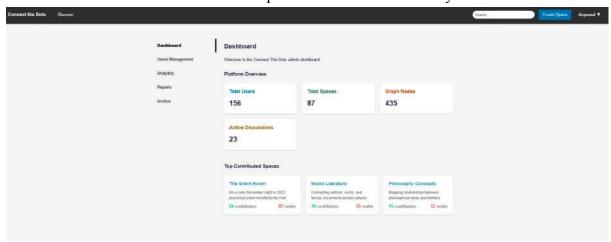
B. Web



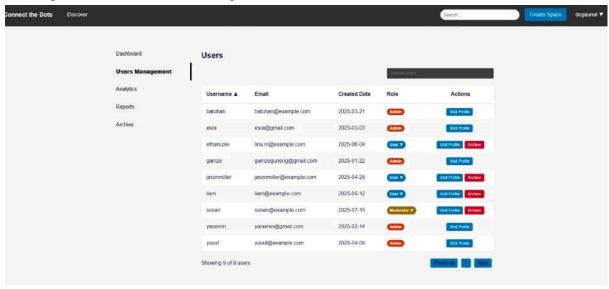


Back Office (Only Available in Web)

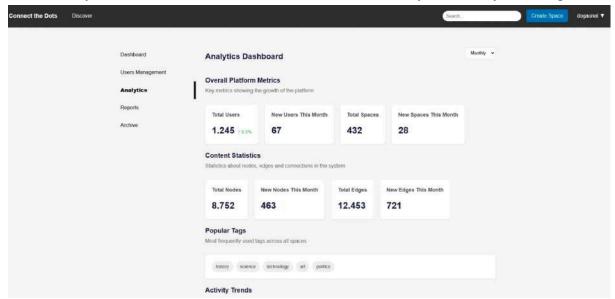
A. Dashboard section where we keep the total overview of the system



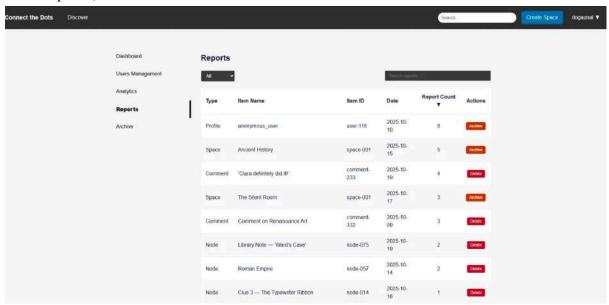
B. User management section where we see all system users, their roles, emails and possible actions that can be performed on them



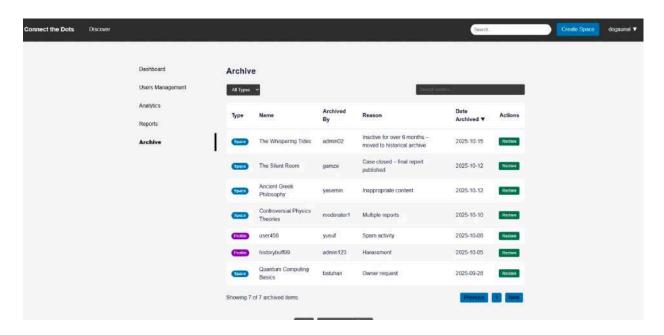
C. Analytics section, where we see overall statistics of the system and system usage



D. Reports where we see all reported system components, such as comments, users, spaces, etc.



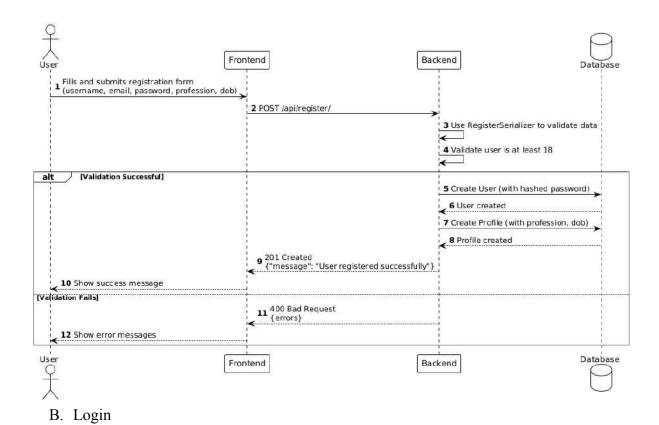
E. Archive section where we see archived system components.

