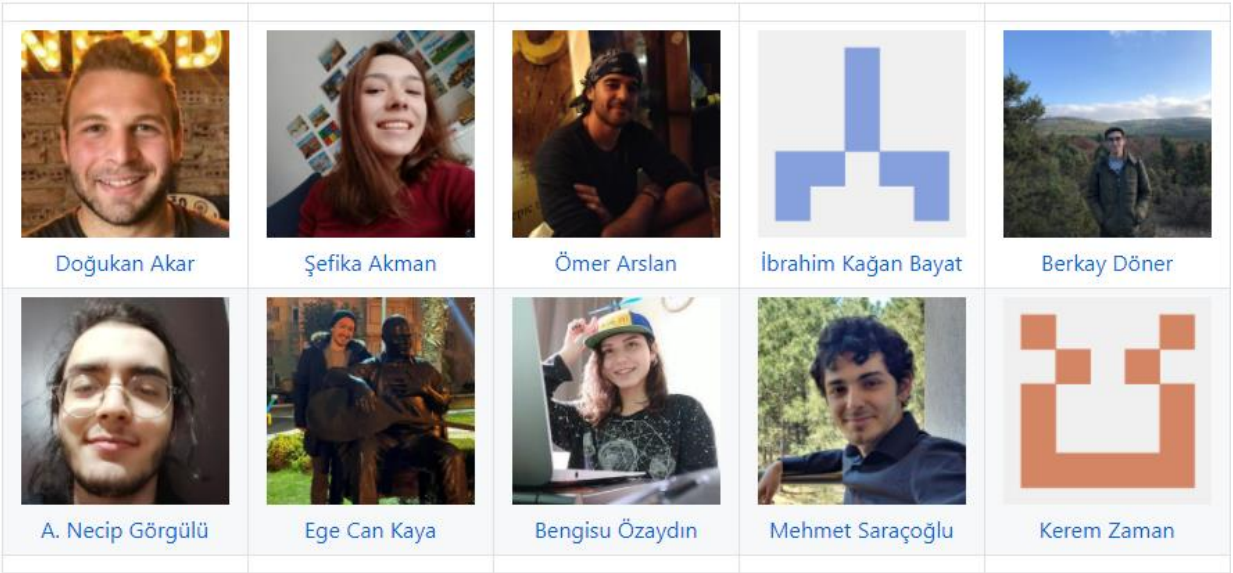
MILESTONE REPORT 1

09/05/2021
Group 2



Contents:

Executive Summary 5
Introduction 5
Project Status 6
Moving Forward 7
List and Status of Deliverables 7
1. Communication Plan 7
2. Requirements 8
3. Creating Scenarios and Mock-ups 8
4. UML Software Designs 8
5. Project Plan and RAM 8
Evaluation of the Status of Deliverables 9
1. GitHub Repository Basics 9
2. Determining Requirements 10
3. Real-Life User Examples and Visualization of UI 11
4. Schematizing a Draft of How Program Will Work According to the Requirements 11
Evaluation of Tools and Processes 12
Google Drive 12
Discord 13
Whatsapp 13
Miro 13
Paint 14
Github 14
Project Libre 14
Visual Studio Code 15
Doodle 15
Zoom 15
Summary of Work Done by Each Team Member 15
Deliverables 21
Communication Plan 21
Requirements 22
Glossary 22
1. Functional Requirements 22
1.1. User Requirements 23
1.2. System Requirements 25
2. Non-Functional Requirements 28

Scenarios and Mockups 29
1. Creating an Event 29
2. User Searches for an Event 36
3. Player & Spectator Application 42
Melike reads the description and sees that the event creator is looking for advanced players. So, she thinks this match could be very useful to observe and clicks the spectator application. 53
Sometime later, she enters the app again and notices that she received a notification. So, she clicks the notification button. 54
4. Event Creator Selecting from Applicants 55
Checking application notification from homepage **Error! Bookmark not defined.**
Seeing applicants from notifications page and clicking on applicant profile **Error! Bookmark not defined.**
Checking the profile page of applicant **Error! Bookmark not defined.**
Accepting or declining applicants **Error! Bookmark not defined.**
Checking application notification from homepage **Error! Bookmark not defined.**
Seeing applicants from notifications page and clicking on applicant profile **Error! Bookmark not defined.**
Checking the profile page of applicant **Error! Bookmark not defined.**
Accepting or declining applicants 62
5. Discussion 63
UML Diagrams 69
Class Diagram 69
Use Case Diagram 70
Sequence Diagrams 71
Project plan & RAM (responsibility assignment matrix) 82

Executive Summary 5
Introduction 5
Project Status 6
Moving Forward 7
List and Status of Deliverables 7
1. Communication Plan 7
2. Requirements 8
3. Creating Scenarios and Mock-ups 8
4. UML Software Designs 8
5. Project Plan and RAM 8

Evaluation of the Status of Deliverables 9
1. GitHub Repository Basics 9
2. Determining Requirements 10
3. Real-Life User Examples and Visualization of UI 11
4. Schematizing a Draft of How Program Will Work According to the Requirements 11

Evaluation of Tools and Processes 12
Google Drive 12
Discord 13
Whatsapp 13
Miro 13
Paint 14
Github 14
Project Libre 14
Visual Studio Code 15
Doodle 15
Zoom 15

Summary of Work Done by Each Team Member 15

Deliverables 21
Communication Plan 21
Requirements 22
Glossary 22
1. Functional Requirements 22
1.1. User Requirements 23
1.2. System Requirements 25
2. Non-Functional Requirements 28
Scenarios and Mockups 29
1. Creating an Event 29
2. User Searches for an Event 36
3. Player & Spectator Application 42
Melike reads the description and sees that the event creator is looking for advanced players. So, she thinks this match could be very useful to observe and clicks the spectator application. 53
Sometime later, she enters the app again and notices that she received a notification. So, she clicks the notification button. 54
4. Event Creator Selecting from Applicants 55
Checking application notification from homepage **Error! Bookmark not defined.**
Seeing applicants from notifications page and clicking on applicant profile **Error! Bookmark not defined.**
Checking the profile page of applicant **Error! Bookmark not defined.**
Accepting or declining applicants **Error! Bookmark not defined.**
Checking application notification from homepage **Error! Bookmark not defined.**
Seeing applicants from notifications page and clicking on applicant profile **Error! Bookmark not defined.**
5. Discussion 63

UML Diagrams 69
Class Diagram 69
Use Case Diagram 70
Sequence Diagrams 71
Project plan & RAM (responsibility assignment matrix) 82

Executive Summary

Introduction

Our project aims to build an amateur sports organization platform where people can meet up and do various sports related activities. Registered Users can create events, join events as both spectator or player, follow other users, put up their equipment in their equipment page for other users to view on top of the features Guest Users can use. Guest Users can only perform searches and view posts but cannot interact further.

Project Description

Our project is an amateur sports organization platform where people can meet up and do various sports related activities. Users can also search for equipment or spectate these sports related activities.

Every registered user is equal on our platform. In other words, there are no different registered user types. Even though the registered users can access all the features of the platform guest users cannot. Guest users can only perform search and nothing else. If they want to create an event, join an event etc. they need to sign up (or sign in) first.

Registered users can create an event to gather up people for their games. In the creation process they need to specify the location, sport, age range, skill level and the time for this event. After the event is created other users can see the event on their search list.

Registered users can apply to join games both as a player and a spectator. In order to apply to a game, they need to search for an event with the filtering criteria they see fit. After selecting the criteria, they need to select an area on the map where they want to search events in. After that they can view the events as a list and click on any of them to see more about the event and apply to it. The user who created the event (Event Creator) will select just enough people to run the event among the users who applied.

All the users can search for a user, equipment or event with the criteria they like and get results. They can also view these posts however guest users cannot interact further. Registered users also comment under these posts in the form of “Discussion”. In our discussion format there are questions and answers. Questions are unique comments asking for help and the answers will be under these questions.

Project Status

So far, we have

- Set up our github repository which we used and will use to document our work inside this project. Everyone in our team created their own wiki pages and took care of the stuff related to themselves in the HOME page. We tidied up the sidebar, created a Communication Plan and decided on a Communicator who will communicate with the teaching staff.
- Researched other existing projects which are similar to our project and took notes about similarities and differences among them.
- Identified the Functional and Non-functional requirements. In order to validate them we prepared a list of questions and prepared a meeting with our customer.

- Created mockup scenarios in order to show our customer how this project is going to look like when performing certain actions. We have created personas, stories and mockups for these scenarios and showed them to our customer. After the customer meeting we tweaked the scenarios according to the feedback we got.
- Created Class, Use Case and Sequence Diagrams in order to determine how we are going to implement the requirements. We first created the Class Diagram since we decided it was necessary before starting working on the other diagrams. After the Class Diagram everyone in our team took up on a Sequence Diagram and after we were done with that we created the Use Case Diagram. After countless meetings with our TA, we took care of the mistakes inside our diagrams and they are ready to be delivered.
- Created RAM (Responsibility Assignment Matrix) and our Project Plan to put them in our Milestone Report. After the RAM table was created everyone in our team filled the boxes according to the work they have done. For the Project Plan, first we listed the work we have done until now. Then we planned the work we are going to do until the end of this project.

Moving Forward

For the rest of the semester, we are going to do:

- Code versioning and Code Review
- Verification and Validation: Testing, Unit Tests, User Tests, and Debugging
- Configuration Management, Deployment, Dockerization

We are going to keep on working as a team as we did until this point. We strive to make our design clear and complete so we can have an easier time implementing. We plan to stick to our project plan which is also going to be included in this Milestone Report and have our platform running on both Android and Chrome by the end of this project.

List and Status of Deliverables

1. Communication Plan

1.1. Discord server initialization.

1.2. Discussing what to do, how to organize about the future events.

1.3. Creating issues, managing them dynamically by assignees.

1.4. Creating and putting proper labels to the issues.

2. Requirements

Functional and non-functional requirements were defined, their boundaries were set.

2.1. Functional requirements set divided into two subsets, user and system requirements.

2.2. Non-functional requirements had the availability, performance, privacy, and security properties. Deployment to the other platforms and standards were also determined.

3. Creating Scenarios and Mock-ups

Several scenarios and their mock-ups were created to illuminate user experiences with different platforms. Scenarios are not too detailed but visualize how to create UI and provide proper illustration about what will possibly be done.

4. UML Software Designs

Three types of diagrams (class, sequence and use-case diagrams) were designed and filled according to our project principals. All of the diagrams illustrate and simplify how our program is going to execute.

5. Project Plan and RAM

We shared the project plan among five group members. Two people took care of 451 parts, two people took care of what we have done so far and one person took care of what we will do for the rest of this semester.
Also one of the group members has created the RAM table and all members filled.

Evaluation of the Status of Deliverables

1. GitHub Repository Basics

GitHub repositories are the main platform of our project. We carried out several researches to create necessary applications for proper use.

1.1. Researching About Other Well-Designed GitHub Repositories

Several GitHub repositories were found and examined by each team member. The repositories are mostly professional and successful pages of the widely used programs. These repositories provided us a decent example of what we should do and what not to do while creating the project.

1.2. Issues and Labels

To provide synchronization, we opened and managed issues. Issues are firstly created to determine what to do, then by the comments and contributions they are transformed into an elaborate summary of what the team has done about the subject.

Labels are created to specify the type of the issue. New labels are created to provide a better description. Also we have assigned the labels to some specific colors to visualize issues organized.

1.3. Wiki Pages

Wiki pages are our main knowledge pages that hold all the information about our project. We created new wiki pages if necessary, and modify them when a page needs to change. Each team member has their own personal wiki pages. All the work that we have done so far is held in distinct wiki pages and the pages can be controlled by all the members.

1.4. Communication and Personal Pages

In personal pages, team members hold their personal information. Anyone who needs to contact these members can be guided properly with these pages. The communication between the team members is provided by Whatsapp and Discord platforms. All members check those platforms daily and they can constantly learn about the changes about the project.

2. Determining Requirements

The project needs some requirements to be satisfied for being well-designed and useful. The requirements are categorized as functional and non-functional, listed in its own wiki page, and all the other remaining work is done according to the criteria determined as a requirement.

3. Real-Life User Examples and Visualization of UI

To keep the work efficient, we need to simulate some real-life events on our future program, and determine how our program reacts to it. This work has several distinct steps.

3.1. User Personas and Their Stories

First step for simulating a real-life event is creating a sample person which has his/her own identity. We also assume that the person is going to use our program. The procedure of the program will be determined by the users' stories and the users will choose some options in the program according to their personalities.

3.2. Scenarios and Mock-Ups

We created scenarios about how the sample users would use the program and showed how our program works on different platforms according to the users. After doing this, we visualized the program by using some basic tools, and it gave us an idea about designing the program in different platforms.

4. Schematizing a Draft of How Program Will Work According to the Requirements

4.1. Class Diagram

Class diagram shows all the classes that the program uses, defines the relationship between the classes and defines a sketch of the functions of the program.Furthermore, its visualization makes it more understandable.

4.2. Use-Case Diagram

Use-case diagram shows the interaction between user and the system. It shows which user type gets which one of the services. It also visualizes the dependencies and hierarchy of the functionalities by using arrows. We defined three types of users: poster, player/spectator, and guest user. All of their possible works are defined.

4.3. Sequence Diagram

When the system works, it will use its classes and their functions to do the job. To show some basic operations, we use the sequence diagrams that show the classes, and relations between them via functions. We defined 15 different diagrams, that all envelopes the usage of the system.

Evaluation of Tools and Processes

Google Drive

Google Drive is a file storage service. It has the google docs app to create and edit documents and spreadsheets.We created docs and spreadsheets for deliverables and milestone report. Drive helps us to be synchronized while working simultaneously.

Discord

We use discord for several purposes. Our main communication is on discord. We use discord to both chat and do online meetings. Also we use it for task distribution. We list the tasks and each member reacts to the task s/he will take. We created several chat channels to collect related texts on the same page like user requirements, system requirements. Also we have several voice channels for subgroups of works.

Whatsapp

Whatsapp is the easier way of communication. We just use it to reach other members quickly. Usually we don't take important decisions on whatsapp instead we use discord.

Miro

Miro is an app that allows all team members to work on the same board simultaneously. We have a board that we create most of the deliverables for example sequence diagrams, mockups and class diagram. It helped us on the team meeting because we can view and

change diagrams simultaneously on the board. We could export sequence diagrams and mockups as an image. While exporting use case and class diagrams we encountered image resolution limit problem. So we should have used another program for this situation.

Paint

We used paint to merge small screenshots of the diagrams that we couldn't export as images from Miro.

Github

GitHub

IT service management company

Everything we do is collected in github.
In our wiki page, we open separate pages for all works and upload what we have done. It is easy to update pages also it is easy to keep track who has made changes.
Another nice feature of github is that we can create an issue and make progress through issues. For example if we create an issue, we can add labels according to its importance, type, status etc., we can update and when it is done we can close it.

Project Libre

ProjectLibre™

Project Libre is a project management software. We used it to create the project plan. It does not allow us to create online plans so we had to merge parts of the plan manually. Also, one of the team members observed that the program stops responding occasionally, which caused data loss during work.While exporting the project plan, it didn't include non

ASCII characters, also it doesn't have export as an image feature. This made the process hard for us.

Visual Studio Code

Since the writing area in github is narrower, we sometimes prefer to write markdown text in visual studio code. You can preview the markdown while writing on VS Code.

Doodle

Doodle is a tool for scheduling meetings in which we can create polls. We used it to schedule customer and team meetings.

Zoom

Zoom is an online meeting app. We use it mostly for customer meetings and sometimes for team meetings. Screen sharing feature is useful when reviewing documents together.

Summary of Work Done by Each Team Member

Doğukan Akar	● Git Repository research ● Creating wiki pages and sidebar ● Writing user requirements ● Reviewing requirements ● Reviewing scenarios of other groups ● Creating scenario #5 and its mockups ● Reviewing class diagrams of other groups ● Contributing the Class Diagram ● Reviewing sequence diagrams of other groups ● Creating “User Creates an Event” sequence diagram ● Reviewing use case diagrams of other groups ● Contributing the Use Case diagram ● Creating “Tools and Processes” part of Milestone 1 ● Contributing to create milestone
Şefika Akman	● Git Repository research ● Creating wiki pages and sidebar ● Writing user requirements ● Reviewing requirements ● Reviewing scenarios of other groups ● Creating scenario #5 and its mockups ● Reviewing class diagrams of other groups ● Contributing the Class Diagram ● Reviewing sequence diagrams of other groups ● Creating “User Registers” sequence diagram ● Reviewing use case diagrams of other groups ● Contributing the Use Case diagram ● Creating “Tools and Processes” part of Milestone 1 ● Contributing to create milestone
Ömer Arslan	● Git Repository research ● Creating wiki pages and sidebar ● Founding some interesting repositories and contributing to our repository wiki page ● Attending the team and TA meetings. ● Reviewing scenarios of other groups ● Reviewing class diagrams of other groups. ● Creating “Equipment Search” class diagram ● Reviewing sequence diagrams of other groups ● Creating “Event Creator Selects From Applicants” sequence diagram ● Reviewing use case diagrams of other groups ● Creating “List and Status of Deliverables” part of Milestone 1 ● Creating “Evaluation of the Status of Deliverables” part of Milestone 1

İbrahim Kağan Bayat	● Creating personal wiki page ● Founding some interesting repositories and contributing to our repository wiki page. ● Creating and contributing to the system requirements ● Creating some issues ● Creating the persona, story, pre-conditions, goals, actions and acceptance criteria of scenario1 (event creation). ● Creating web mockup for scenario 1 (event creation) ● Filling the discussion comment class ● Creating a sequence diagram for joining events as spectator ● Reviewing the use case diagrams ● Creating the project plan for the duration from today (09.05.2021) until the end of the semester. ● I participated in all group meetings and customer meetings. ● Participating in Ps hours. ● Contributing to milestone report
Berkay Döner	● Attending all the team meetings and TA meetings so far. ● Taking the notes of TA meetings. ● Making a research about Git and documenting it. ● Creating the homepage of our repository. ● Adding some labels. ● Creating the personal wiki page. ● Contributing to the repository research by adding two interesting repositories. ● Writing the non-functional requirements. ● Contributing to the user requirements by adding requirements related to the follow and block functionalities. ● Contributing to the system functionalities by adding requirements related to the badge system and notification system. ● Preparing the questions to be asked to the customer. ● Attending the customer meeting and taking the notes, then documenting the meeting. ● Creating all parts of the scenario related to the player&spectator application. ● Creating all parts of the mockup of player&spectator application scenario. ● Creating notification classes for the class diagram. Also, contributing heavily to the user profile,

	following, blocking, badge, and privacy option classes. ● Helping with the overall structure of the use case diagram. ● Creating the “user posts a comment on the discussion page”, “user answers a discussion comment”, “user gives a badge to another user”, “user follows a user” and “user blocks a user” sequence diagrams. ● Creating the Responsibility Assignment Matrix (RAM). ● Listing the possible work steps for CMPE451 for the project plan.
Ahmet Necip Görgülü	● Became the communicator and handled the communication matters with the teaching staff ● Prepared the communication plan for my team ● Took the meeting notes all semester ● Set up my personal wiki page ● Researched repositories in order to learn more about github ● Created issues for assignments almost every week. ● Came up with customer questions ● Set up customer meeting with our TA in order to ask them questions for customer ● Wrote the Persona, Story, Goals, Preconditions, Acceptance Criteria for Scenario #2 ● Created the web mockup template for my team so can they can use it in their work ● Created web and android mockups for Scenario #2 ● Tidied up the requirements with similar functionalities ● Organized meetings with TA every weekend so we can get feedback on our work ● Attended to every PS session so we can stay up to date with anything our TA says ● Created the sequence diagram for the scenario "User joins an event as a player." ● Worked on class diagram (Mainly on Registered User, Event_Post, User Controller and Badge classes) ● Worked heavily on the Player/Spectator part of the diagram mainly on "View Own Profile" ,

	"User Search" and "Event Search" cases ● After showing our Use Case to our TA, I removed the wrongly placed <extended> labels and reversed the arrows belonged to the <extended> labels according to the feedback we got from our TA ● Wrote the" Executive Summary" for our Milestone Report.
Ege Can Kaya	● Taking spontaneous notes to Discord during TA meetings ● Contributing to the wiki by creating the our squad, research and personal wiki pages ● Filling out my personal wiki page ● Finding and documenting interesting github repositories ● Researching git usage and commands ● Attending to group meetings ● Attending to every PS session and scheduled TA meeting ● Contributing to the requirements page by noting down requirements ● Researching similar software and creating a comparison table ● Writing the persona, story, goals, preconditions and acceptance criteria for scenario #4 (Event creator selects from applicants) ● Creating the web mockups for scenario #4 ● Creating the mobile mockups for scenario #4 ● Working on the Equipment_Post class in the class diagram and contributing to the Post class ● Creating the 'user fetches notifications and reads one' sequence diagram ● Creating the 'user removes a notification by engaging with its content' sequence diagram ● Creating the 'notification is sent by the action of a user' sequence diagram ● Reviewing and modifying the sequence diagrams ● Adding the guest user section to the use-case diagram ● Contributing to the project plan for the period dealing with the duration of CMPE451 ● Contributing to the milestone report
Bengisu Özaydın	● Attending group meetings.

	● Attending TA meetings. ● Attending PSs. ● Setting up a personal wiki page. ● Contributing to repository research wiki page. ● Contributing to labels used in issues. ● Creating, modifying, commenting to issues regularly. ● Researching existing examples of similar projects to our project and creating a comparison table. ● Working on user search class diagram. ● Modifying search functionality. ● Updating class diagrams regarding search modifications. ● Updating use case diagrams of search-related actions. ● Removing unnecessary “include” or “extend” labels in search-related use case diagrams. ● Updating sequence diagrams containing search actions. ● Contributing to giving badge, following/blocking user, equipment post creation, selecting applicants sequence diagrams. ● Reviewing sequence diagrams and contributing partly to each. ● Revising all diagrams and merging miro board screenshots. ● Contributing to the milestone report.
Mehmet Saraçoğlu	● Attending to the group meetings ● Attending PSs ● Opening and closing issues needed ● Creating Discord Channel ● Researching GitHub Repositories ● Writing System Requirements ● Creating scenario #1’s Android Mock-up ● Creating Class Diagrams Search Handler Class ● Creating Sequence Diagram of Creating Equipment Post ● Managing how to do the Class Diagram and filling the empty slots. ● Creating Project Plan of past events
Kerem Zaman	● Attending all group meetings ● Attending almost all TA meetings and PS sessions ● Opening issues and reporting the tasks I completed ● Researching about interesting GitHub repositories and documenting them

	• Creating and editing personal wiki page • Contributing to requirements page by adding system requirements • Contributing to event creation scenario by reviewing and tiny changes in documentation • Working on Post class in class diagram • Creating sequence diagrams for user search and equipment search and editing them after the changes in class diagram • Contributing to use-case diagram by adding functionalities related with search • Changing overloaded function names in user search and equipment search classes as recommended by TA • Changing userID fields in class diagram to have correct data type • Helping edit class diagram to change search filtering to be done by custom filter class • Contributing to the project plan for CMPE 451 period by adding tasks to Project Libre • Contributing to milestone report by filling out the part of RAM about me, writing summary of my work and review about Project Libre

Deliverables

Communication Plan

Audience	Purpose	Where	When
All team members	General discussion	WhatsApp	Anytime
All team members	Initial meeting to review the weekly Assignment	Discord	Wednesdays at 21:00

All team members	Extra meeting if needed	Discord	Will be decided on Wednesday meetings (Likely on Thursdays between 20.00-23.00)
All team members	Meeting with TA and getting feedback	Zoom	Saturdays at 18:00

Requirements

Glossary

- User: All people who use this app are users.
    - Guest: Non-registered user.
    - Registered User: User who is already registered .
- Profile Page: A page that corresponds to a user and shows personal information of the user.
- Interest: Interest of a user. Interests help users to filter events that they are interested in.
- Skills: Skills of a user.
- Event: A post in the app that is created by users and corresponding to a sports event in real life.
- Game: A sports event that participants are competing each other. (e.g., football)
- Post Creator: A user who created an event or equipment post.
- Event Creator: A user who created an event.
- Participant: User who participates in an event.
- Applicant: User who applies for an event.
- Badge System: The badge system is used for specifying events and members.
- Profile: A page that includes user information.
- Player: A registered user who participated in a game.
- Sports Field: Location of a sports event.
- Event Page: A page that corresponds to an event and shows details of the event.
- Sports Field Page: A page that corresponds to sports field and shows details of the sports field.
- Analytics: Activity about sports according to age, region and season.

