



TED UNIVERSITY

Faculty of Engineering

Department of Computer Engineering

CMPE 491 – Senior Project Report Specification Report

Name: Çağla KÖSE, Doğa TÜRKMEN, Mert ARCAN, Oytun Uras ŞAHİN

Section: 01

Supervisor's Name: Venera ADANOVA

Jure Member's Name: Aslı GENÇTAV, Elif KURTARAN ÖZBUDAK

Table of Contents

1. Introduction.....	3
1.1 Description.....	3
1.2 Constraints	3
1.3 Professional and Ethical Issues.....	4
2. Requirements	4
3. References	5

1. Introduction

Univhex is a social media project based on mobile platforms. Our primary goal is, to create a multifunctional social media platform, only for university students, to provide them a unique social media experience that they can spend their time with pleasure. Our duty here is, affording a safe and user-friendly environment where students can share their ideas, needs, wishes and many other campus life related subjects.

1.1 Description

Univhex aims to increase the amount of interaction between students in the same campus. Students will be able to register this platform only with verifying their university email addresses. So, we ensure that anyone except students will not be able to register into app. The app structure will basically have a similar structure to other social media apps in today's world. It will have a profile page for every individual user where the information about them takes place. A home page where users shared contents such as posts will flow. And A private chat system that enables a communication between two users. Additionally, it will have a Univhex page that some deserved posts will take place. Purpose of this page is increasing the ratio of the post's attraction. To deserve this right, post should get some amount of "Hex"s, which will be a button similar to comment and like, but in a hexagon shape. After getting enough Hexes that post will automatically transfer in to the privileged Univhex page and keep their position there for at least 1 week. Sharing a post in Univhex will be able to be done anonymously or with user's identity. Furthermore, Univhex will comprise a rewarding system to keep users interact with the app. This rewarding mechanism will be related to earned hexes with posts. Finally, we need to inform that, Univhex will be a social interaction platform, it is planned that it won't contain any educational purposes.

1.2 Constraints

One of our major constraint is learning to develop a mobile app. As a group, we have never developed a useful product related to software engineering since now. Hence, our major problem will be learning how to develop a software project. Moreover, the project will be a mobile app, so we will need to learn additional frameworks, services, and software languages. We have a limited amount of time for our project, so we need to start learning those subjects as fast as we can. If we can't manage our time properly, the quality and scope of our project will be negatively affected. As university students, the amount of money that we will spend on this project will not be less. We must ensure that we're using the best fitted, and most economic services for our project.

1.3 Professional and Ethical Issues

For ethical issues, we are aware that anonymous posts can contain bad language or explicit content. So, we have to apply many restrictions, and punishments. Besides that, students can feel free to share their information with Univhex. Because we will have a strong protection system for our database, and we will protect the users from any evil outcome. We will be transparent to our users. If something vicious happens, we will make sure to report the situation to our users.

The framework for this project will be the legal framework in the Turkish regulatory system. The constitution's provisions on copyright and patent problems, as well as the ethics surrounding them will be upheld. While getting information from our users, we will be using the KVKK contract. The information of our users will not be used in any other place. We will share any updates in our application within app and e-mail. We will send it as update notes, and we will share it as a post. By doing that, we will make sure to notify each Univhex user. We will keep improving our product according to user's requests, needs and feedbacks. We have rivals, and we need to improve our application to become better and more usable than them.

2. Requirements

For our project, we will be needing a server and for the long term we need to pay for this server. Besides that, we have to use a database to store our users data, and we will use Firestore for that purpose which is included in Firebase service. We need to store our data in the server as well. We will use Integrated Development Environment (IDE) to implement our codes. We will use Visual Studio Code as IDE since it provides a lot of useful extensions. In order to test our app in virtual machines, we will use IOS and Android emulators that is supplied by Xcode, and Anroid Studio respectively.

3. References

- [https://www.projectmanager.com/blog/10-project-constraints-that-endanger-your-projects- success](https://www.projectmanager.com/blog/10-project-constraints-that-endanger-your-projects-success)
- (2022). *Senior Design Project I. ms, Ankara.*
- <http://www.acm.org/about/code-of-ethics>
- <https://www.computer.org/cms/Computer.org/Publications/code-of-ethics.pdf>
- <https://www.ieee.org/about/corporate/governance/index.html>
- [https://www.citationmachine.net/apa/cite-a-website/search?
q=http%3A%2F%2Fplato.stanford.edu%2Fentries%2Fethics-computer%2F](https://www.citationmachine.net/apa/cite-a-website/search?q=http%3A%2F%2Fplato.stanford.edu%2Fentries%2Fethics-computer%2F)