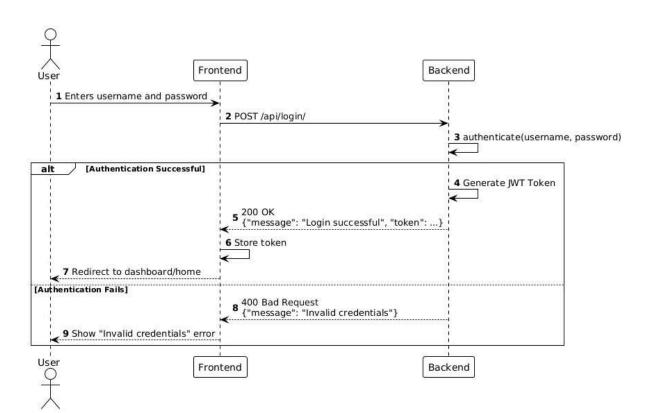


UML Diagrams

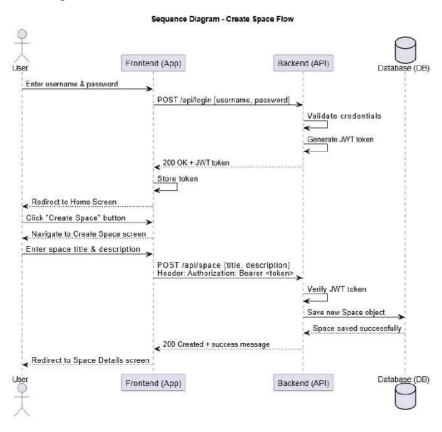
Sequence Diagrams

A. Registration

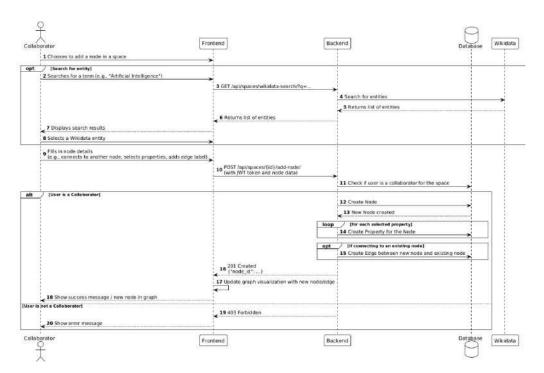




C. Create Space

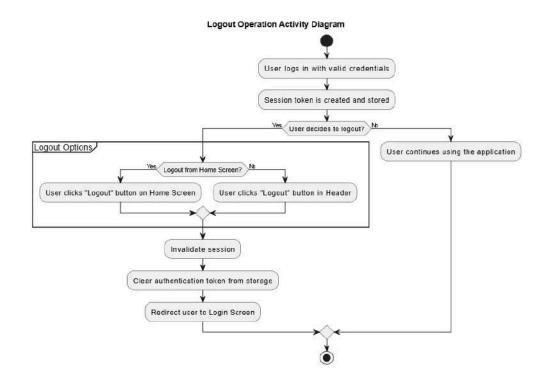


D. Adding Node to Space Graph

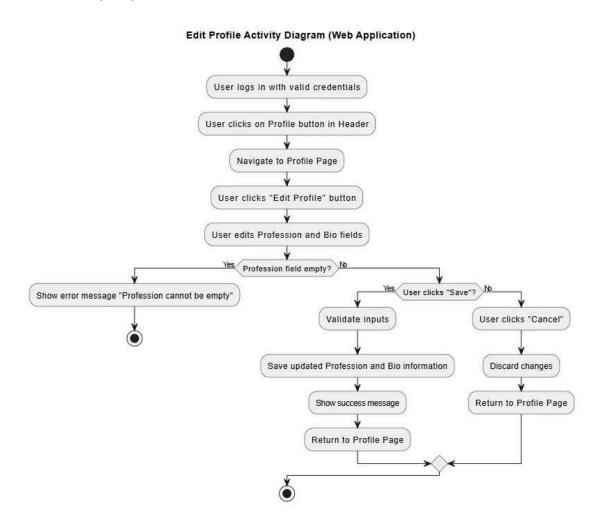


Activity Diagrams

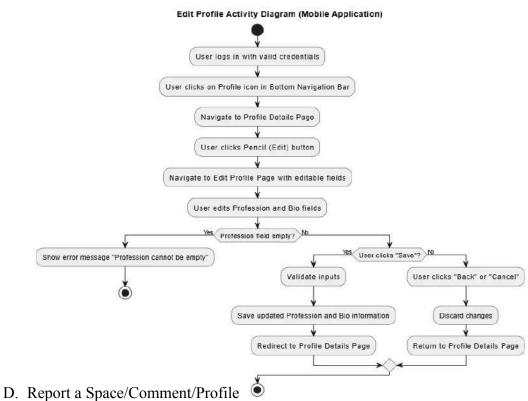
A. Logout

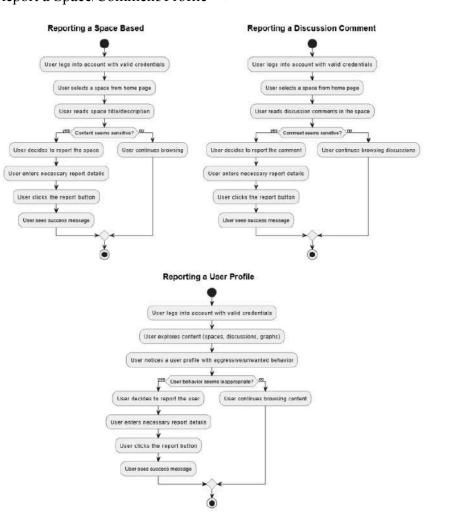


B. Edit Profile (Web)



C. Edit Profile (Mobile)





User logs in with valid credentials User sees the list of spaces on home screen User clicks on a space to explore User sees the discussion section User decides to add a new comment User clicks on discussion text field User writes a comment User clicks "Post Comment" button

Comment field is empty?

Nothing is posted

E. Adding a Comment on Discussion

Use Case Scenarios

1. Dyatlov Pass

Dimitri Petrov, a 29-year-old history teacher in Moskov, often used **Connect-The-Dots** to prepare visual lessons for his students about unsolved events.

Comment is added to discussion

After a long day at school, he sat by the window of his small apartment overlooking the skyline and saw a news headline:

> "Russian authorities reopen Dyatlov Pass investigation"

He opened the Connect-The-Dots app and searched Dyatlov Pass.

There wasnt a such board, he decided to create the space and added the following as description:

In February 1959, nine experienced hikers from the Ural Polytechnic Institute set out on a ski expedition across the northern Ural Mountains.

Their goal was to reach Mount Otorten, but they never returned.

Weeks later, rescue teams discovered their camp torn open from the inside, personal belongings scattered, and the hikers' bodies found under bizarre circumstances — barefoot in the snow, some with fatal internal injuries, others showing signs of radiation exposure.

Dimitri named the board as The Dyatlov Pass Incident. Since he was familiar with the background of the incident, thus, he started to create the node

Firstly, he decided the add node as Dyatlov Pass, and searched from wikidata.