1. Functional Requirements

1.1. User Requirements

1.1.1. Sign Up

1.1.1.1. Users shall register to be a registered user.
1.1.1.2. Users shall specify their email, password and username while registering.
1.1.1.3. Users shall accept the terms and conditions document to register.
1.1.1.4. Users shall fill personal information form while registering.
1.1.1.5. Users should select their interests and skills to get suggestions from the system.

1.1.2. Sign In

1.1.2.1. Registered users shall enter their email or username and password to sign in.

1.1.3. Registered Users

1.1.3.1. Registered users shall have a personal profile page.
1.1.3.2. Registered users should edit their profile page according to their interests and skills.
1.1.3.3. Registered users shall be able to edit their profile page and password.
1.1.3.4. Registered users shall be able to delete their accounts.
1.1.3.5. Registered users shall be able to block other users.
1.1.3.6. Registered users shall not be able to view the profile pages of users who blocked them.
1.1.3.7. Registered users shall be able to follow other users to be notified about the events they create.
1.1.3.8. Registered users shall be able to list the users they blocked, they follow and those who follow them.
1.1.3.9. Registered users shall be able to ask and answer questions on the discussion of any post.
1.1.3.10. Registered users shall be able to give badges to post creator.

1.1.4. Guests

1.1.4.1. Guests shall be able to view events list and event pages.
1.1.4.2. Guests shall not be able to participate in any event.

1.1.5. View Events

1.1.5.1. All users shall be able to list all events on the events page.
1.1.5.2. All users shall be able to filter events according to type of sport, location.
1.1.5.3. Registered users shall be able to see the list of events filtered by his/her interests and skills.
1.1.5.4. All users shall be able to see the event pages that include event creator, location, sports field, applicants, participants and spectators.
1.1.5.5. All users shall be able to see the profile pages of the event creator, applicants, participants and spectators.
1.1.5.6. Registered users shall be able to apply to join an event.
1.1.5.7. Registered users shall be able to give badges to players.
1.1.5.8. All users shall be able to see the analytics of any player, event creator or sports field.

1.1.6. View Equipment Posts

1.1.6.1. All users shall be able to list all equipment posts on the events page.
1.1.6.2. All users shall be able to filter equipment posts according to type of sport, location.
1.1.6.3. All users shall be able to see the equipment post pages that include post creator, location, title and content.
1.1.6.4. All users shall be able to see the profile page of the post creator.
1.1.6.5. All users shall be able to see the analytics of post creator.

1.1.7. Manage Posts

1.1.7.1. Registered users shall be able to create event and equipment posts.
1.1.7.2. Event creators shall be able to select the type of sports events, manage location and type of sports events.
1.1.7.3. Event creators shall be able to select players among the applicants.
1.1.7.4. All participants shall be informed whether he/she is selected.
1.1.7.5. Event creators shall report game results.

1.1.7.6. Equipment post creators shall be able to edit title and content of their posts.

1.2. System Requirements

1.2.1 Sign Up

1.2.1.1. System shall provide registration through Google and Facebook besides regular signup.
1.2.1.2. System shall ask for username, email and password for regular signup.
1.2.1.3. System shall send verification mail after regular signup.
1.2.1.4. System shall redirect users to profile creation page immediately after signup.
1.2.1.5. System shall not allow to sign up with same e-mail more than once at the same time.

1.2.2 Sign In

1.2.2.1. System shall allow users to sign in with Google, Facebook or email/username.
1.2.2.2. System shall allow users to logout by clicking a button.

1.2.3 User Types

1.2.3.1. Banned User
1.2.3.2. Regular User
1.2.3.3. Administrator

1.2.4 User Profile

1.2.4.1. System shall ask user their interests and skills while creating profile
1.2.4.2. Interests and skills shall be updated according to games registered to system by admins
1.2.4.3. System should allow users to give point or attributes to each other anonymously, so users can have foreknowledge about other people.

1.2.5 Events

1.2.5.1. System should recommend sports events to the users according to their interests.
1.2.5.2. System shall send emails and push notifications when a registered event approaches.
1.2.5.3. System shall allow only event creators to create events.
1.2.5.4. System shall allow event creators to specify needed number of player, location of event, event time, skills of participants, age of participants.
1.2.5.5 Events with needed users registered shall be signed as full, so other people can filter them.

1.2.6 Searching

1.2.6.1 Event Search
1.2.6.2 User Search

1.2.7 Sport Equipment Recommendations

1.2.7.1. System shall recommend some websites to the users for their requirement needs.
1.2.7.2. System should allow users to rate sport equipment websites.
1.2.7.3. System shall allow filtering and sorting these equipment websites according to the name of the website and name of the sport.

1.2.8 Reporting

1.2.8.1. System shall allow users to report some problems to event creators in the event.
1.2.8.2. System should allow users to report some bugs to administrators.
1.2.8.3. System should allow users to report some users for misusage.

1.2.9 GUI

1.2.9.1. System shall allow users to use functionalities by a categorized sub-menu system.
1.2.9.2. System shall provide several subcategories that namely "main page",

"events", "solutions", "contact us" and so on.
1.2.9.3. System shall provide minimized icons and small bars leading non-member users to get their login, signup, and pages which is the subset of all the functionalities. Members can reach their own profile by these buttons.
1.2.9.4. System should theme colors and they are changeable.
1.2.9.5. System should provide texts and texts are held block by block, and by moving the mouse scroll animations will be provided to have a better vision.
1.2.9.6. System should let the buttons which are used frequently are placed in more visible places with bigger sizes.
1.2.9.7. System should allow the play videos, see images and use the functionalities of some other websites like Youtube without visiting that website.

1.2.10 Other Functionalities

1.2.10.1. System should provide another forum-like page which is a platform that users can write and share their thoughts. Also they can read texts that other users create.
1.2.10.2. System should redirect the users to the other websites if necessary by clicking links.

1.2.11 Notifications

1.2.11.1. System shall notify users when their player/spectator applications are approved/rejected.
1.2.11.2. System shall notify users for any related event happening around if they share their locations.
1.2.11.3. Users shall be notified if some people withdraw from an event after the event is signed as full. (Both registered users and users signed as want to attend but can’t register because of capacity)
1.2.11.4. Users shall be notified if the event they applied/selected to be a player/spectator is delayed/cancelled.
1.2.11.5. Users shall be notified when a user follows them.
1.2.11.6. Users shall be notified when a user comments on the discussion page of an event they created.

1.2.12 Badges

1.2.12.1. There shall be badges that are given by the system after some milestones, that are given by the event creators at the end of the event and that are given by the users.

1.2.12.2. There should be badges that indicates bad behavior.

2. Non-Functional Requirements

2.1. Availability

2.1.1. System shall be available as a web application for modern browsers such as Chrome and Firefox.
2.1.2. System shall be available for Android based devices.
2.1.3. English language shall be supported.

2.2. Deployment

2.2.1. System should be containerized using Docker.
2.2.2. System should run on an Amazon EC2 server.

2.3. Performance

2.3.1. Response time for any request shall be below 5 seconds.

2.4. Privacy

2.4.1. All personal data shall be stored and processed according to KVKK and GDPR.
2.4.2. Users shall accept the privacy policy when signing up to the system.
2.4.3. Users shall be able to choose which of their personal data to be seen publicly.

2.5. Security

2.5.1. Passwords shall be at least 8 characters long and be a mixture of lowercase characters, uppercase characters and digits.
2.5.2. Passwords shall be encrypted using SHA-256 before storing.
2.5.3. Users shall verify their login information via email after 3 unsuccessful login attempts.
2.5.4. All inputs from users shall be checked to prevent SQL injections.

2.5.5. There shall be a password reset facility that sends a verification code via email or SMS.
2.5.6. System should only allow predetermined known file types to be uploaded. (e.g. PNG and JPG for images)
2.5.7. System should hide the passwords while typing on the password bar.

2.6. Standards

2.6.1. System shall follow the standards introduced by W3C Activity Stream Standard 2.0.

2.6.2. The semantic taggings should be supported with Wikidata.

Scenarios and Mockups

1. Creating an Event

Persona
Eren Yiğit
22 years old
Computer Engineering student at Bogazici University
He is in summer vacation
He spends all day with playing computer games
He is a little interested in football, he can't play well.

Story
After spending a couple of weeks with online games, Eren realized that his lifestyle is very unhealthy. He never does sport, he is mentally depressed because of the attitudes of other gamers and he decided to give a break to online games. He wants to play football with his friends but he doesn't have enough friends to organize a football match. He decided to use our application to create a football event. He wants players at beginner level because they are not so good players.

Pre-conditions
Eren registered to the system.
Eren signed on to the system.

Eren created his profile and specified his skills and interests.

Goals
Eren wants to create a football event at a stadium in his city.

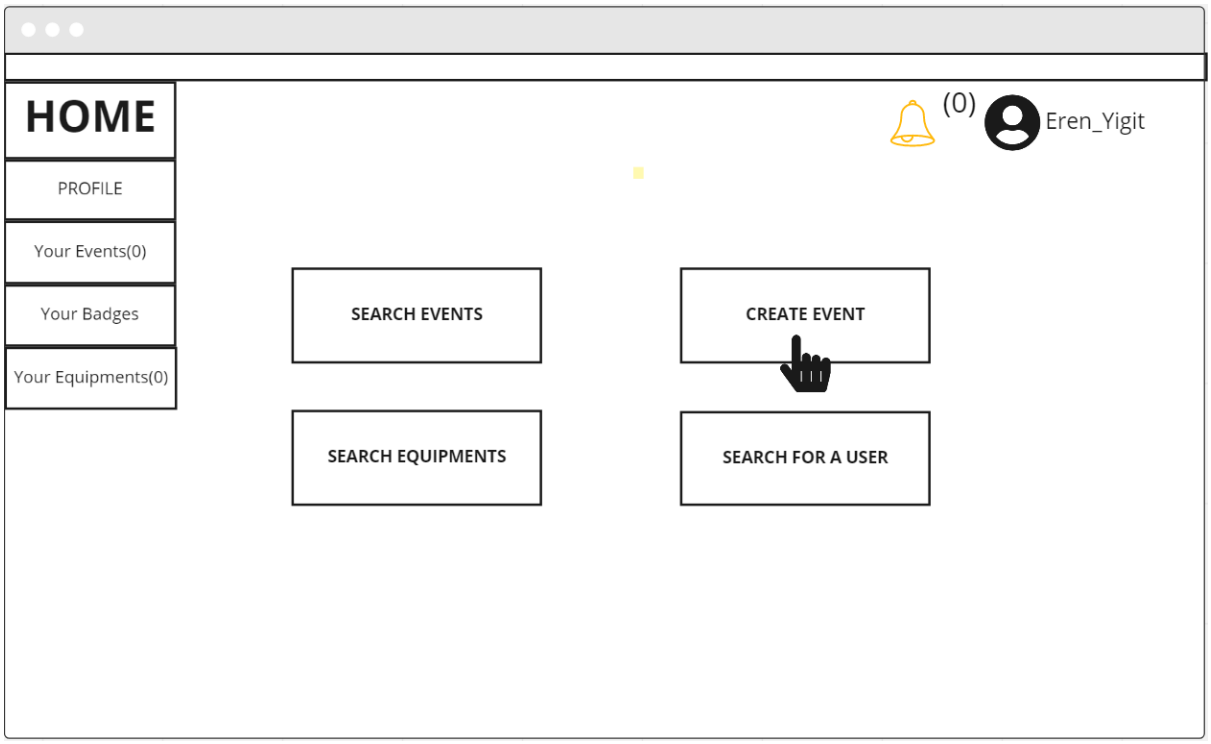
Actions
Eren login to our website.
He clicks on "Create event" because he and his friends want only four football players.
Eren specified sport type, date, hours and location of the football event.
Eren specified skills, count, age, gender and role of the players because they don't want many players or every type of player.
After some time, Eren has seen some notifications about applications to his events on the website.
Eren analysed applicants and approved them if he wants until the quota is full and the team are ready.

Acceptance Criteria
(1.1.6.1.) Registered users shall be able to create events
(1.1.6.2.) Event creators shall be able to select the type of sports events.
(1.1.6.4.) Event creators shall be able to manage location and type of sports events.
(1.1.6.5.) Event creators shall be able to select participants.
(1.2.9) GUI Requirements

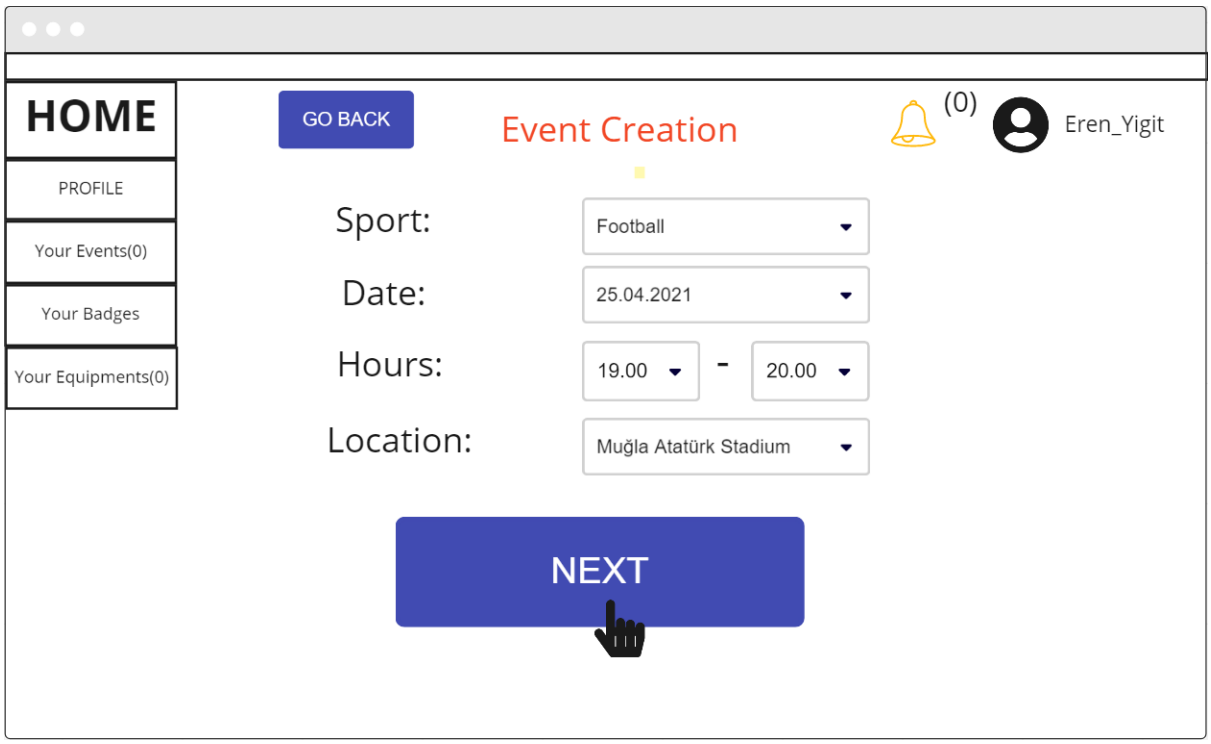
Scenario with Mockups

Web

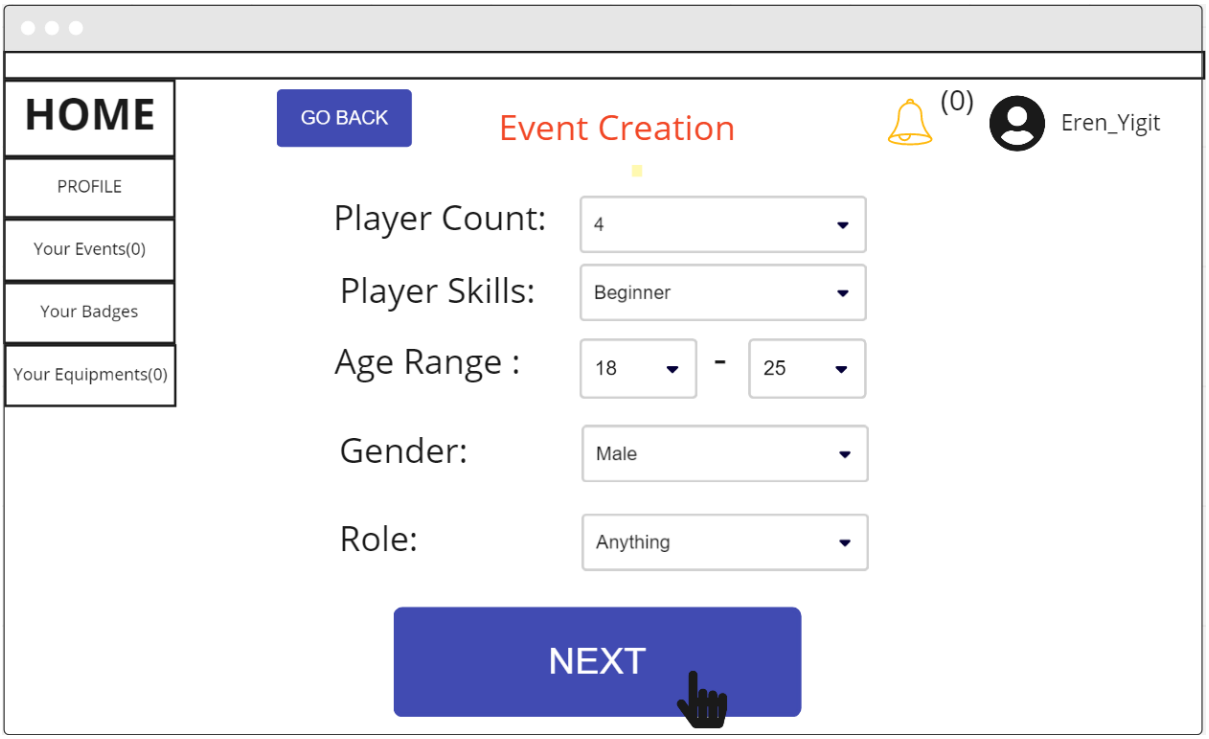
1. Eren clicked on the create event button.



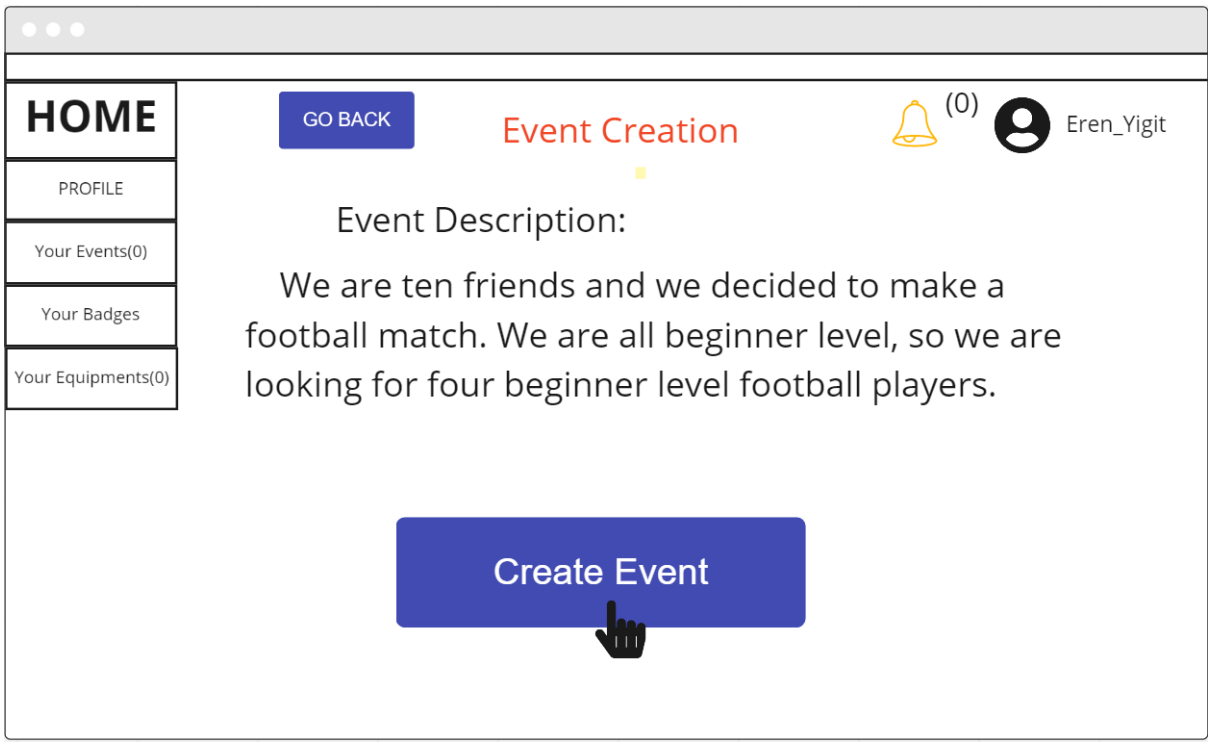
2. Eren specified sport type, date, hours and location.



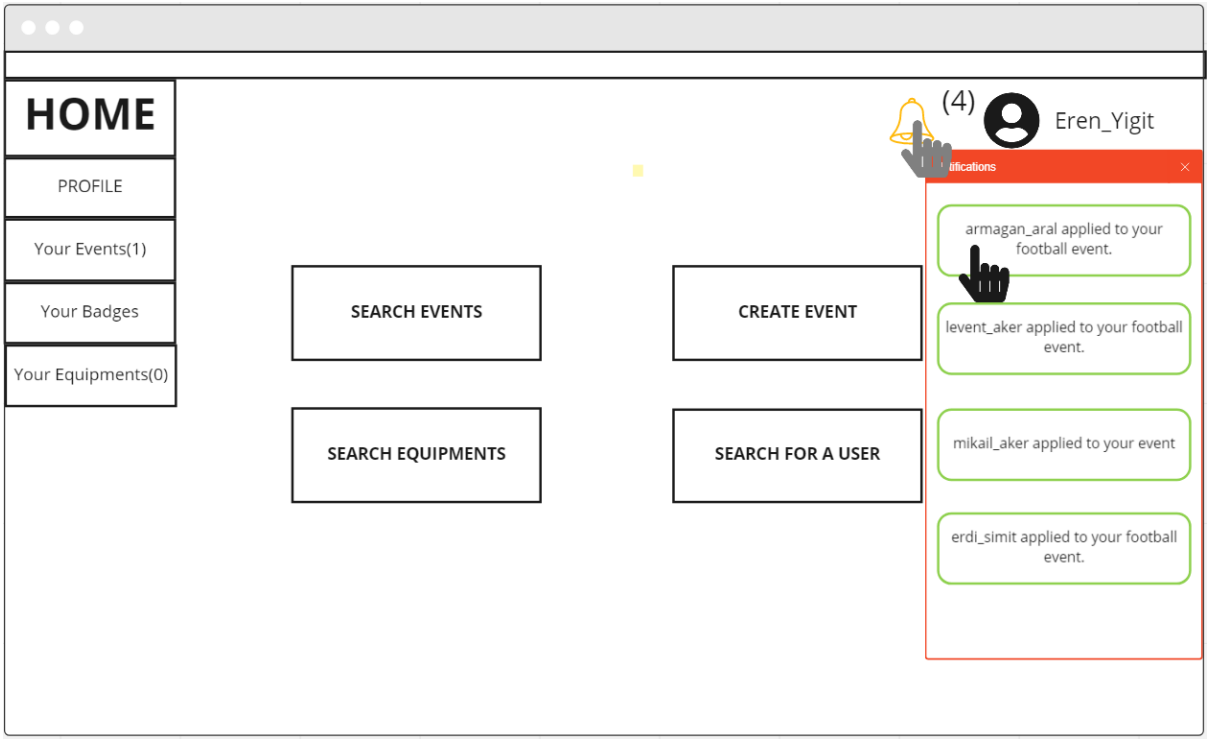
3. Eren specified skills, count, age, gender and role of the players.



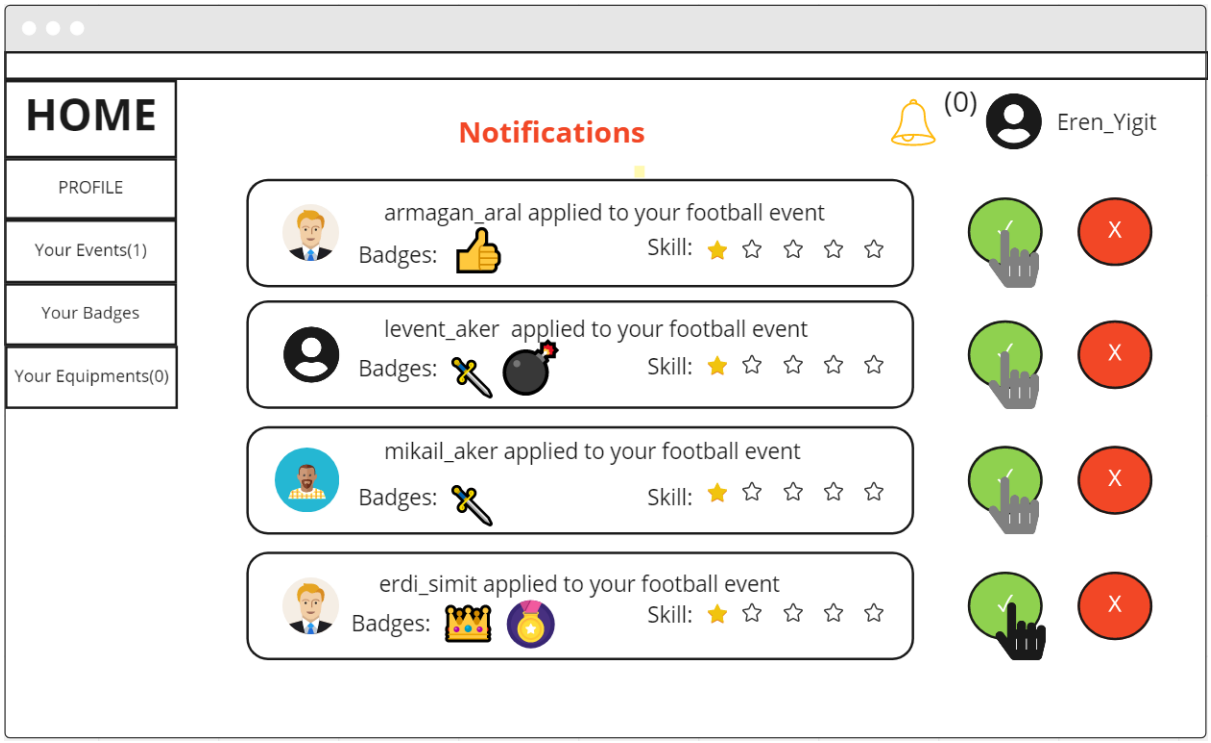
4. Eren described the event and made some comments about it.



5. After some time, Eren received some notifications and checked them.

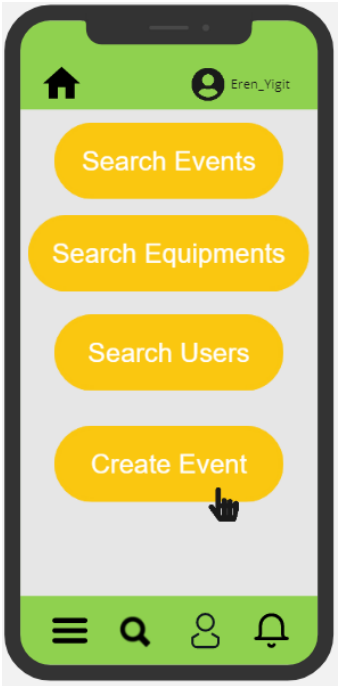


6. Eren analysed applicants and approved them if he wanted.

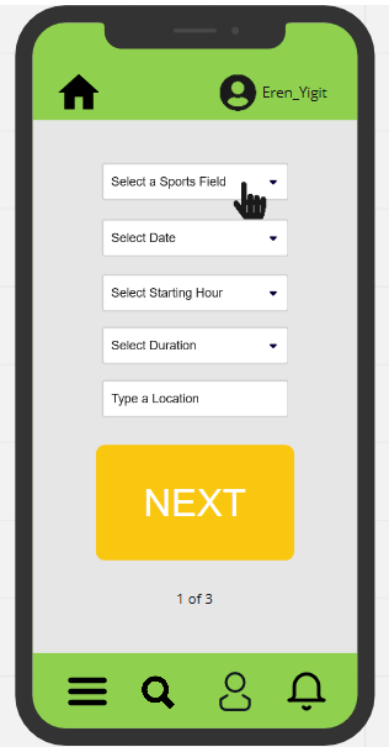


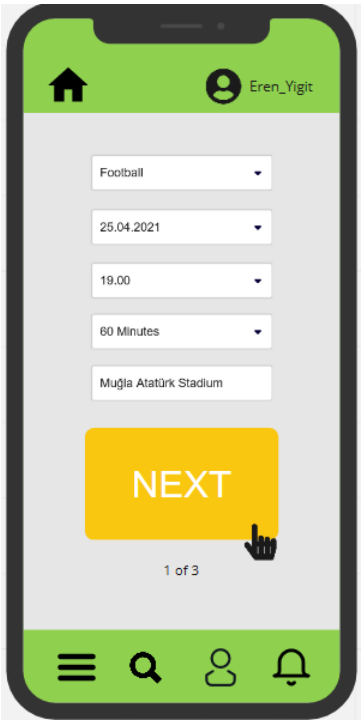
Android App

1. Eren clicked on create event button.

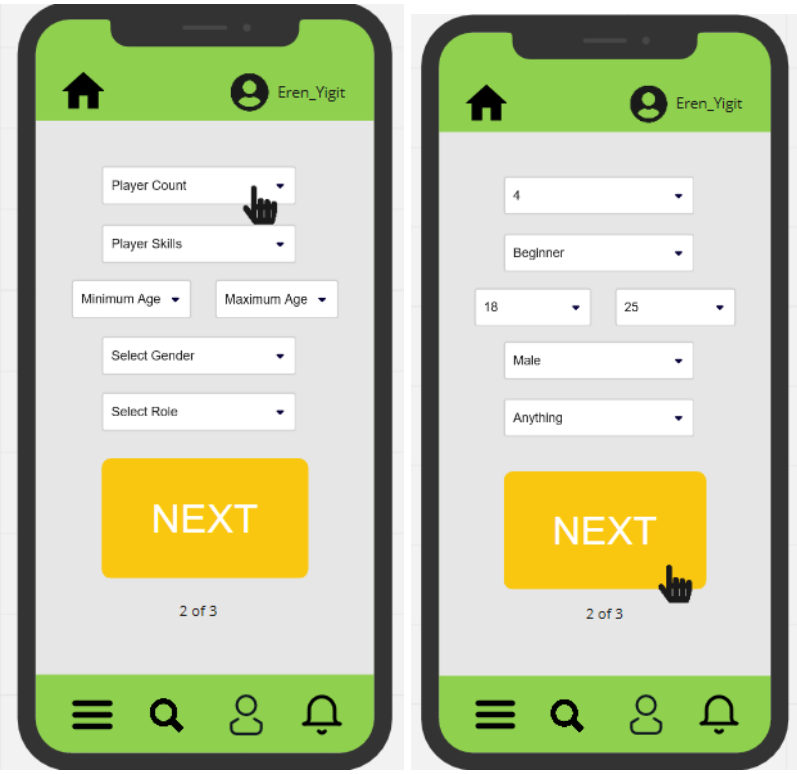


2. Eren specified sport type, date, hours and location.

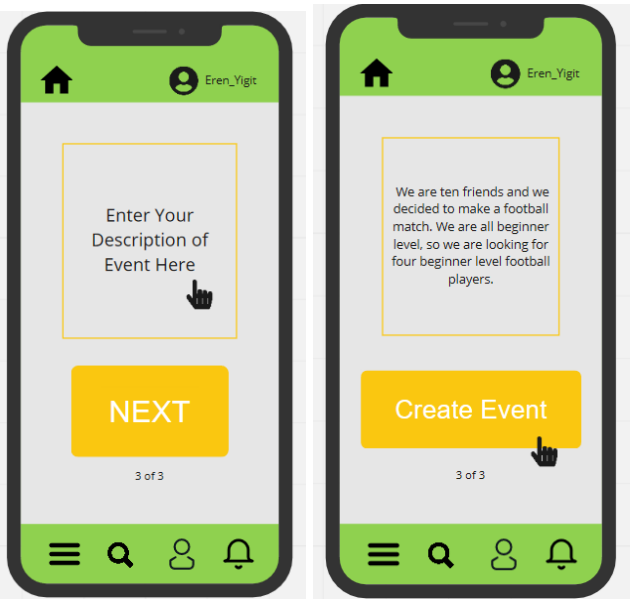




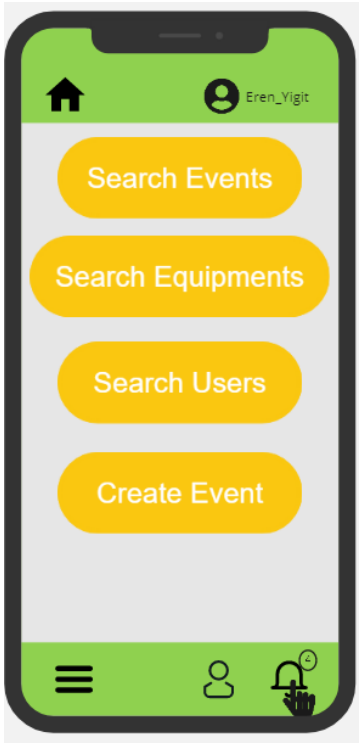
3. Eren specified skills, count, age, gender and role of the players.



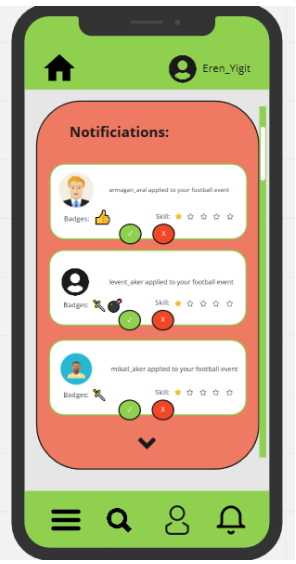
4. Eren described the event and made some comments about it.



5. After some time, Eren received some notifications and checked them.



6. Eren analysed applicants and approved them if he wanted.



2. User Searches for an Event

Persona:

Ali Topçu

40 years old
Father of two little boys
Used to work as an accountant, currently unemployed
Started gaining a little bit of weight
Galatasaray fan
Loves watching and playing football
His main role is defender

Story:
Currently unemployed and bored out of his mind, Ali wants to play football while he's still searching for a job. He thinks playing football also will help him lose some weight. Unfortunately he lost contact with his former football group, he wants to find people who love the sport as much as he does and play football with them.

Pre-conditions:
Ali is already registered as a user.
Ali has already stated his skills and interests in his profile.

Goals:
Ali wants to search for a football game he can play in.

Acceptance Criteria:
(1.1.5.1.) All users shall be able to list all events on the events page.
(1.1.5.2.) All users shall be able to filter events according to type of sport, location.
(1.2.6.1.1.) Events shall be filtered by user according to event type, appropriate age range, location, skill levels of attendees, current ratings of events and full or searching for players.
(1.2.6.1.8.) Events shall be sorted with respect to name, time and location (e.g. from closer events to far away ones).
(1.2.9) GUI Requirements

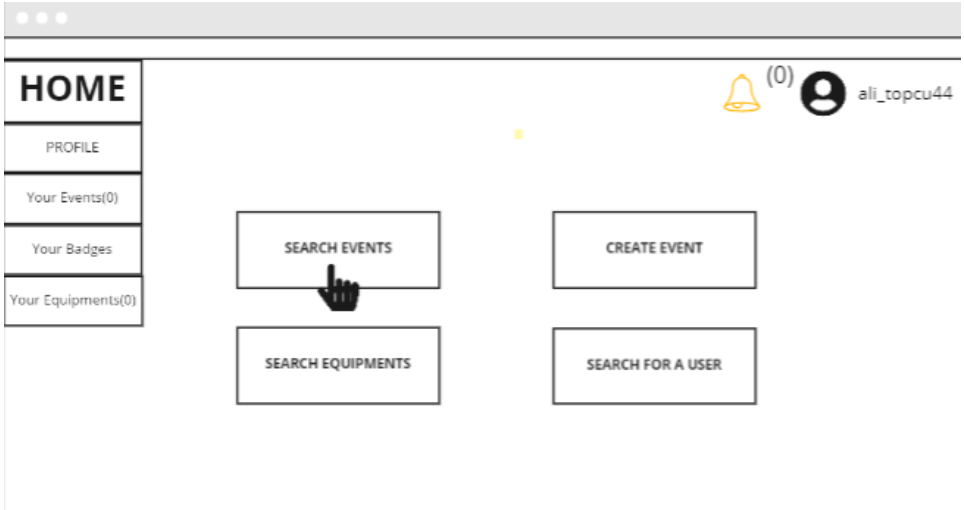
Scenario with Mockups:

Ali wants to search for a game he can play in, therefore he clicks the "SEARCH EVENT" button.
Ali uses the filtering feature to find a game with the properties he wants.
After selecting the properties, Ali clicks "SELECT AREA" to define the area he wants to search.
He selects a circular area on the map and then clicks "SEARCH EVENTS".

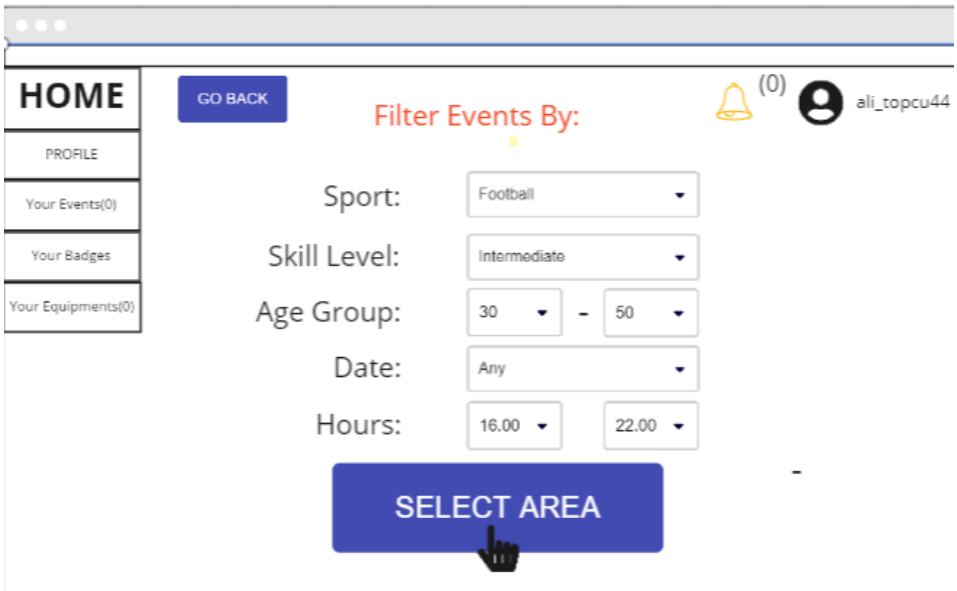
After clicking "SEARCH EVENTS" he can browse the events with the properties he wants.

Web Mockup:

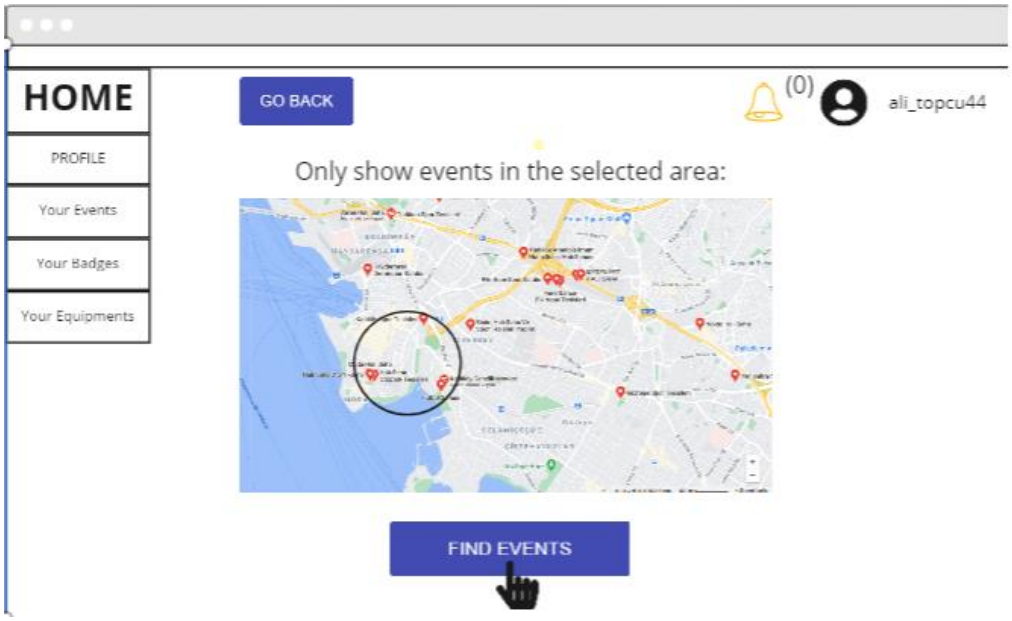
1. Home Page



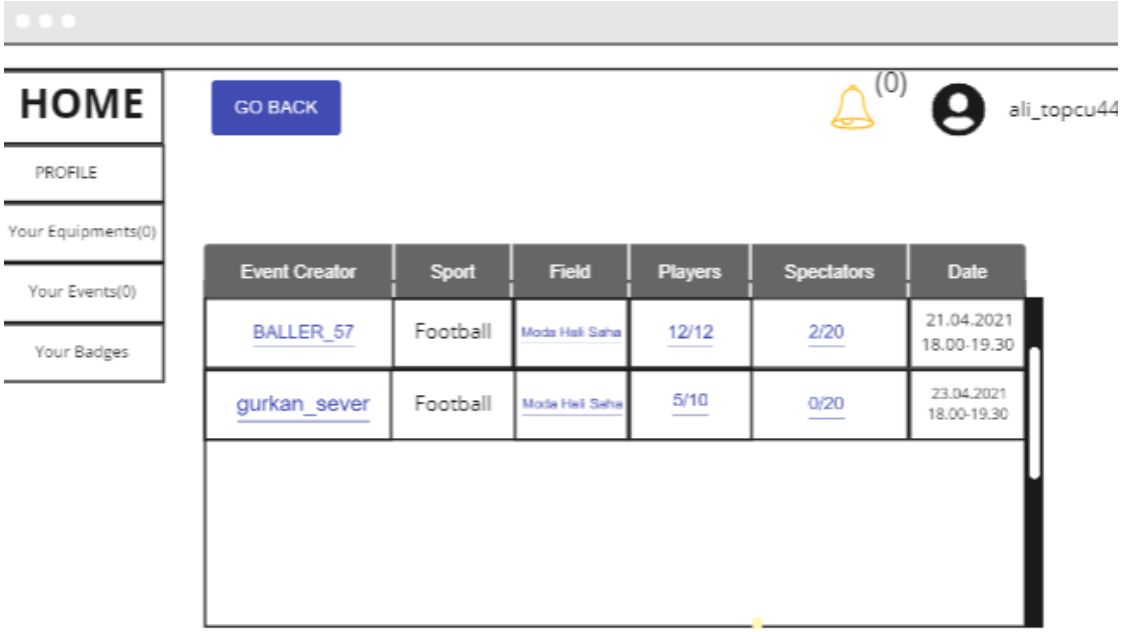
2. Filtering



3. Selecting the Area

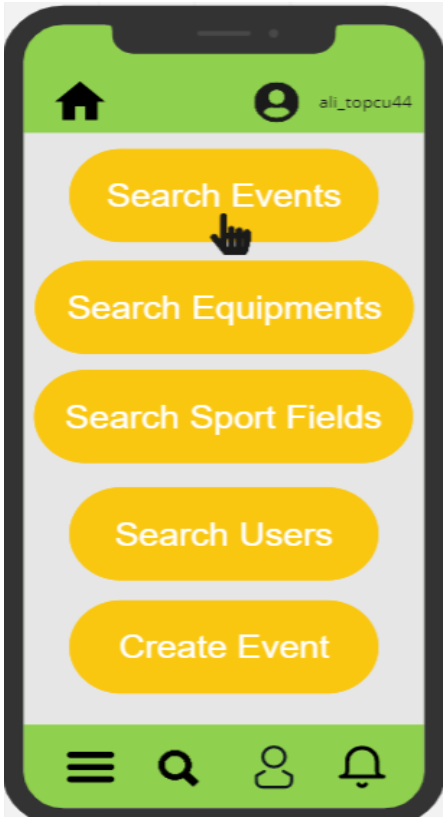


4. Search Results

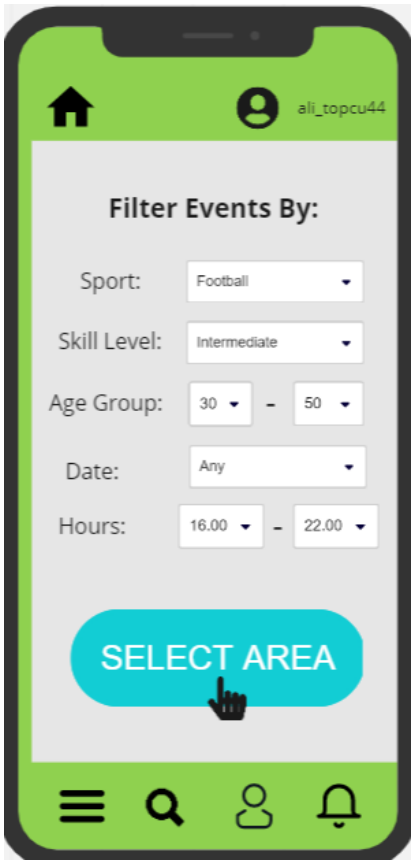


Android Mockup:

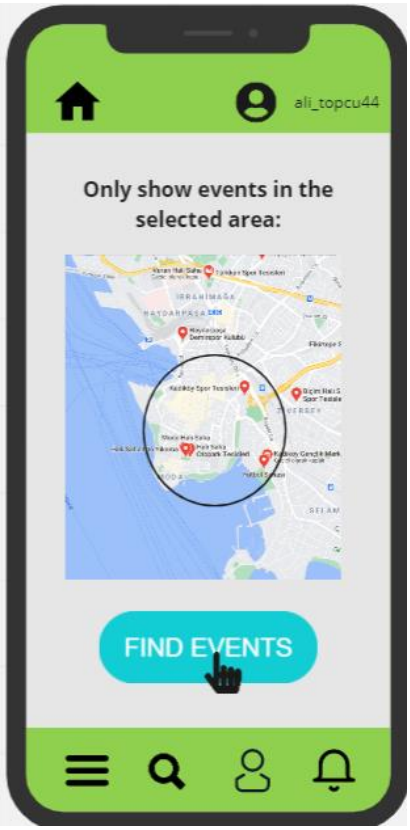
1. Home Page



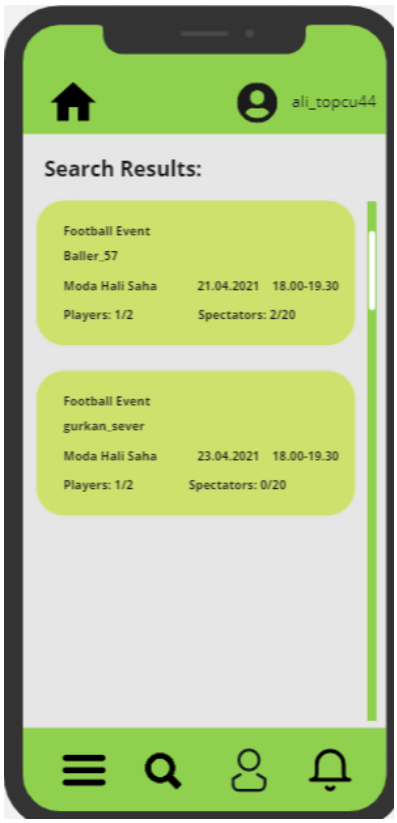
2. Filtering



3. Selecting the Area



4. Search Results



3. Player & Spectator Application

Persona:

- Melike Taşkıran
- 26 years old
- Music lover
- Has one cat and one dog
- Extrovert

Story:

Melike is an assistant brand manager at a leading company. Working remotely for more than one year, she feels unmotivated and bored. She wants to make some changes in her life by playing sports. Since her job allows her to work with a flexible schedule, Melike wants to play sports during the daytime. However she can't play with any of her friends as they are working at that time. She searches for a website that allows matchmaking with other interested people and encounters our platform.

She decides to try our platform to make some new friends to play sports with. She wants to minimize the risk of being infected by avoiding team sports. So, she searches for tennis events nearby. Since she is a tennis newbie, she also wants to watch some tennis matches played by advanced players.

Pre-conditions:

- Melike is already registered as a user.
- Melike has already stated her skills and interests in her profile.
- Melike has already logged in to the system and searched for tennis events.

Goals:

- Melike wants to apply to an event to be a player.
- Melike wants to apply to an event to be a spectator.

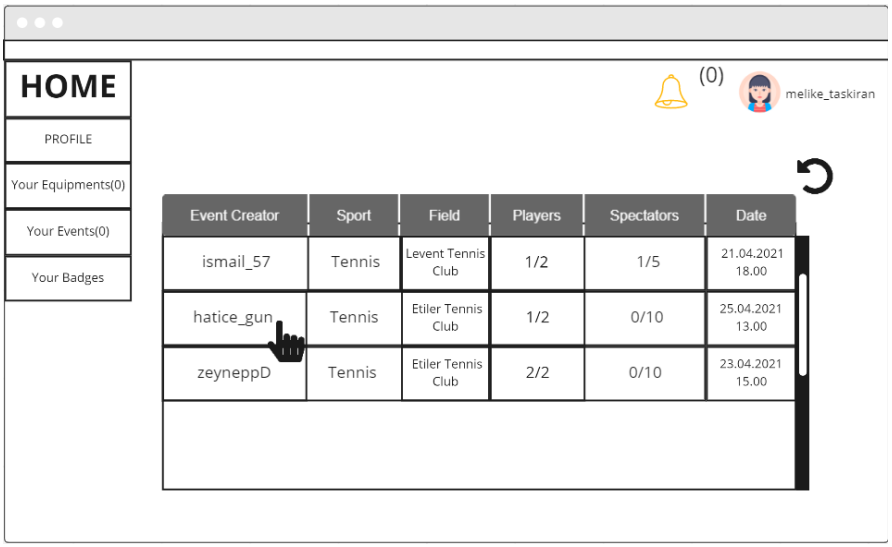
Acceptance Criteria:

- (1.1.5.4.) All users shall be able to see the event pages that include event creator, location, participants and badges.
- (1.1.5.5.) All users shall be able to see the profile pages of the event participants.
- (1.1.5.7.) Registered users shall be able to apply to join an event.
- (1.1.6.6.) All participants shall be informed whether he/she is selected.
- (2.4.3.) Users shall be able to choose which of their personal data to be seen publicly.
- (1.2.9) GUI Requirements

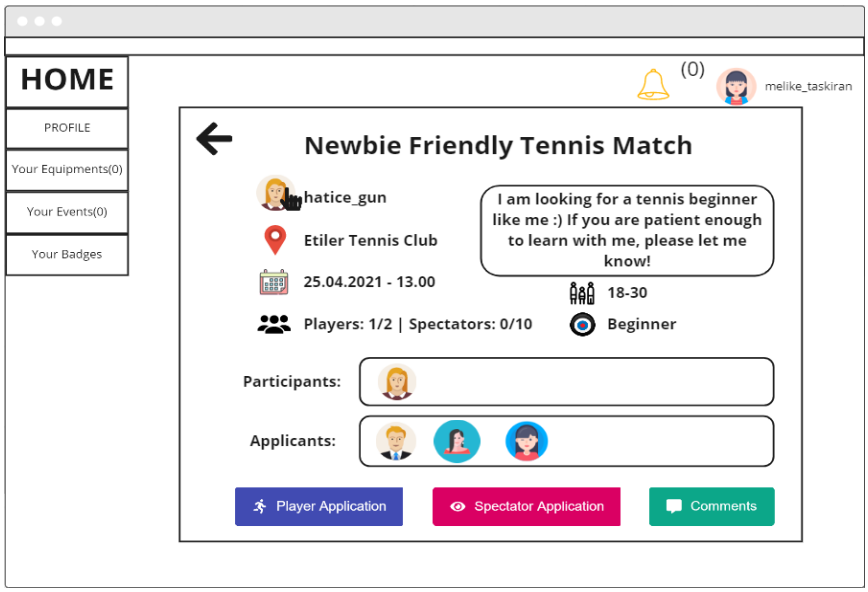
Scenario with Mockups:

Web Application:

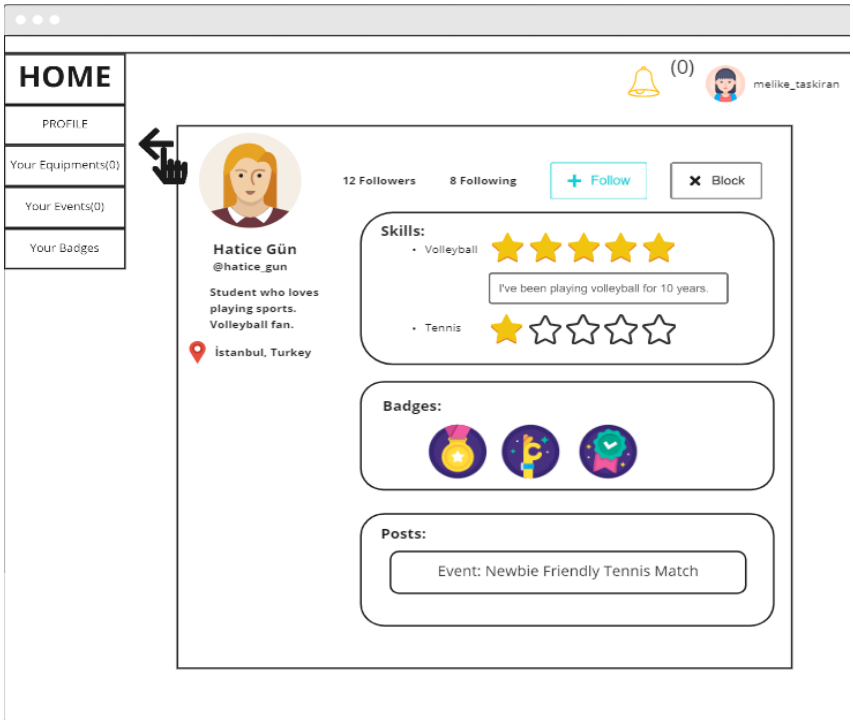
She has already searched for the events she is interested in and she is in the search results page. She likes the date and the location of the second event, so she clicks on the event to get to the event page.



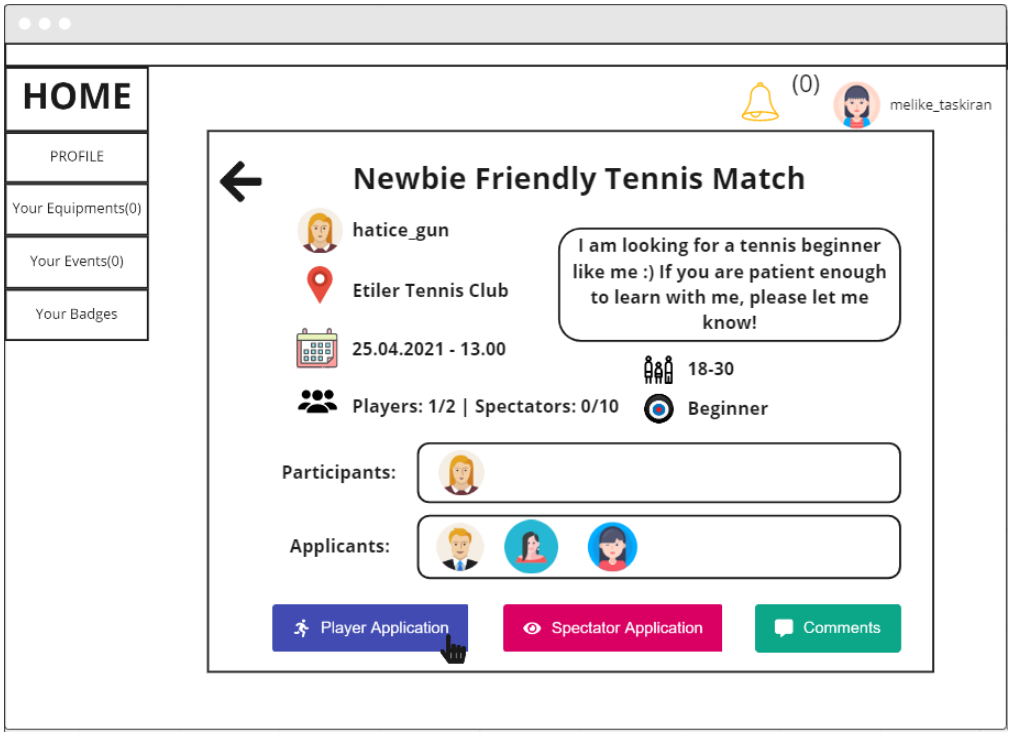
She is happy that the event creator is looking for a beginner player like her. But, she wants to learn more about the event creator before she applies, so she clicks on the icon of the event creator to get to her profile page.



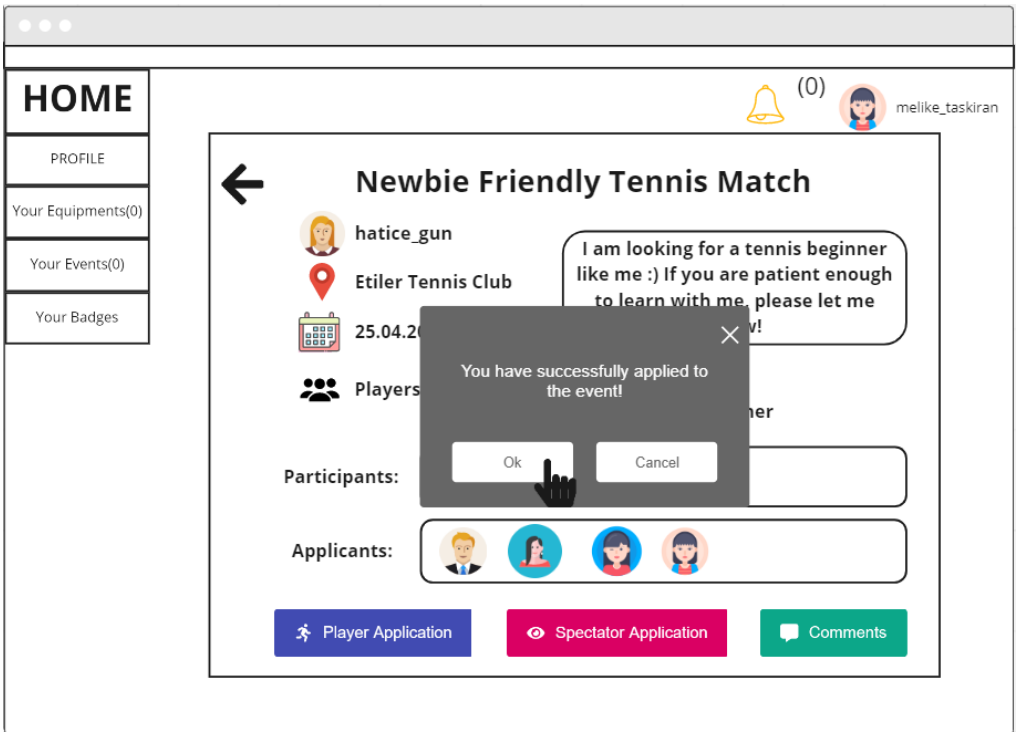
She notices that the event creator decided to hide their age so she can't get an idea from there. However, she also notices that the event creator has some good badges, therefore she thinks that it would be a good idea to apply to her event. She gets back to the event page by clicking the go back button.



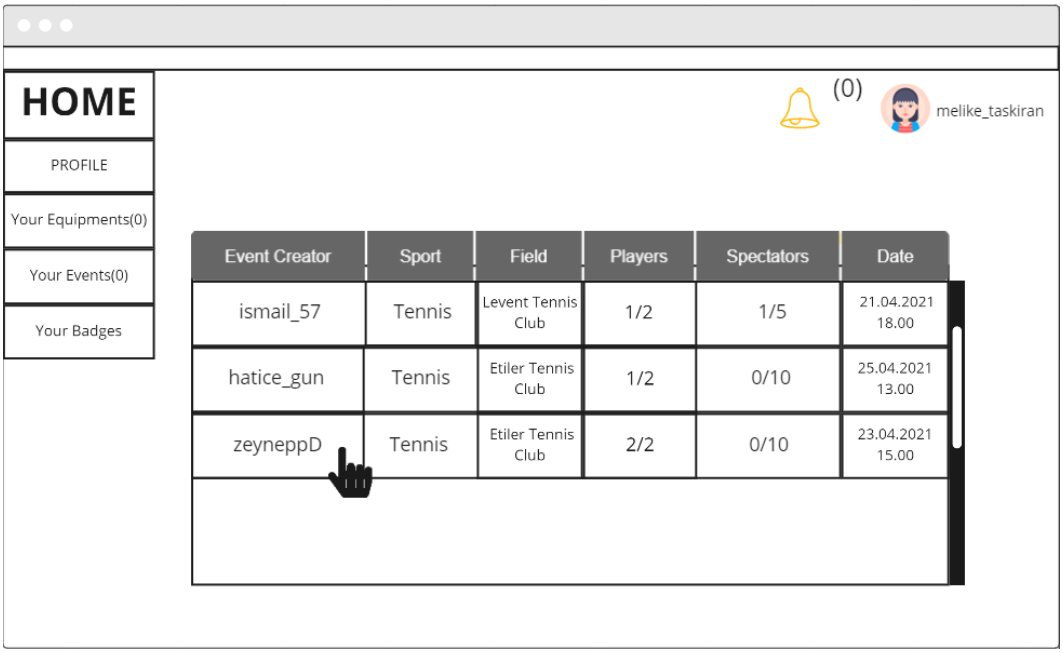
Now that she is in the event page and she is interested, she clicks on the player application button to apply.



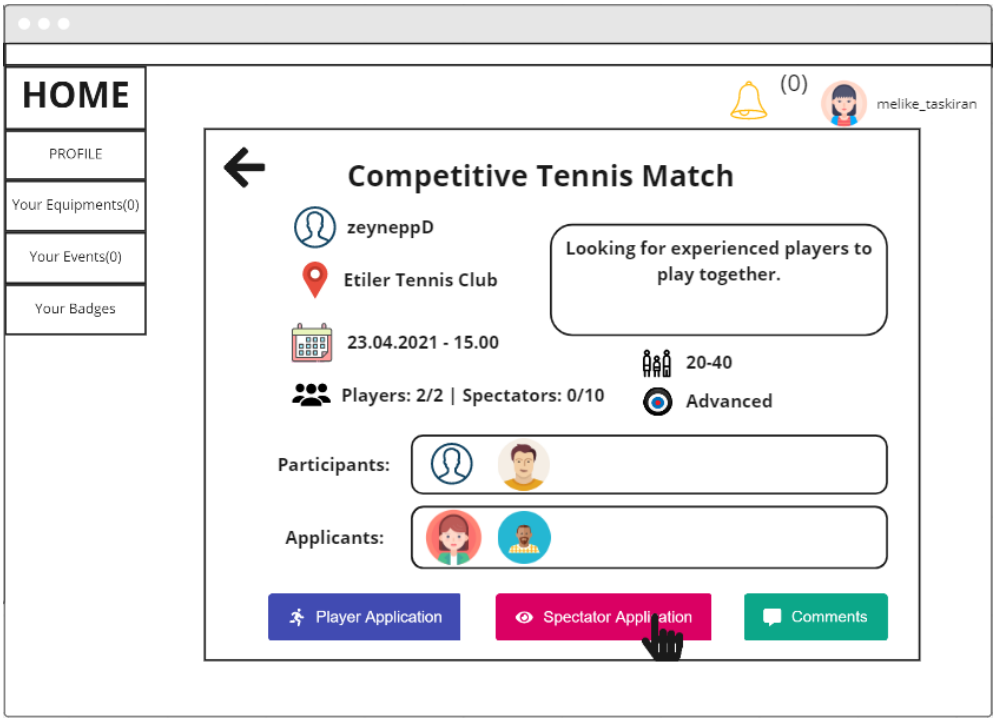
A popup page shows up to inform that she successfully applied to be a player. Also, she is added to the applicants list.



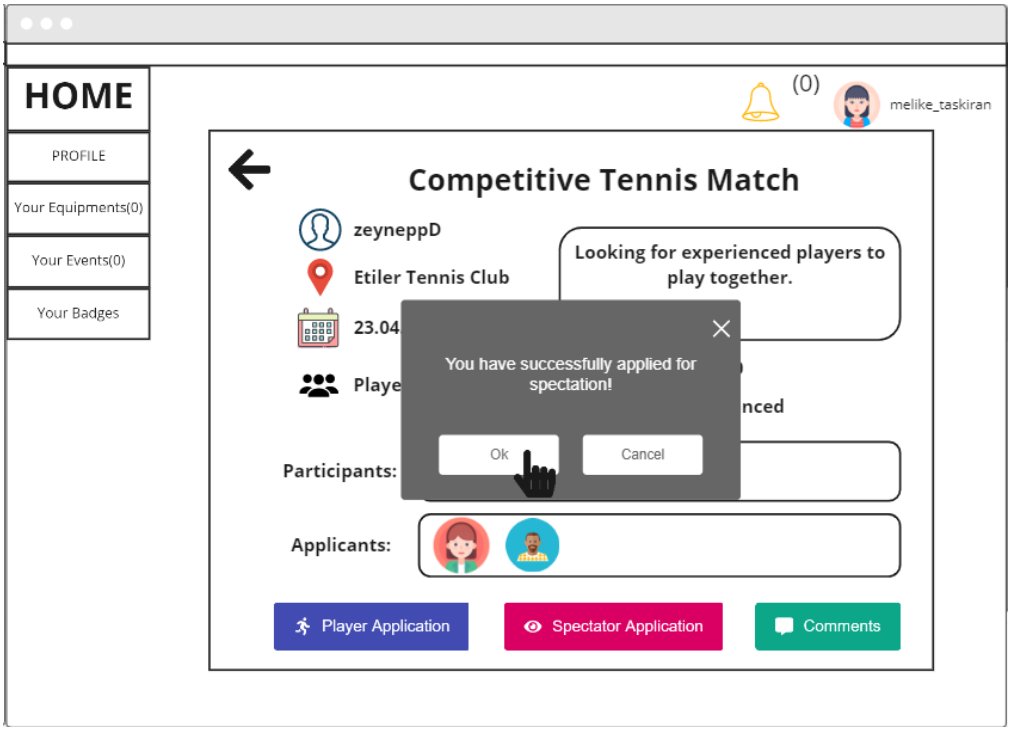
Now, Melike wants to apply to an event to be a spectator and she gets back to the search results. The last event seems reasonable to spectate as it is full. Melike clicks on the event.