The first clue for the incident was the tent which found Dyatlov Pass in a weird condition, he added this as second node and connected the nodes with the relation of "found at"

Second clue was the footprints which starting from tent to nearby forest, barefood, he added

node searched footprint from wikidata, connected the node with tent, and added the relation as

"starting_from". Than, he searched forest from wikidata, connected with the footprint and added the relation as "near_by".

And lastly, he decided to add a node for *Yuri Doroshenko, which his body* found at the edge of the forest.

2. The Vanishing of Amelia Earhart

Storyline:

Samantha lives a quiet, simple life by the Pacific.

Every morning, she bikes five miles to the **Marine Data Center**, where she worked as a **data technician**.

Her job is repetitive — checking sonar maps, cleaning metadata, and fixing ocean files.

One night, a coworker told her about *Connect-The-Dots, which is an online app where people collaboratively solve or think about some topics.*

After a while, when she was finishing her routine check, she saw a headline:

> "Researchers believe they've found Amelia Earhart's plane near Pacific ocean."

Out of curiosity, she logged into *Connect-The-Dots*, and found "The Vanishing of Amelia Earhart," and opened the existing board.

Then she saw a breaking news about a metallic object that is found by Nikumaroro.

Clue 1:

At 8:43 AM, Earhart's voice was heard over shortwave:

- > "We are on the line 157-337... we will repeat this message... we are running north and south."
- > Signal faded abruptly. No further contact.
- → *Amelia Earhart → Howland Island* (last contact)

Clue 2:

Recovered flight notes from Noonan's hotel in Lae, New Guinea, show estimated fuel reserves for

24 hours and 30 minutes.

Analysts believe they may have missed Howland by 50–100 miles.

→*Fred Noonan → Flight Plan*(navigator record)

Clue 3:

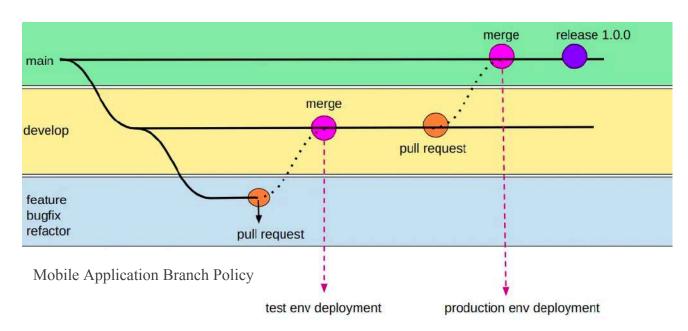
Between July 3–5, several amateur operators in North America and the Pacific reported hearing Earhart's distress calls:

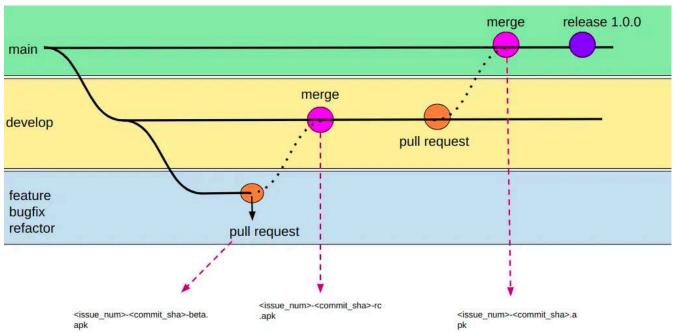
- > "This is Amelia Earhart... we can't last long."
- > Most were dismissed as atmospheric interference, but modern analysis suggests at least two may have been authentic.
- → *Radio Operators → Amelia Earhart* (possible transmission reception)

Infrastructure & Unit Testing

Branch Strategy & Environments

Web Application Branch Policy





Branch Purpose Environment Pipeline Deployment Target Trigger

feature/ bugfix/ refactor/	Isolated development work	none for web app, apk build for mobile app	PR opened & commit push → CI run	No deployment - mobile app artifacts (e.g. beta APK) generated
develop	Integration of all features before release	Test/Staging	Merge into develop → CI/CD	Deploys automatically to test/staging environment -mobile app artifacts (e.g. rc APK) generated
main	Stable release branch	Production	Merge into main → Release pipeline	Deploys automatically to production environment - mobile app artifacts (e.g. APK) generated