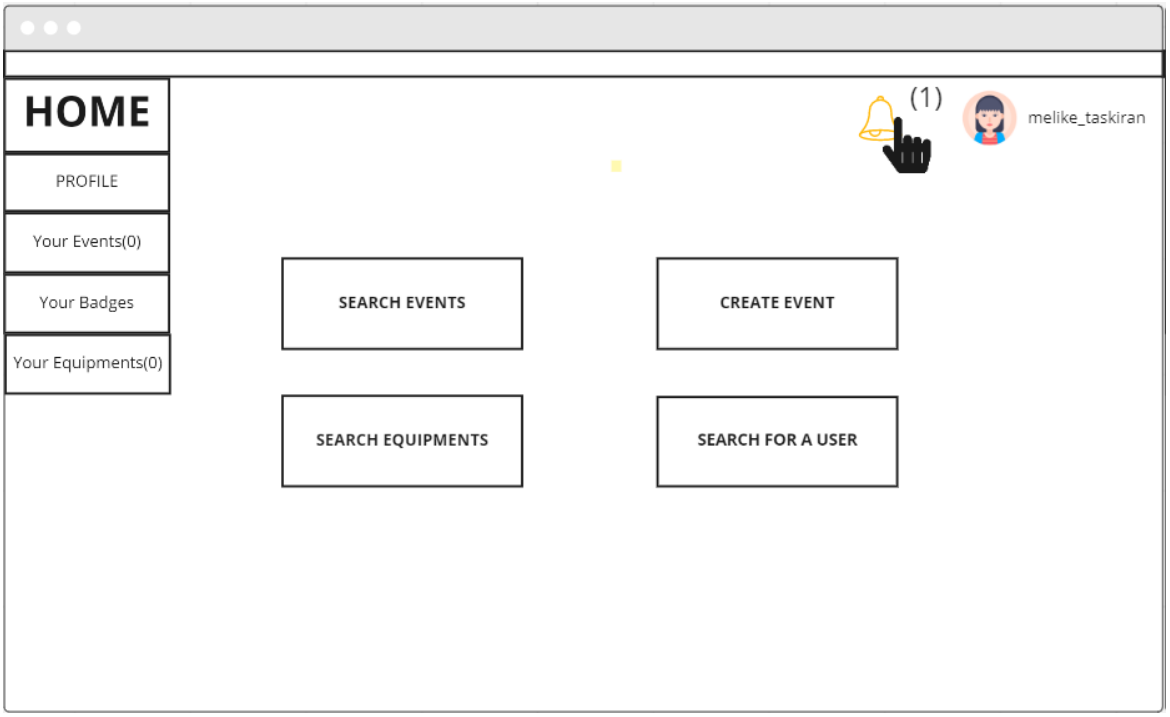
Melike reads the description and sees that the event creator is looking for advanced players. So, she thinks this match could be very useful to observe and clicks the spectator application.



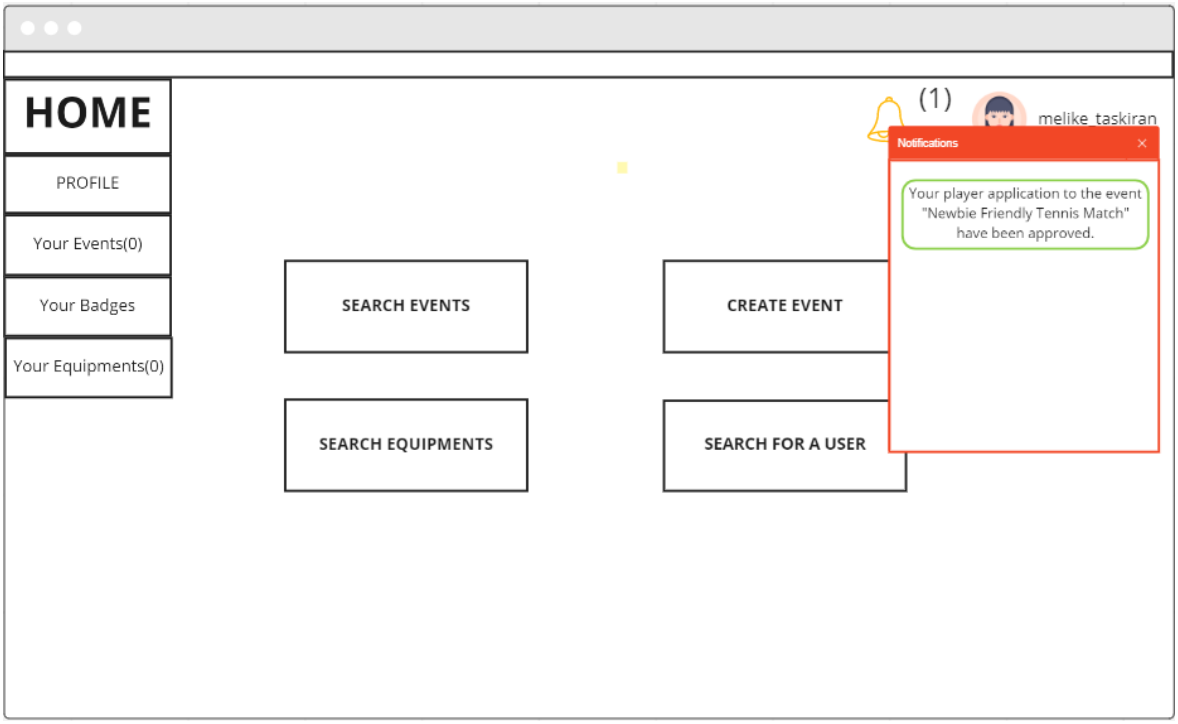
A popup page shows up to inform that she successfully applied to be a spectator.

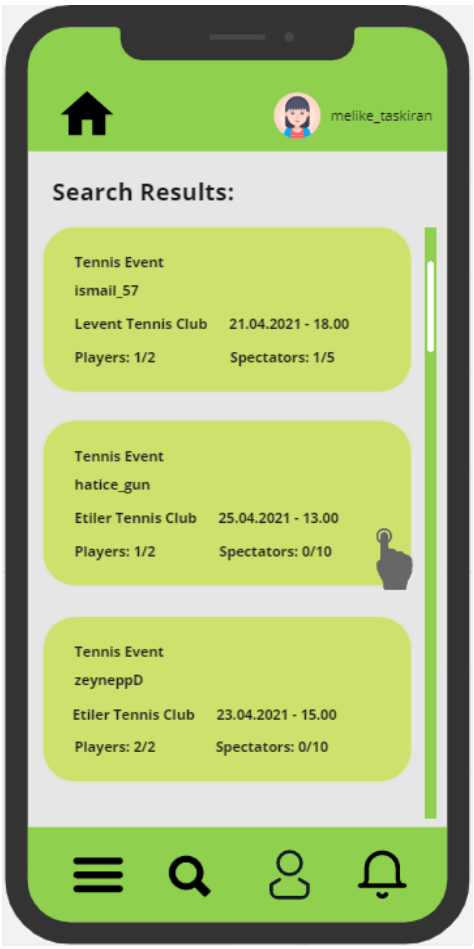


Some time later, she enters the app again and notices that she received a notification. So, she clicks the notification button.



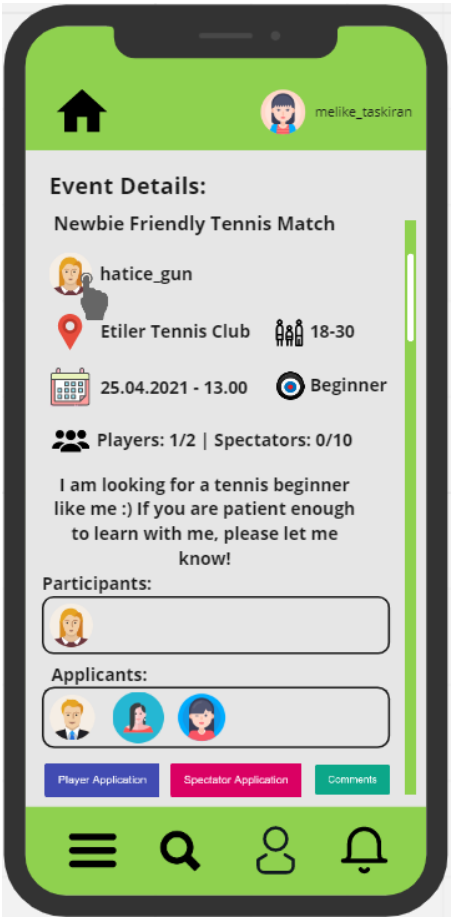
Seeing her player application approved, Melike is now waiting for her tennis match!



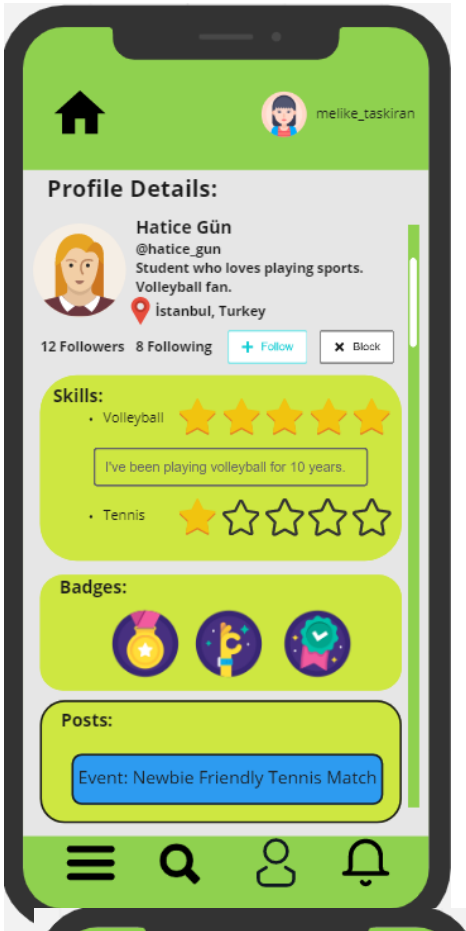


Android Application:

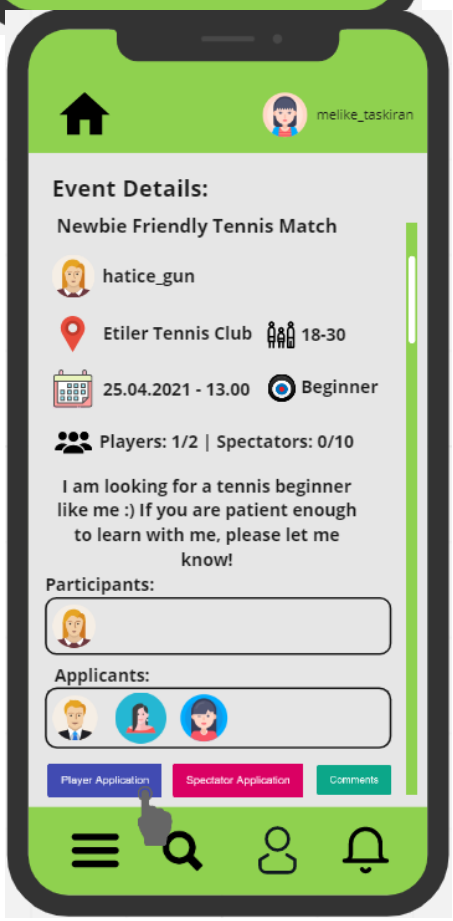
She has already searched for the events she is interested in and she is in the search results page. She likes the date and the location of the second event, so she clicks on the event to get to the event page.



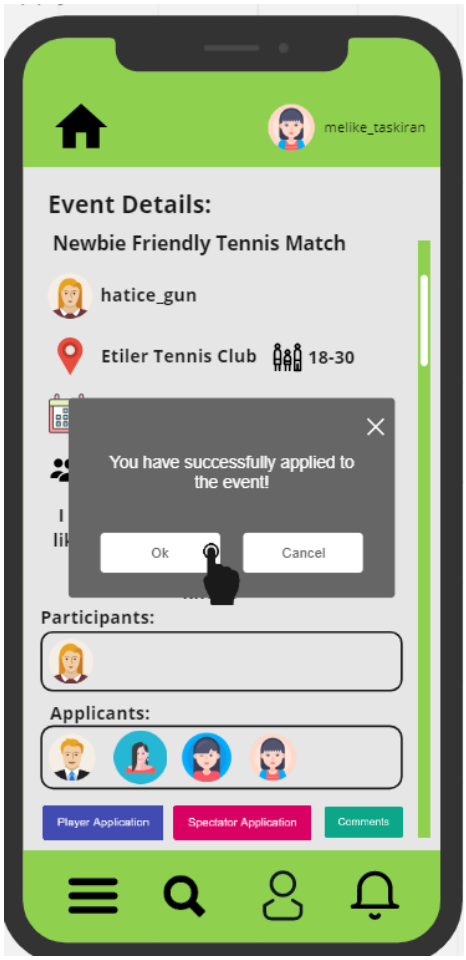
She is happy that the event creator is looking for a beginner player like her. But, she wants to learn more about the event creator before she applies, so she clicks on the icon of the event creator to get to her profile page.



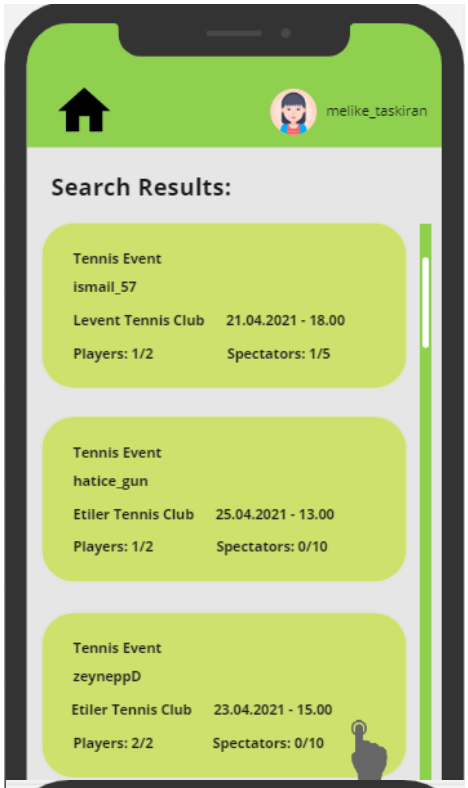
She notices that the event creator has some good badges, therefore she thinks that it would be a good idea to apply to her event. She gets back to the event page.



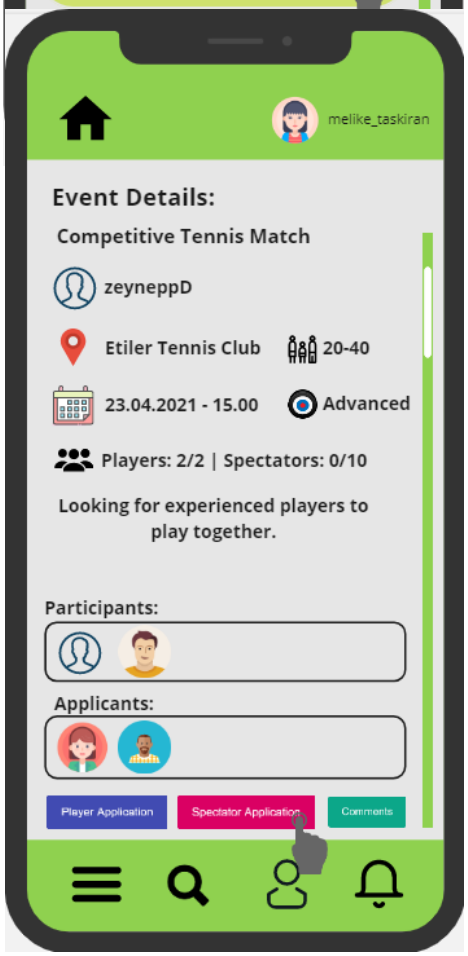
Now that she is in the event page and she is interested, she clicks on the player application button to apply.



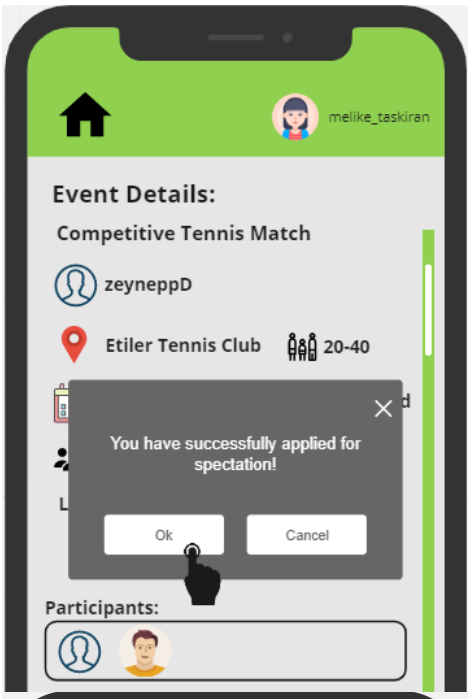
A popup page shows up to inform that she successfully applied to be a player. Also, she is added to the applicants list.



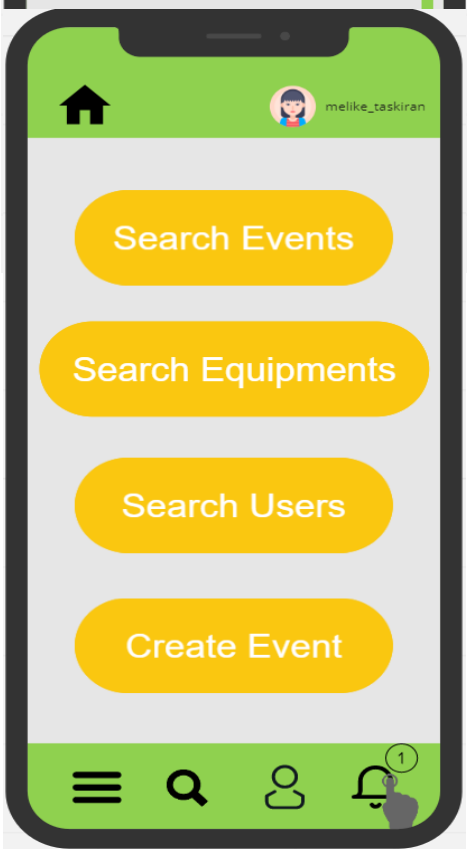
Now, Melike wants to apply to an event to be a spectator and she gets back to the search results. The last event seems reasonable to spectate as it is full. Melike clicks on the event.



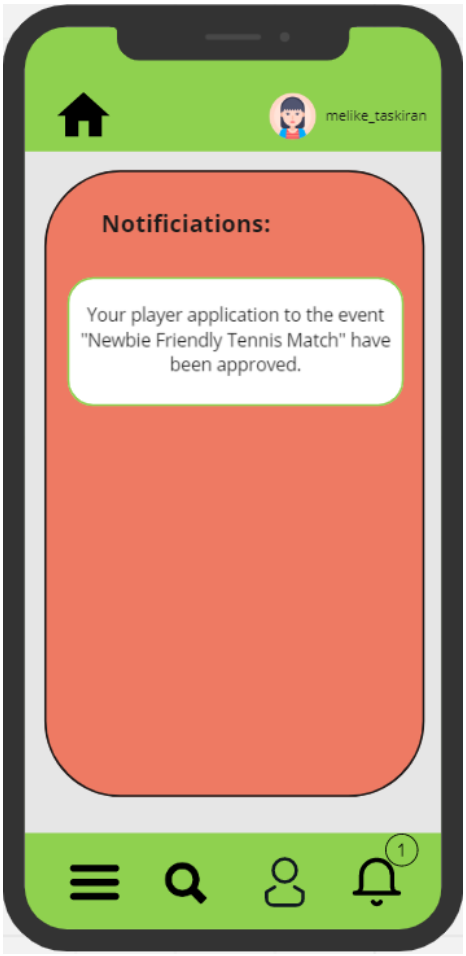
Melike reads the description and sees that the event creator is looking for advanced players. So, she thinks this match could be very useful to observe and clicks the spectator application.



A popup page shows up to inform that she successfully applied to be a spectator.



Sometime later, she enters the app again and notices that she received a notification. So, she clicks the notification button.



Seeing her player application approved, Melike is now waiting for her tennis match!

4. Event Creator Selecting from Applicants

Persona

Fatih Kerim
33 years old
Grocery store owner
Loves watching amateur football games
Has a limp on left leg
Avid player of PES and NBA2K console games
Addicted to sports betting
Lives with his mother

Story

Fatih loves watching football and basketball games, both professional and amateur. He was also an amateur football player in his youth, aspiring to move on to higher professional leagues. However, his career ended due to a permanent injury on his left leg caused by a construction machinery accident he had while he was working

as a construction worker to support his family. Since then, he cannot play football but loves organizing amateur matches and watching them. He now dreams of being a coach. He hears of our platform from a friend who tells him it might be of interest to him. Without much reading, he registers to the platform and creates a 6v6 football match event at a halı saha. After a day of waiting, he now has enough applications to his event to review and select 12 people.