Stage	Trigger	Action	Infra Resource
Feature → PR Feature Push	pull_request : develop push: feature	Build + Unit Tests	GitHub Actions Runner Github Actions Artifact Docker Compose
Develop Merge	pull_request: main push: develop	Build + Unit Tests + Deploy to Test Env	Github Actions Runner Github Actions Artifact Amazon EC2 Docker Compose
Main Merge	push: main	Build + Unit Tests + Deploy to Production Env	Github Actions Runner Github Actions Artifact Amazon EC2 Docker Compose

Environment Segregation

Each branch corresponds to a different environment:

- Feature branches → ephemeral (CI only)
- Develop \rightarrow test environment
- Main → production environment

Separate Docker Compose profiles for the environments & different django settings.

Separate deployment instances for web application. (test: http://13.53.174.44:3000/)

Deployment Automation

GitHub Actions environment protection rules.

Separate workflows:

- Web Application(also contains cd parts):
 - o ci feature.yml
 - o ci develop.yml
 - o ci main.yml
- Mobile Application(contains .apk build and artifact push):
 - o ci feature mobile.yml
 - o ci develop mobile.yml
 - o ci main mobile.yml

Artifact Lifecycle Management (Mobile Application)

beta.apk \rightarrow rc.apk \rightarrow release.apk

Unit Tests

Unit-Testing Integration within the CI/CD Pipeline (Web Application)

The continuous integration and continuous deployment (CI/CD) workflows incorporate a fully automated unit-testing process that operates across all active development branches (feature/, bugfix/, refactor/*, develop, and main). Each pipeline execution automatically triggers the testing stage, ensuring that any modification to the codebase is systematically

verified for functional correctness and reliability prior to merging or deployment. This approach enforces a consistent quality gate throughout the software lifecycle and minimizes the risk of introducing regressions into shared branches.

A. Execution Environment

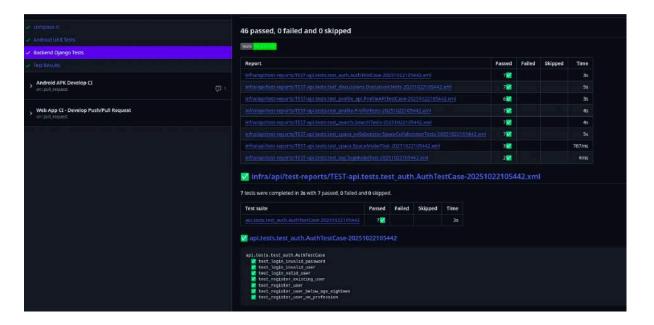
The unit tests are executed within an ephemeral, containerized environment orchestrated by Docker Compose. This setup reproduces the complete production topology, comprising the API service, database, and frontend components, thereby maintaining strict infrastructure parity between testing and deployment environments. Such isolation guarantees reproducibility and prevents host-specific dependencies from affecting test outcomes.

B. Test Workflow

The automated workflow follows a sequential, fully scripted procedure:

- Initialization and readiness verification of the PostgreSQL service container.
- Application of Django database migrations to construct the test schema.
- Execution of the test suite inside the API container using the <u>coverage.pv</u> framework.
- Generation of multi-format coverage artifacts (XML, HTML, and Markdown).
- Publication of summarized test outcomes to the GitHub Actions job summary and the "Tests" dashboard.
- Archival of all reports as persistent CI artifacts for subsequent inspection and traceability.

Example unit test results:



Collectively, this architecture establishes a reproducible, transparent, and infrastructure-aware testing mechanism that reinforces software reliability while enabling continuous quality assessment throughout the development and deployment lifecycle.

Unit-Testing Integration within the CI/CD Pipeline (Mobile Application)

The Android continuous-integration subsystem embeds automated unit testing as a core validation mechanism across all pipeline stages.