Pre-conditions

Fatih has registered as a user.
Fatih has signed in to the platform.
Fatih has created his profile, filled in the relevant fields (skills and interests)
Fatih has created an event by specifying relevant properties (sports type, date and time, location, skill level, age, gender, role and number of players)
Fatih has received enough applications to fill the spots in his event

Goals

Fatih wants to create 2 teams of 6 by reviewing the applications he has received and approving 12 of them that he sees fit

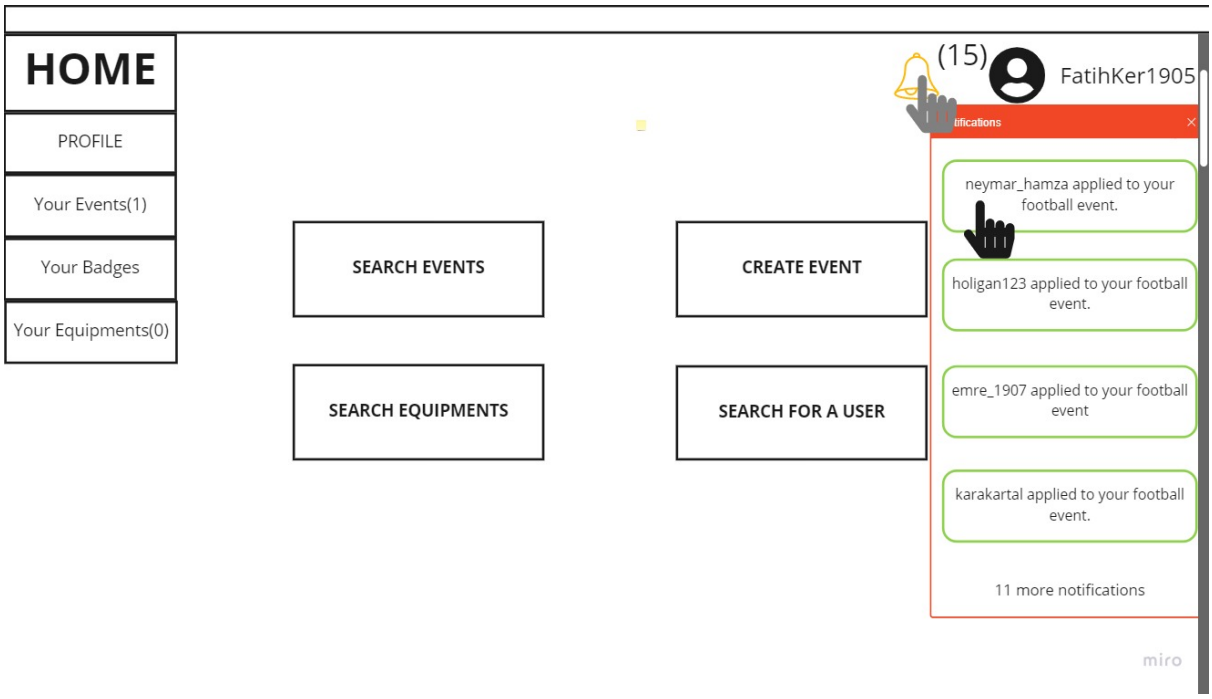
Acceptance Criteria

(1.1.5.5.) All users shall be able to see the profile pages of the event creator, applicants, participants and spectators.
(1.1.5.8.) All users shall be able to see the analytics of any player, event creator or sports field.
(1.1.7.3.) Event creators shall be able to select players among the applicants.
(1.2.9) GUI Requirements

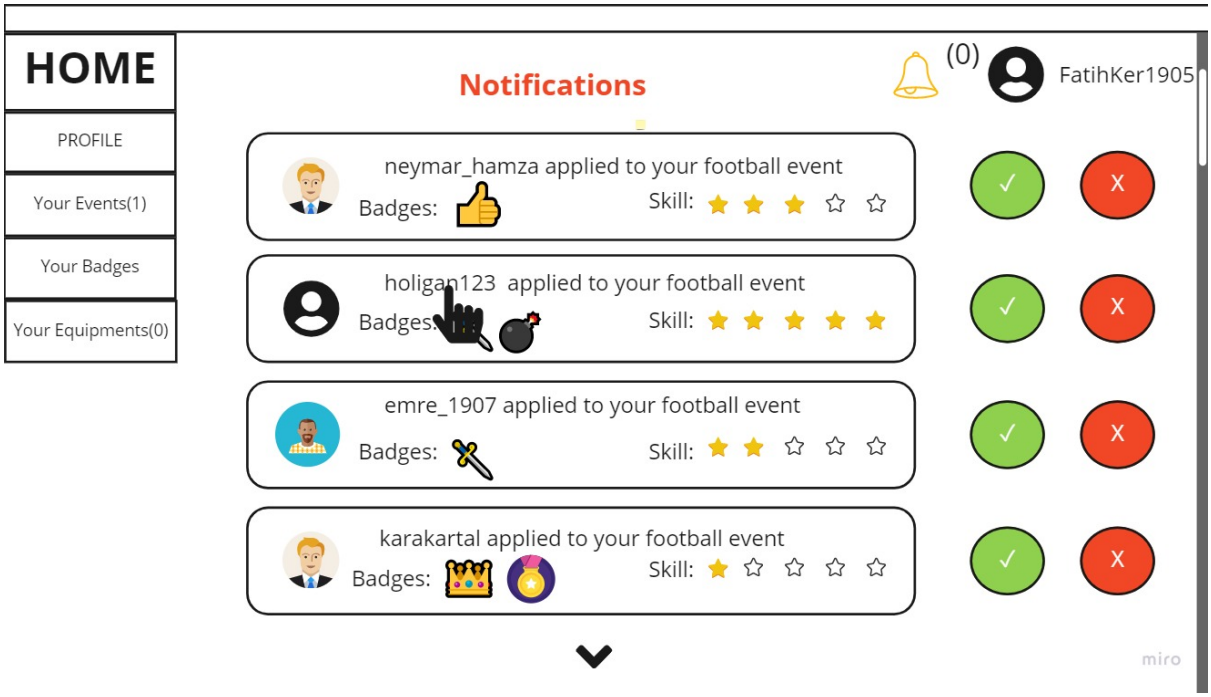
Scenario with Mockups

Web

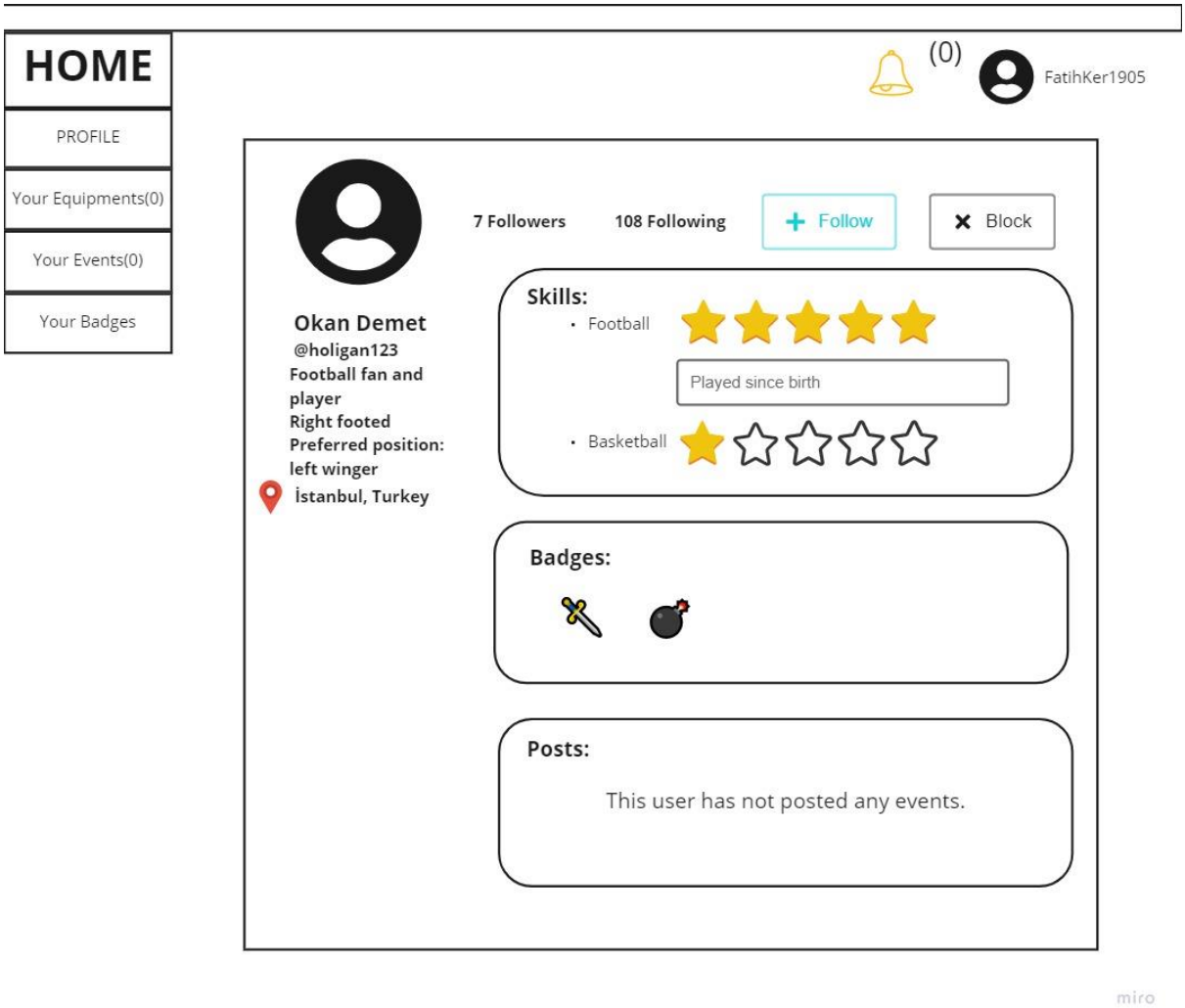
1. Checking application notification from homepage



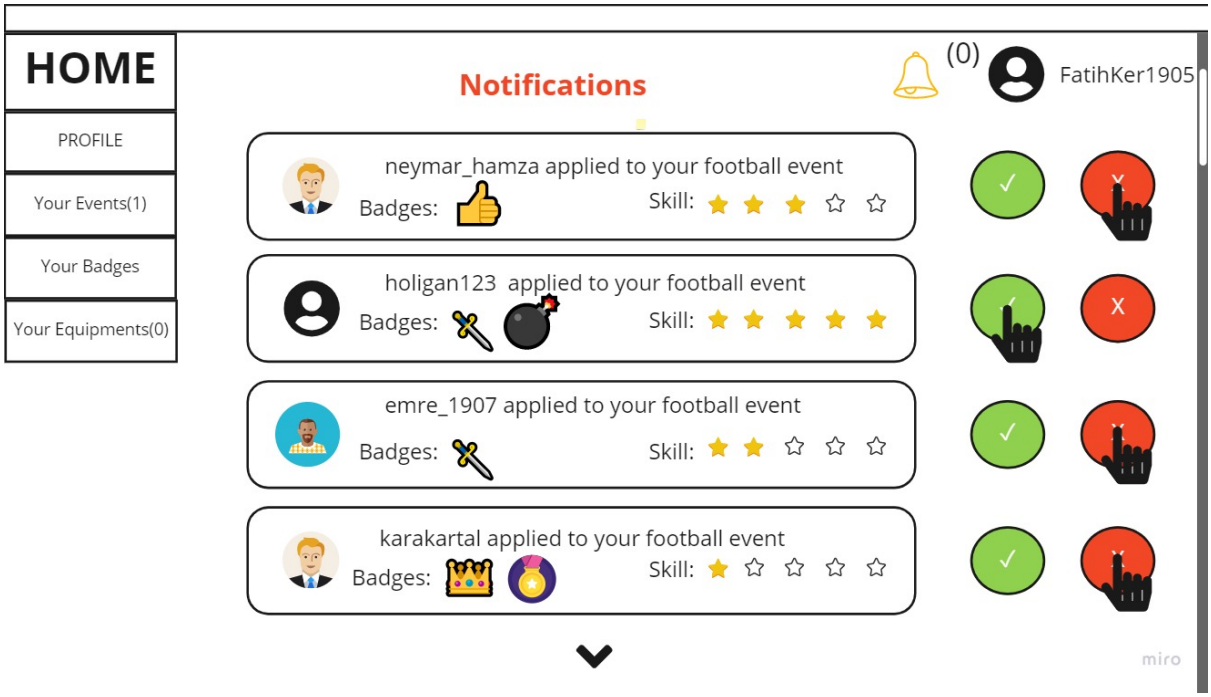
2. Seeing applicants from notifications page and clicking on applicant profile



3. Checking the profile page of applicant

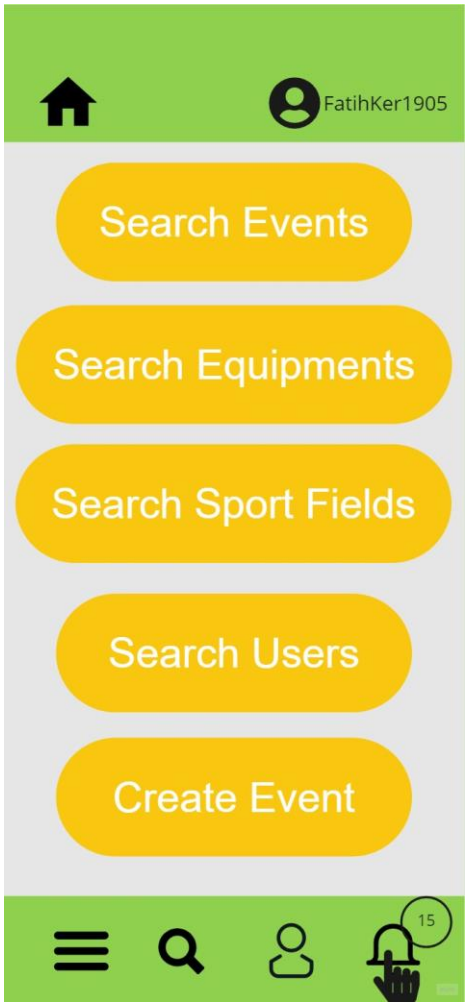


4. Accepting or declining applicants

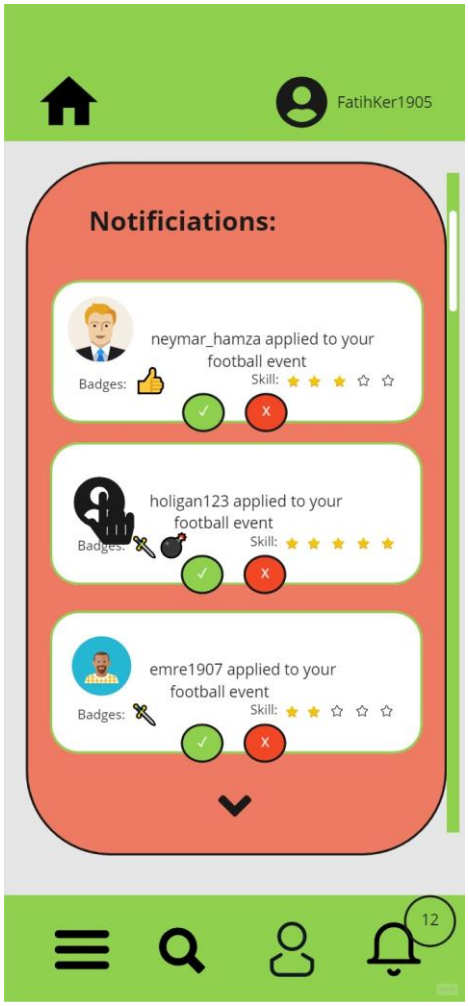


Android

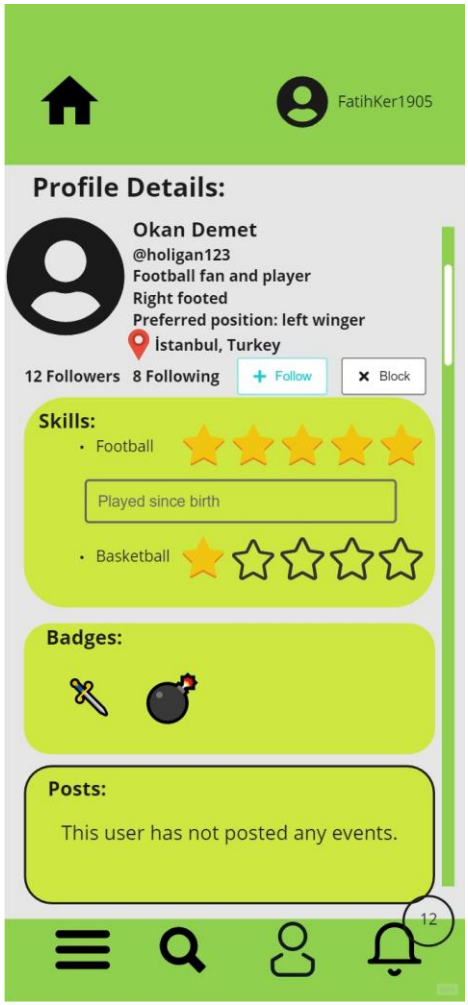
1. Checking application notification from homepage



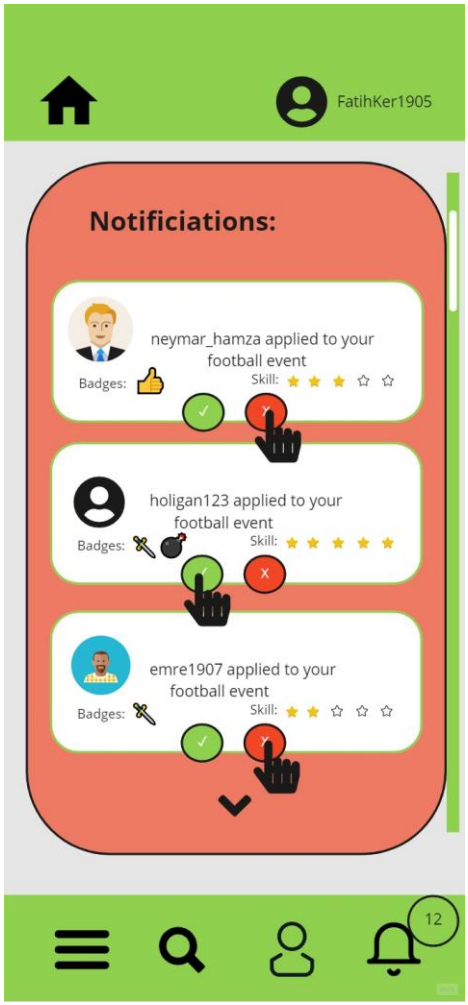
2. Seeing applicants from notifications page and clicking on applicant profile



3. Checking the profile page of applicant



4. Accepting or declining applicants



5. Discussion

Persona:
Zülfikar Tunç
20 years old
University student
Has been staying at home for one year because of the pandemic
Tired of being inactive and wants to do sports
Roger Federer fan
Likes watching tennis and wants to start playing

Story:
Online education made him really bored and he wants to join activities which he can go outside and enjoy. During quarantine, he started watching tennis games and he liked this sport. After the lockdown ended he decided to try playing tennis and found a good event online to join. He will apply for the event but he does not have a tennis racket.

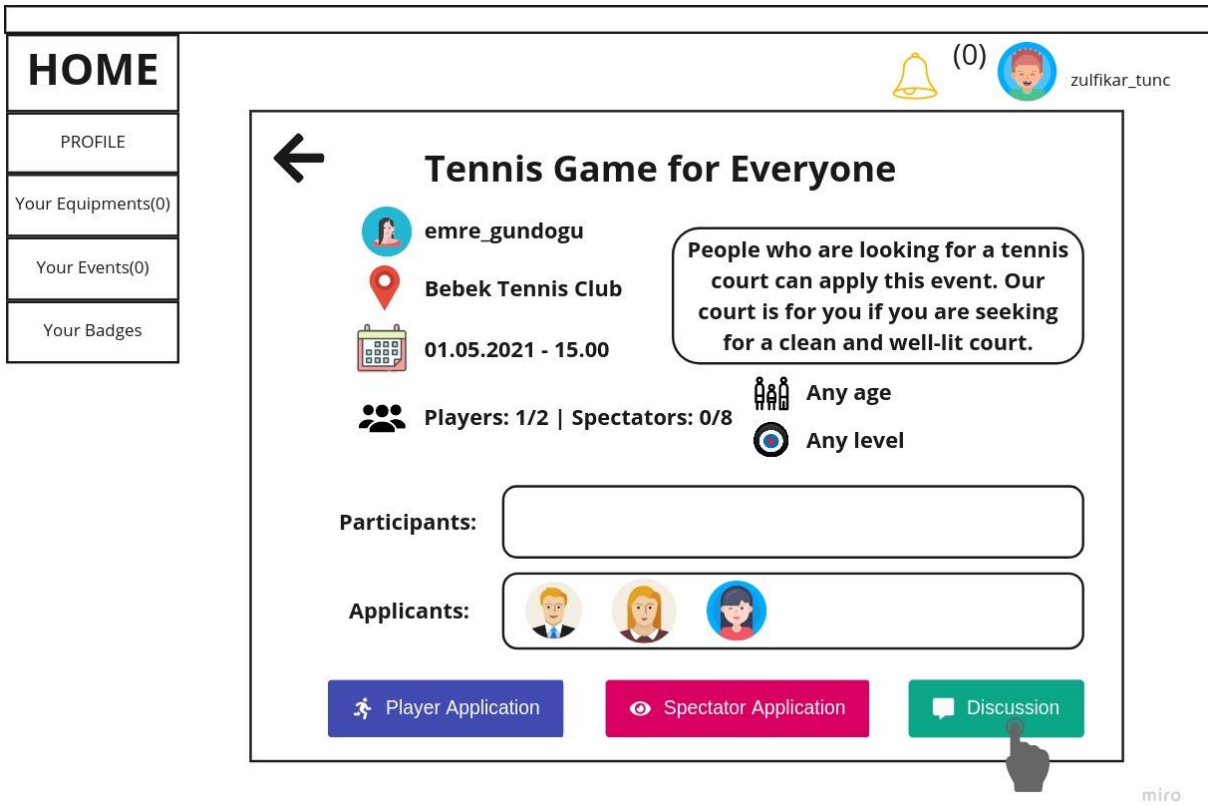
Pre-conditions:
Zülfikar is already registered as a user.
Zülfikar has already found a game and opened the game page.
Goals
Zülfikar wants to ask the event creator if he can borrow a tennis racket.

Acceptance Criteria:
(1.1.5.4.) All users shall be able to see the event pages that include event creator, location, sports field, applicants, participants and spectators.
(1.1.3.9.) Registered users shall be able to ask and answer questions on the discussion of any post.
(1.2.9) GUI Requirements
(1.2.10.1.) System should provide another forum-like page which is a platform that users can write and share their thoughts. Also they can read texts that other users create.

Scenario with Mockups:
Zülfikar is on the event's page and he wants to ask a question.
Zülfikar opens the discussion page by clicking the discussion button.
Zülfikar clicks the text field and writes there.
Zülfikar clicks the send button.
The message is posted.