Each workflow employs the same fundamental testing framework, ensuring that code correctness and stability are continuously assessed from early development through production-release preparation.

A. Mobile Unified Testing Framework

All pipelines execute unit tests under consistent, reproducible environments on GitHub-hosted Ubuntu runners configured with the Android SDK and JDK 17.

The testing process follows a standardized sequence:

- Source Checkout: retrieves the corresponding branch or pull-request commit.
- Gradle Initialization : validates the Gradle wrapper and restores cached dependencies.
- Build Stage: compiles the application in debug mode (assemble...Debug) for the appropriate flavor.
- Test Execution: invokes the Gradle test task (test...DebugUnitTest) to execute logic-level and ViewModel tests in isolation from device hardware.

Result Collection and Publication:

- dorny/test-reporter: summarizes results in the GitHub job output.
- EnricoMi/publish-unit-test-result-action: exposes detailed outcomes on the Tests tab and in pull-request comments.
- Artifact Preservation: generated APKs and test reports are retained as build artifacts for subsequent analysis and traceability.
- This shared structure provides deterministic testing conditions and immediate feedback to developers, reinforcing the project's continuous-quality-assurance principles.

B. Branch-Specific Testing Objectives

Feature/Bugfix/Refactor CI: Executes unit tests on all incremental development branches to detect functional regressions at the earliest possible stage. It validates isolated

features prior to integration and ensures that every code contribution satisfies the established behavioral contracts.

Develop CI runs the same Gradle test suite when merging into the develop branch, verifying the combined integrity of multiple features. This acts as an integration-testing checkpoint, where the cumulative effects of concurrent changes are evaluated under the shared development configuration.

Main CI Performs unit testing on the production build flavor (testProductionDebugUnitTest) before code promotion from develop to main. This stage serves as a release-assurance mechanism, confirming that no regressions persist in the final production candidate.

Example unit test results:



Individual Contributions

Yasemin Tangül

Contribution	Related Issue
Organizing folder structure for maintainable repository Creating issue template for feature issues	Issue #2
Building CI pipeline for web application and mobile application. Versioning for mobile application .apk Unit test integration to CI pipeline for both mobile and web application	Issue #1

Research on W3C accessibility standards	Issue #5
Research on collaborative tools for documentation	Issue #8
Review & Update SRS based on the new requirements	<u>Issue #10</u>
Building CD Pipeline for Web Application Creating deployment environment for both test and production(EC2) Preparing deployment servers for web application Unit test report generation CD Pipeline integration to deployment environment Creating secret variables on Github	<u>Issue #18</u>
Adding milestones and issues according to the planning	<u>Issue #27</u>

Gamze Güneri

Contribution	Related Issue
Establish branch policy	#Issue 4
Research W3C accessibility standards	#Issue 5
Research mobile app frameworks	#Issue 6
Update Project Wiki Structure with Navigation Links and Additional Pages	#Issue 9
Review and Update SRS with New Features	#Issue 10
Create Figma Project and Design System	#Issue 12
Design Mobile UI Mockups	#Issue 13
Flow Charts and User Stories will be Documented	#Issue 17
Initialize Back-Office Web Frontend Implementation	#Issue 48
Creating UML diagrams	#Issue 50

Yusuf Bayam

Contribution	Related Issue
Setup Github project & Repository	Repository on Github
Establish branch policy	Issue #4
Research W3C accessibility standards	<u>Issue #5</u>
Research mobile app frameworks	Issue #6
Setup Slack Workspace and Communication Channels	Issue #7
Review and Update SRS with New Features	<u>Issue #10</u>
Setup initial mobile application project	<u>Issue #16</u>
Refine & Update Requirements document according to Customer Meeting	<u>Issue #23</u>
User profile screen with unit tests for mobile application	<u>Issue #28</u>
App theme for color-blind support implementation for android in settings screen	<u>Issue #29</u>
Connect Login, Register and Profile Screens to Backend (Android)	<u>Issue #58</u>
Creating UML diagrams	<u>Issue #50</u>
Setup Development and Production Environments for Android	<u>Issue #64</u>

Esra Nur Özüm

Contribution	Related Issue
Creating Issue Tags	Issue #3
Research W3C accessibility standards	<u>Issue #5</u>
Research mobile app frameworks	Issue #6
Review and update the SRS with new features	<u>Issue #10</u>
Designing Mockup UIs for Mobile	<u>Issue #13</u>

Building the initial phase of the mobile application	<u>Issue #16</u>
Implementation of the registration screen on mobile	<u>Issue #24</u>
Implementation of the login screen on mobile	<u>Issue #25</u>
Addding unit tests for login and registration screens	<u>Issue #32</u>
Creating UML diagrams	<u>Issue #50</u>
Creating a milestone report template	<u>Issue #51</u>
Creating a space graph representation on mobile	<u>Issue #57</u>

Batuhan Cömert

Contribution	Related Issue
Create issue tags	Issue #3
Research W3C accessibility standards	<u>Issue #5</u>
Research regarding colors for color blind people	<u>Issue #20</u>
Color theme implementation for web	<u>Issue #30</u>
Review of Web Application Unit Tests	<u>Issue #31</u>
Fixing Wikidata Search API Bug	<u>Issue #45</u>
Refactor Color Palette Implementation	<u>Issue #60</u>
Review SRS According to New Requirements	<u>Issue #10</u>

CM1 Team Retrospective

What went well?

• Meeting planning was decided nicely.

- Communication among the team members was generally efficient and effective. Attendance at regular meetings was consistently high, and prompt actions were taken on the topics discussed. The frequency of the weekly meetings was well planned, allowing sufficient time afterward for development and task management activities.
- Making the project up-and-running was very fast.
 - The project was set up and launched quickly and efficiently, along with its overall structure. The dockerization and deployment stages were handled with the same level of efficiency and were completed without significant time loss.
- We were able to deliver everything included into the CM1
 - All the tasks determined for Customer Milestone 1 during the planning phase were successfully completed and documented. In addition to the timeframe allocated for the customer milestone, the internally defined milestones enabled efficient distribution and completion of task management activities.
- Meeting notes, templates, wikis we prepared well
 - The importance of documentation in the team project was recognized, and with the help of documentation tools, records were kept for all tasks performed. Tools such as Figma, Wiki, and Notion were utilized to ensure that the documentation remained organized and easily manageable.
- Planning (including new features) was good.
 - Given that the project had two significant customer milestones and would undergo an approximately three-month development period, a detailed plan was prepared by the team members accordingly. In addition to the customer milestones, internal milestones were introduced to create a realistic development environment and to maintain a balanced workload. Tasks for improving existing features and adding new ones were taken into account, and they were distributed as evenly as possible across the defined milestones.

What needs improvement?

- We can start presentation planning much more early.
- We need to spend much more time to the design
 - When deciding on the designs, which constitute a guiding and essential part of the project, making decisions collaboratively as a team can help prevent potential issues in later stages and facilitate reaching effective solutions through brainstorming. Within this framework, it can be stated that the team can spend more time on the designs, discussing their pros and cons in greater detail.
- We need to prioritize the issues.

- We could assign priority levels to the tasks identified during the planning phase and selected individually during development more carefully. This would be highly beneficial as the project grows further.
- We need to make sure the unit tests are covering the code.
 - Ounit tests, which are a crucial part of the project, are highly effective and helpful in identifying issues or determining whether a new change impacts the entire system. In this context, we should aim to maintain the coverage of the written unit tests at the highest possible level. As the project grows, these tests can help reduce our workload to detect any broken points in the project.

Action items

- [] Start preparing the presentation flow for the customer milestones before 1 week.
- [] Supplement design related discussions with graphical tools.
- [] Check code coverage while writing new scripts (Add new unit tests if needed)