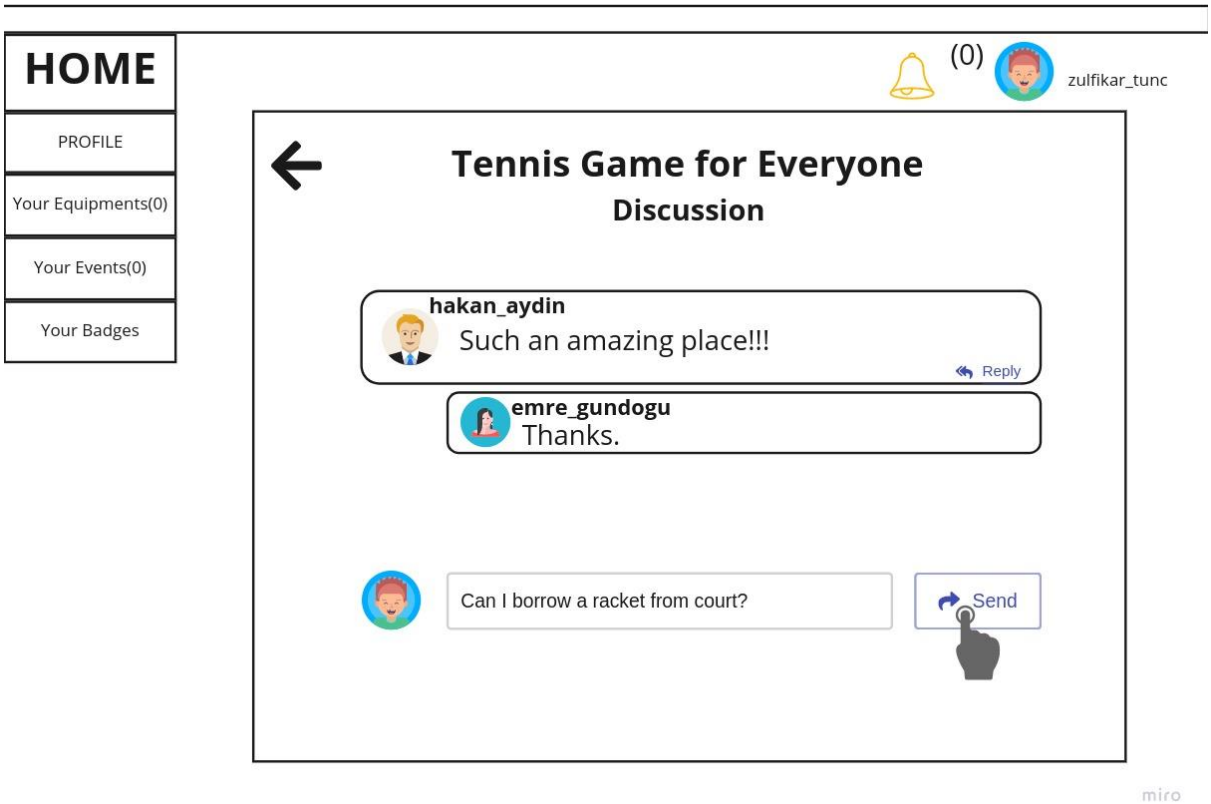
Web Mockup

1. Event Page



2. Discussion Page

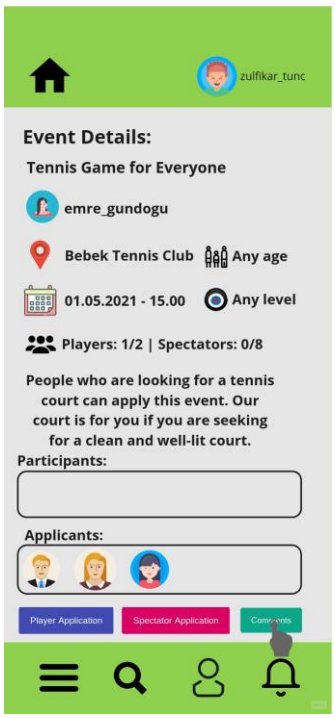
3. Sending Message



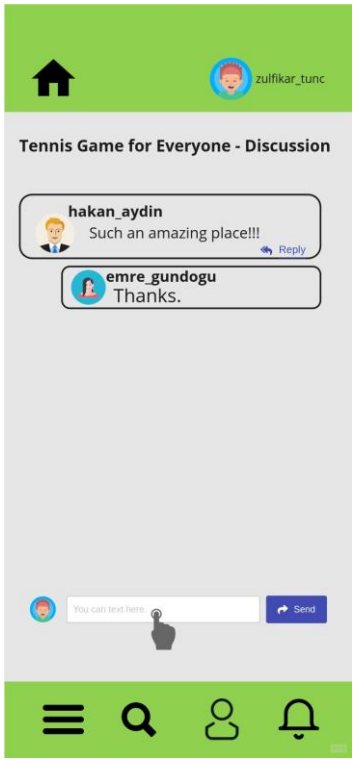
4. Discussion Page (Message is sent.)

Android Mockup

1. Event Page



2. Discussion Page



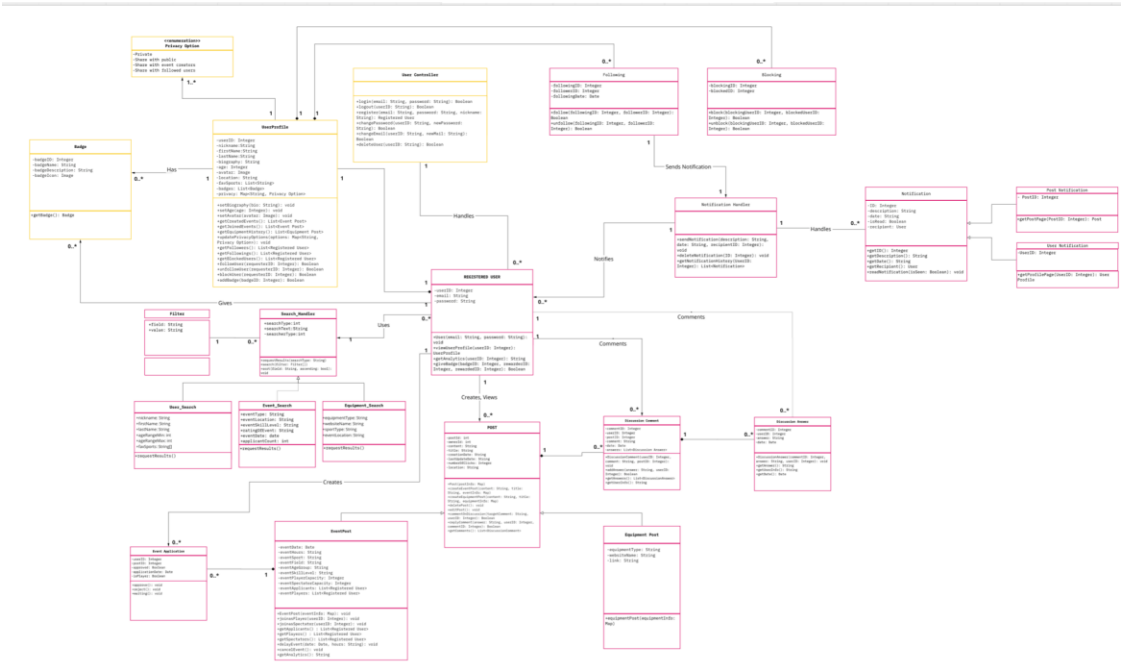
3. Sending Message

4. Discussion Page (Message is sent.)

UML Diagrams

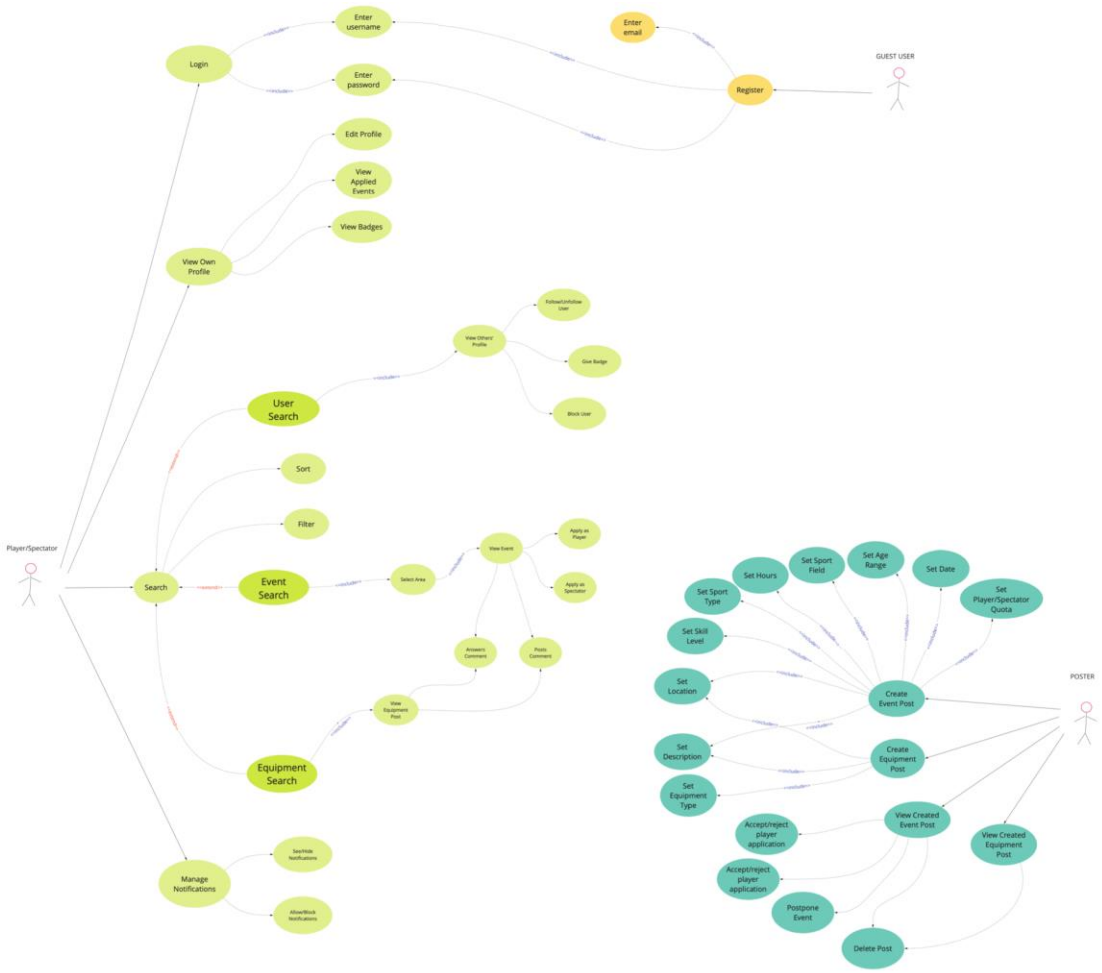
Class Diagram

Click here for high resolution.



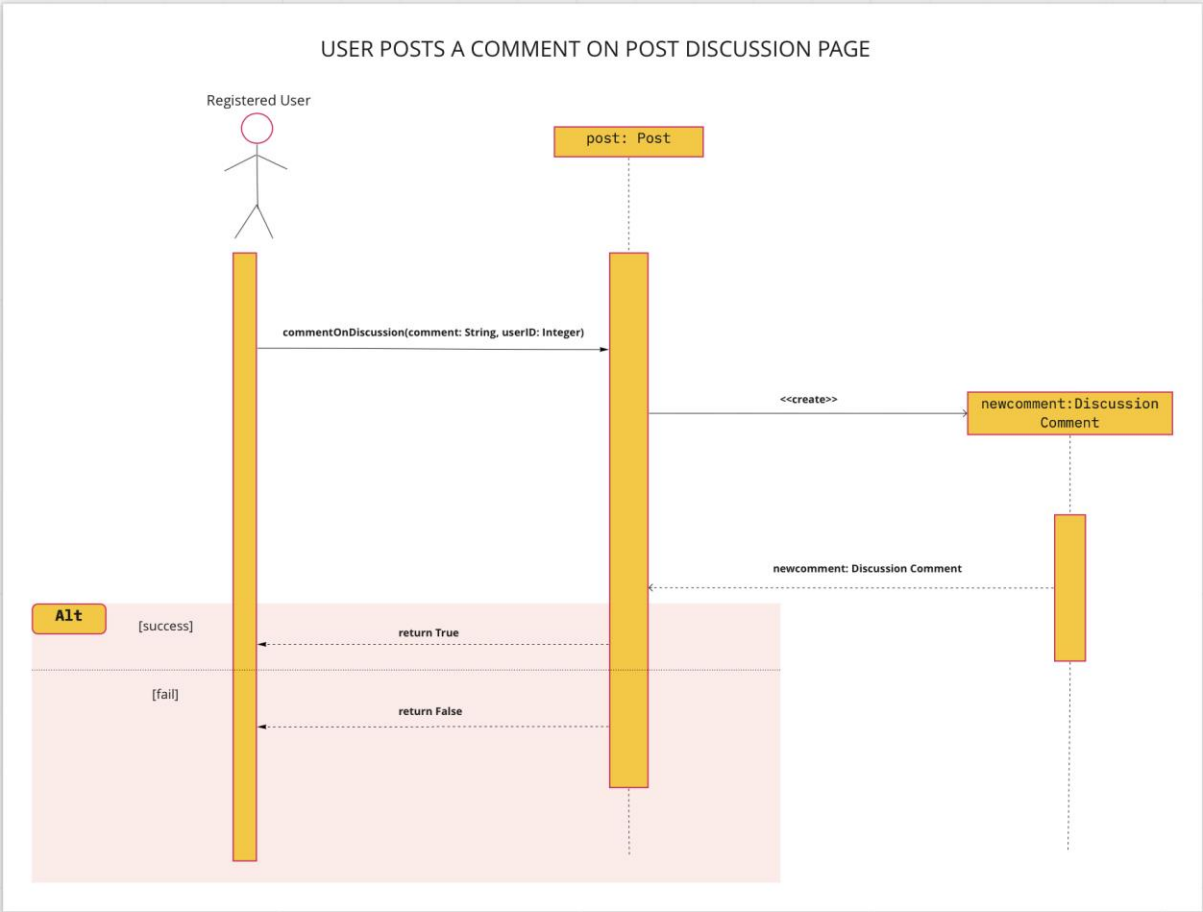
Use Case Diagram

Click here for high resolution.

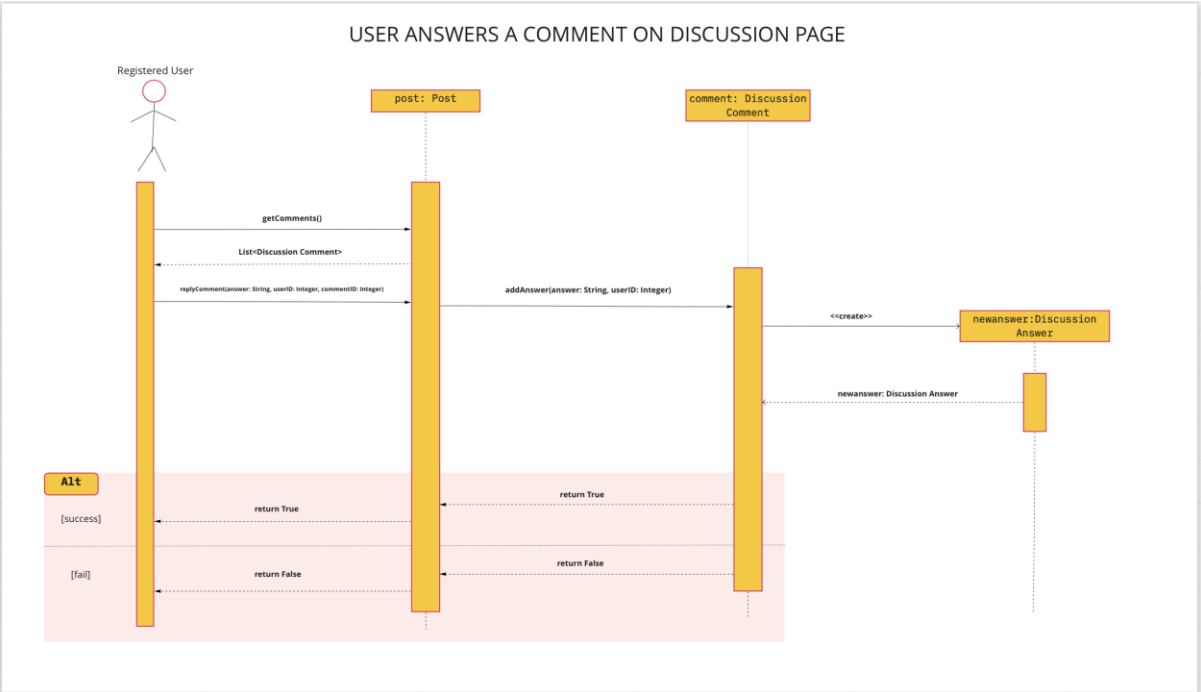


Sequence Diagrams

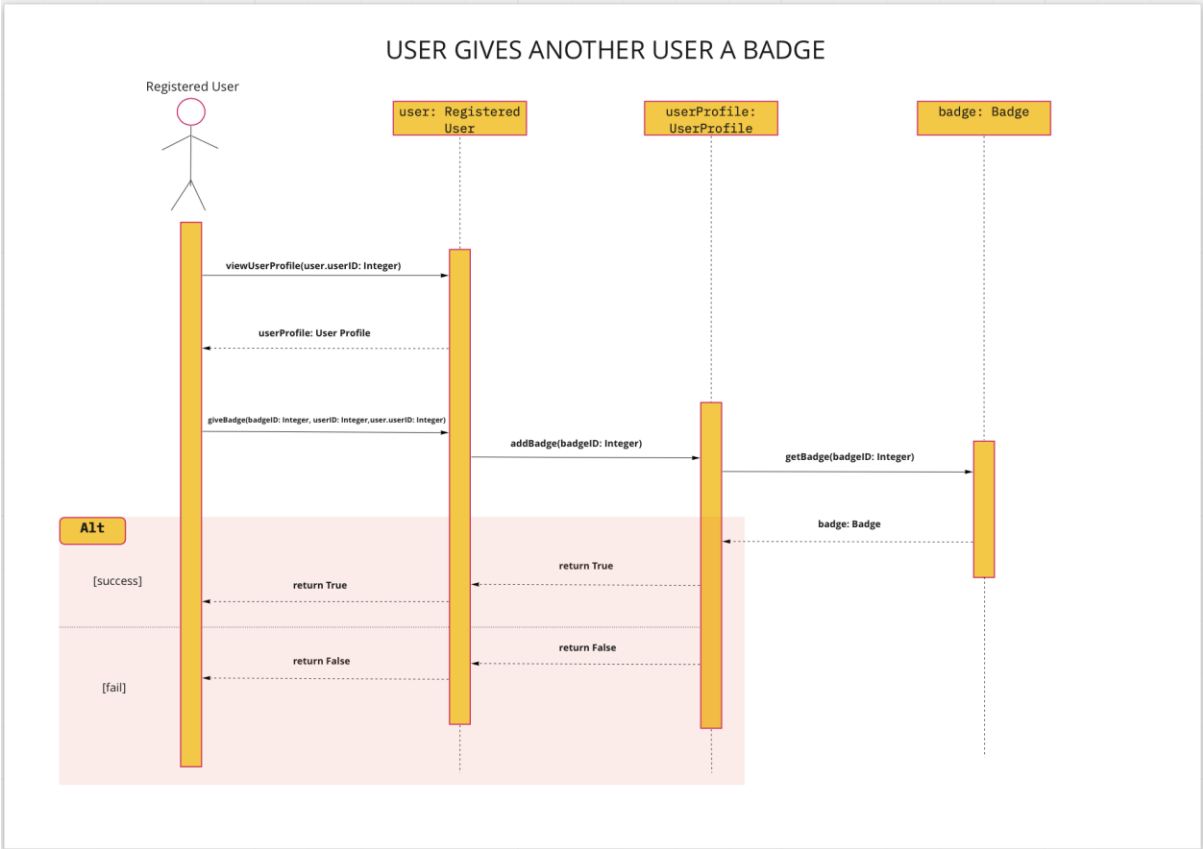
Posting a comment on discussion page



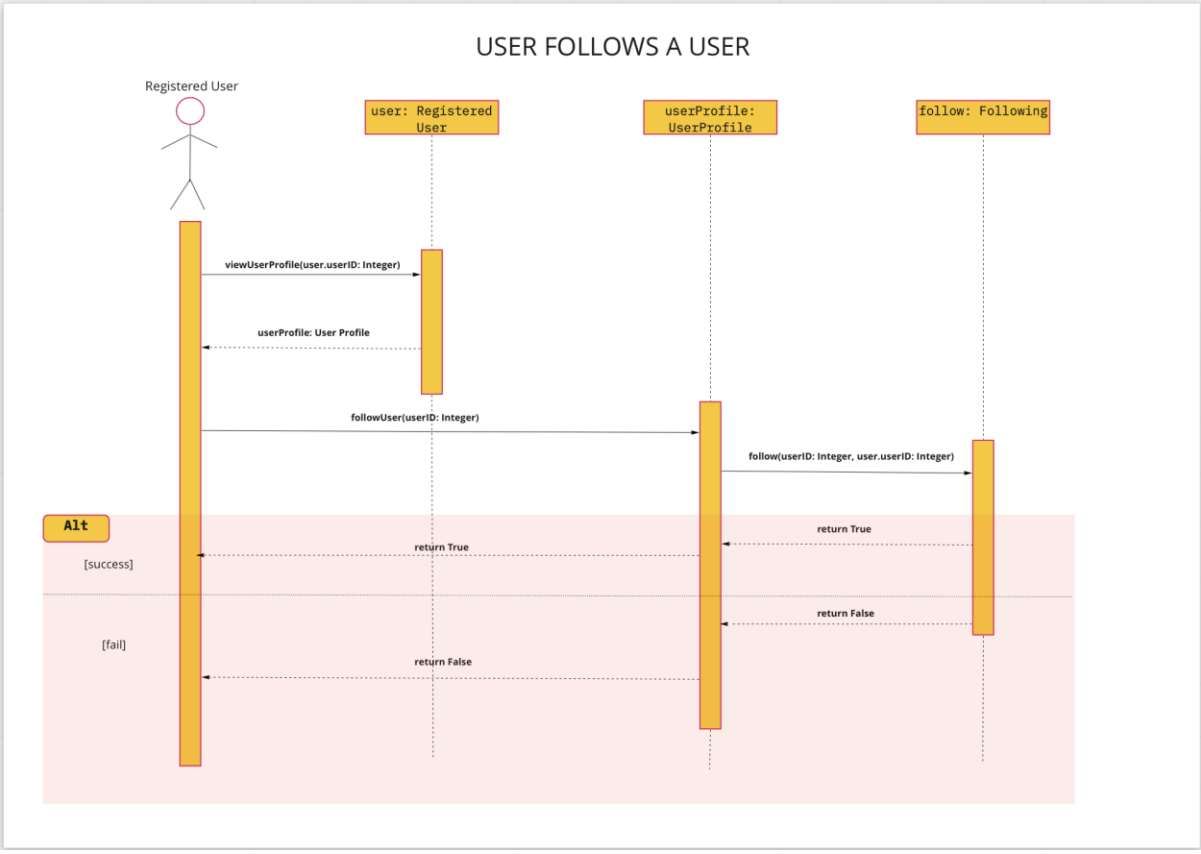
Answering a comment on discussion page



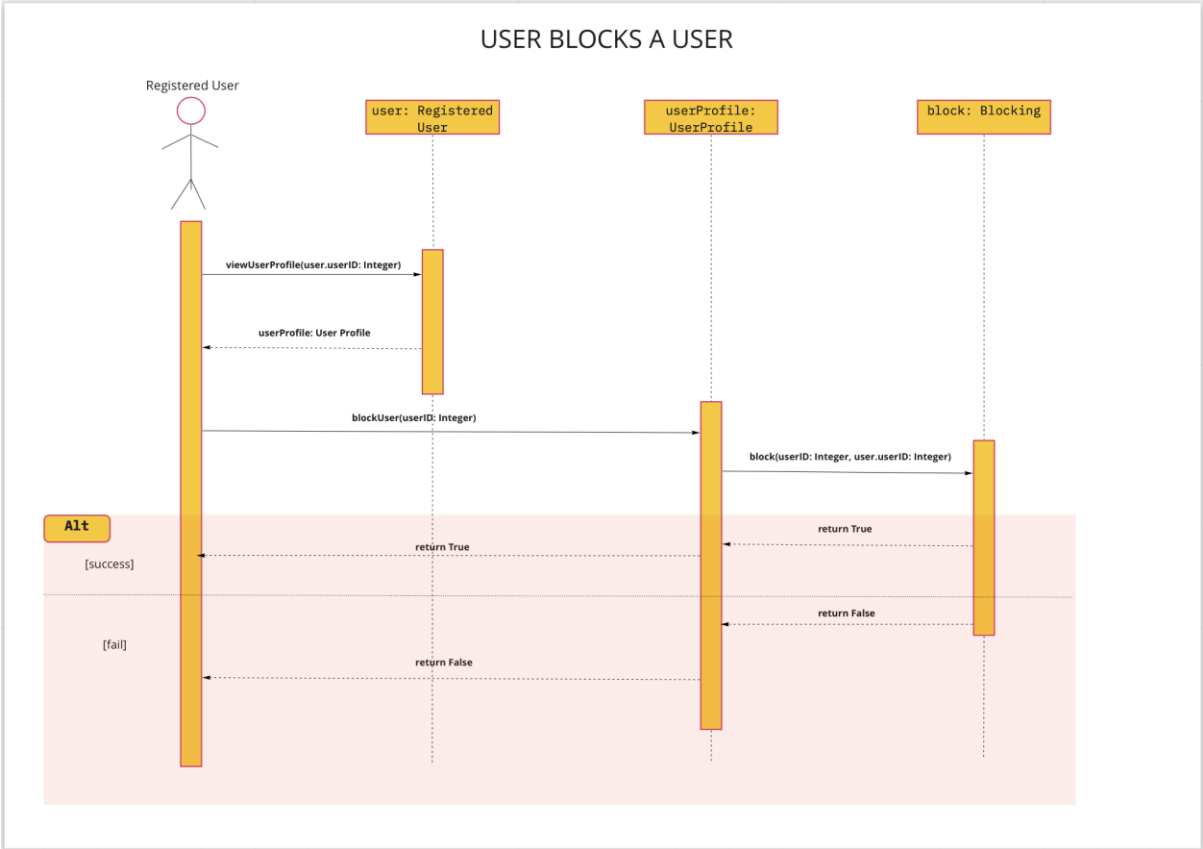
Giving a badge to another user



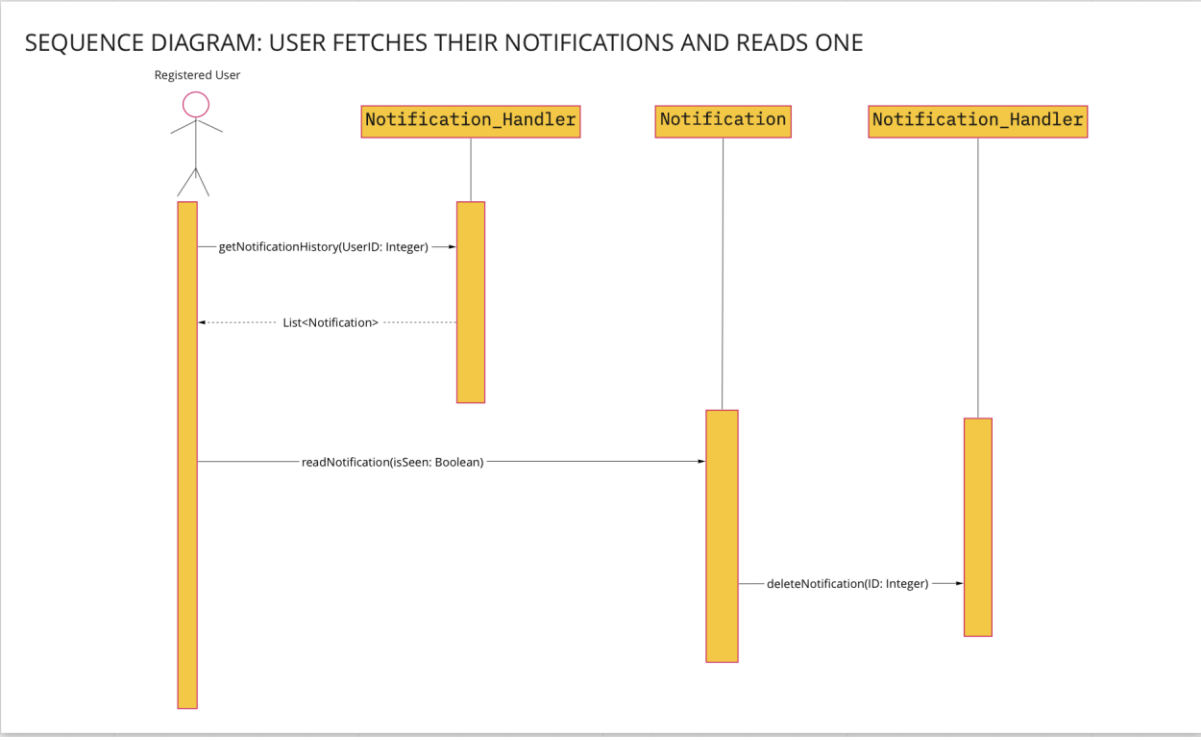
Following a user



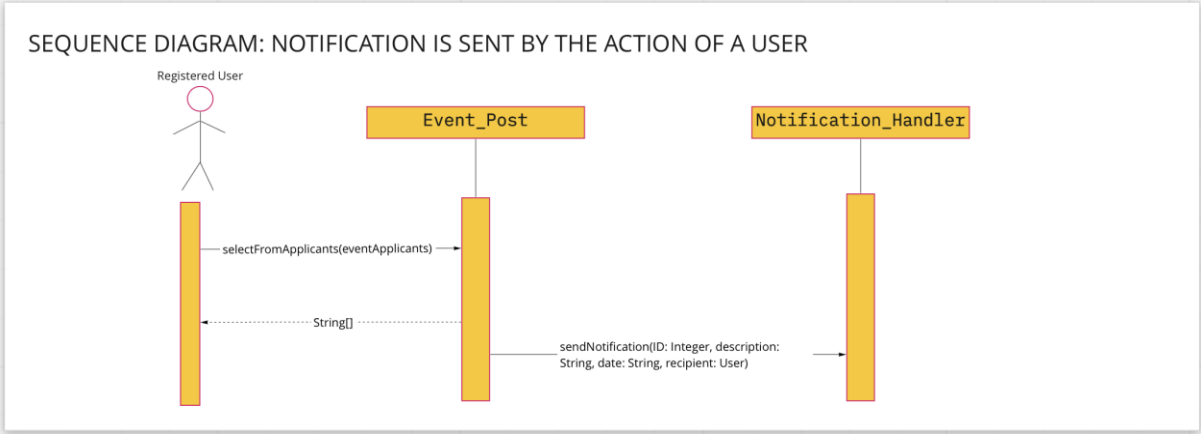
Blocking a user



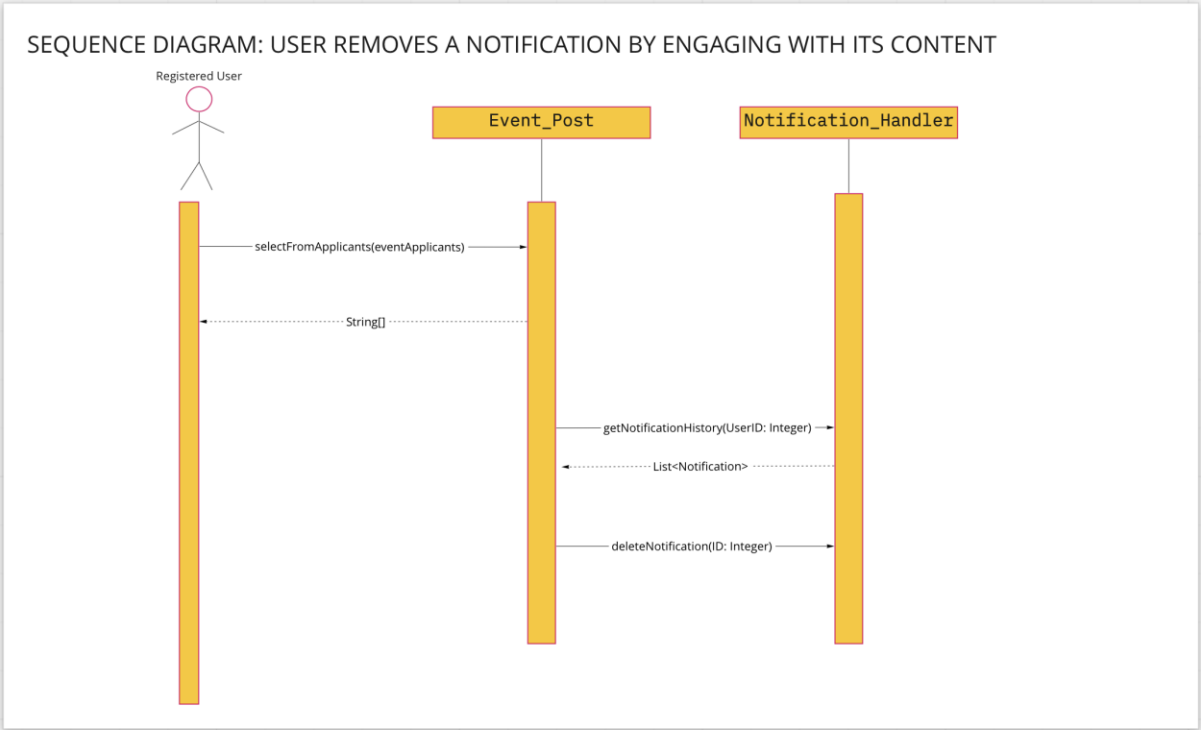
Fetching notifications and reading one



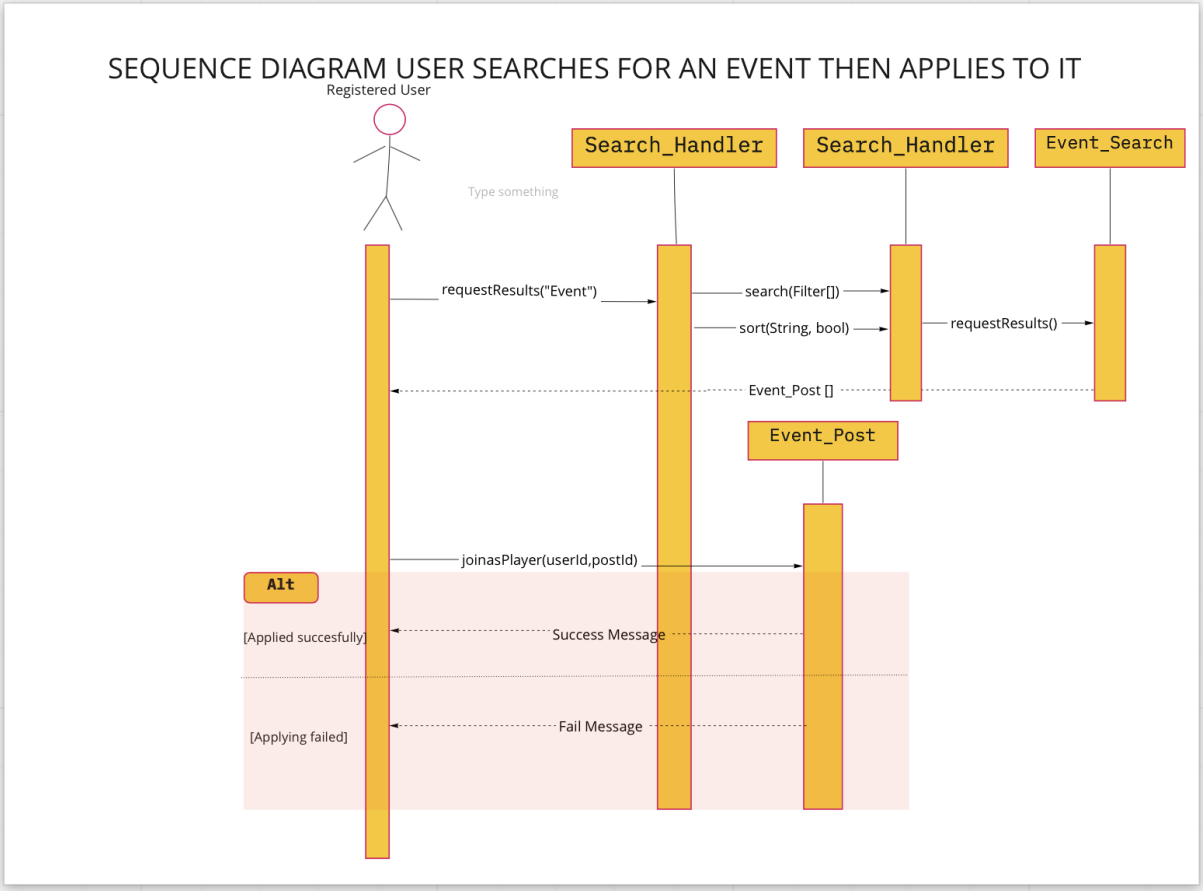
A notification is sent as a result of a user action



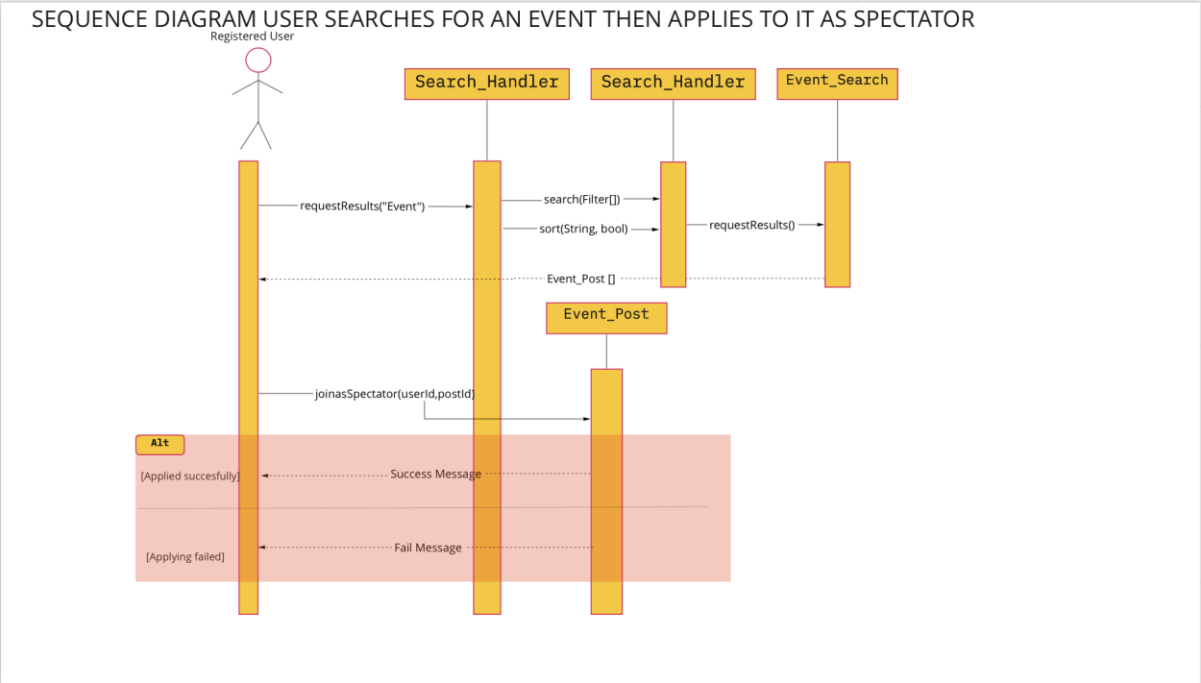
A notification is removed when a user engages with the content of that notification



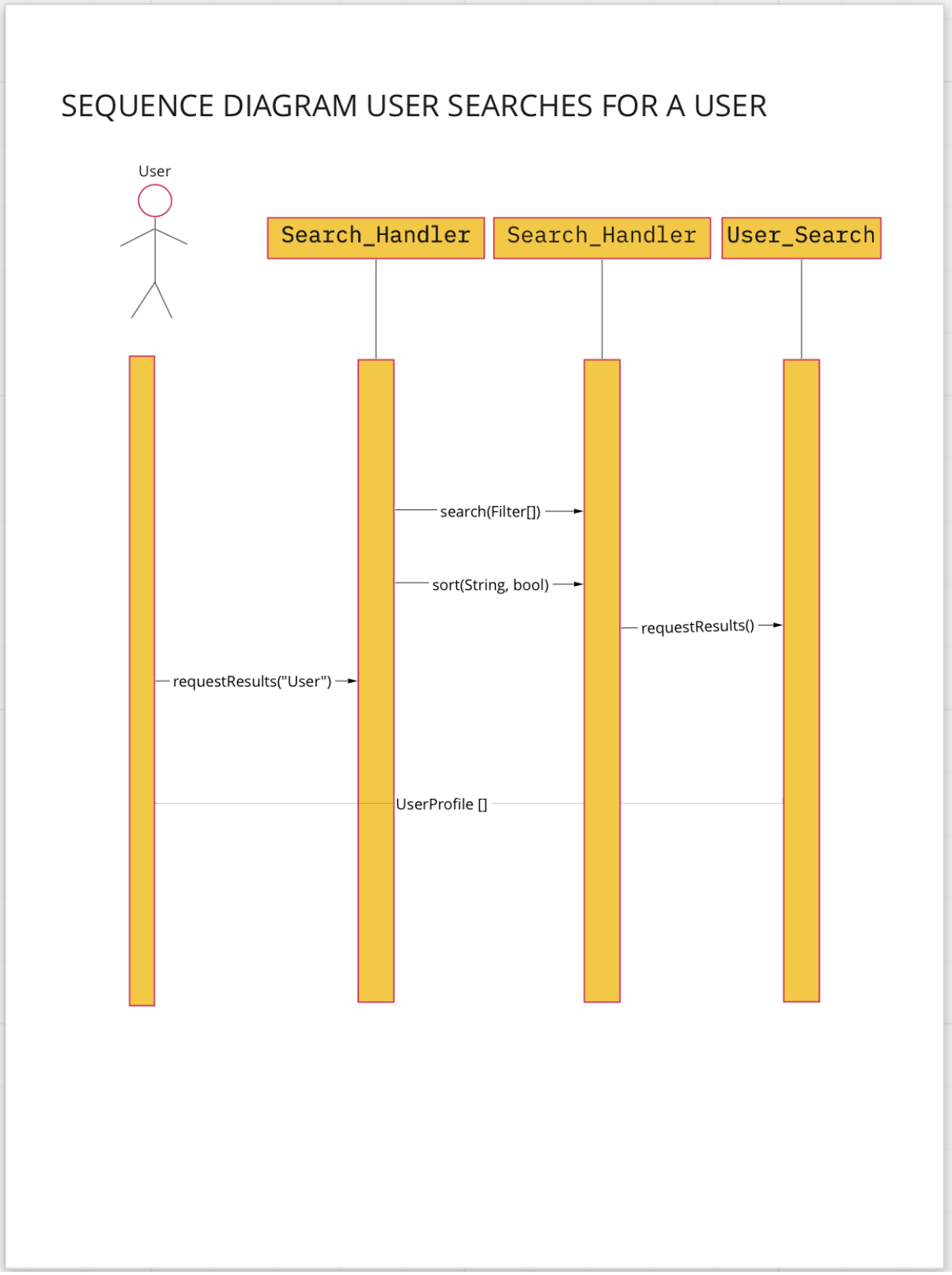
A user finds an event and applies to it



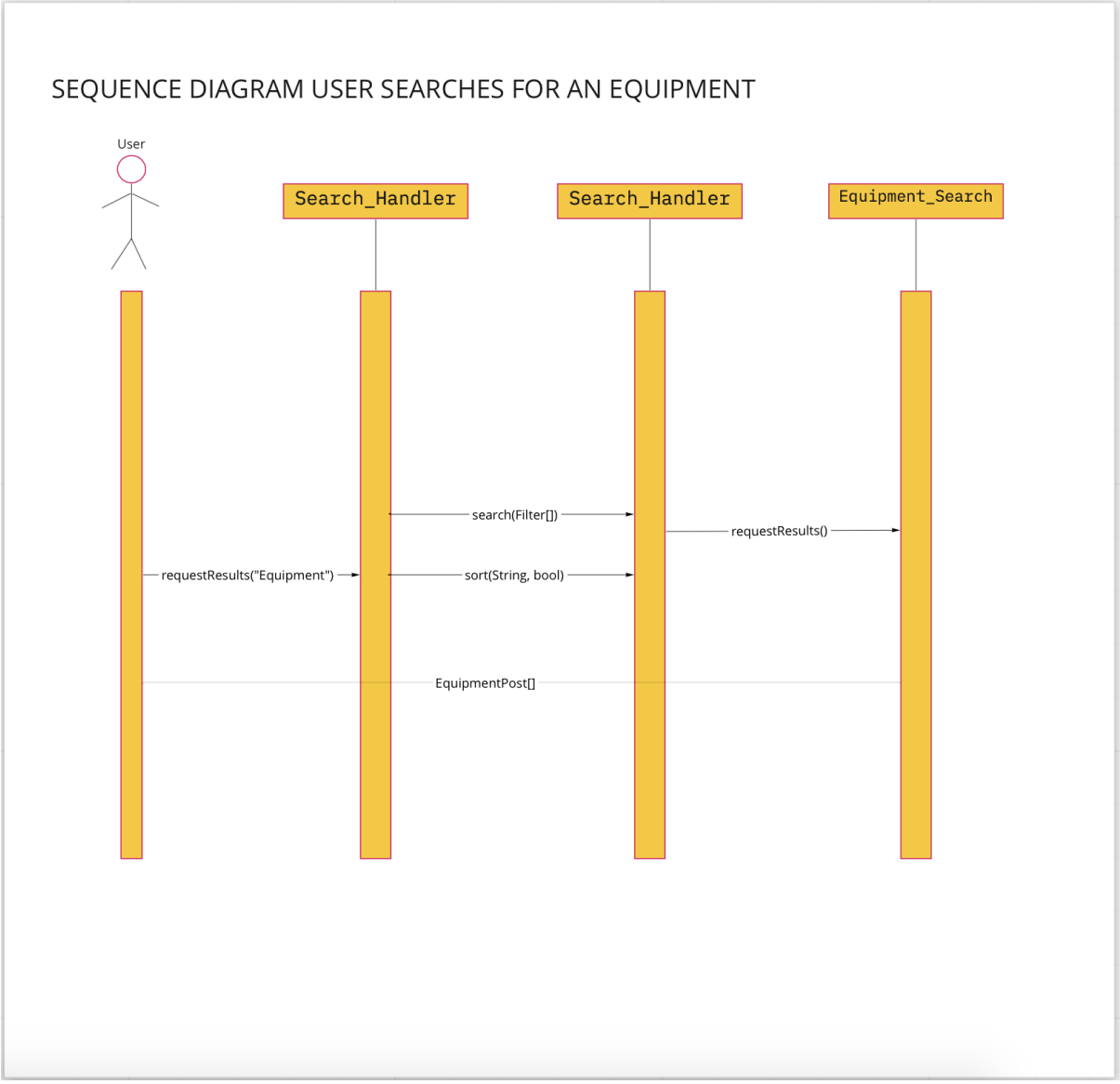
A user finds an event and applies to it as spectator



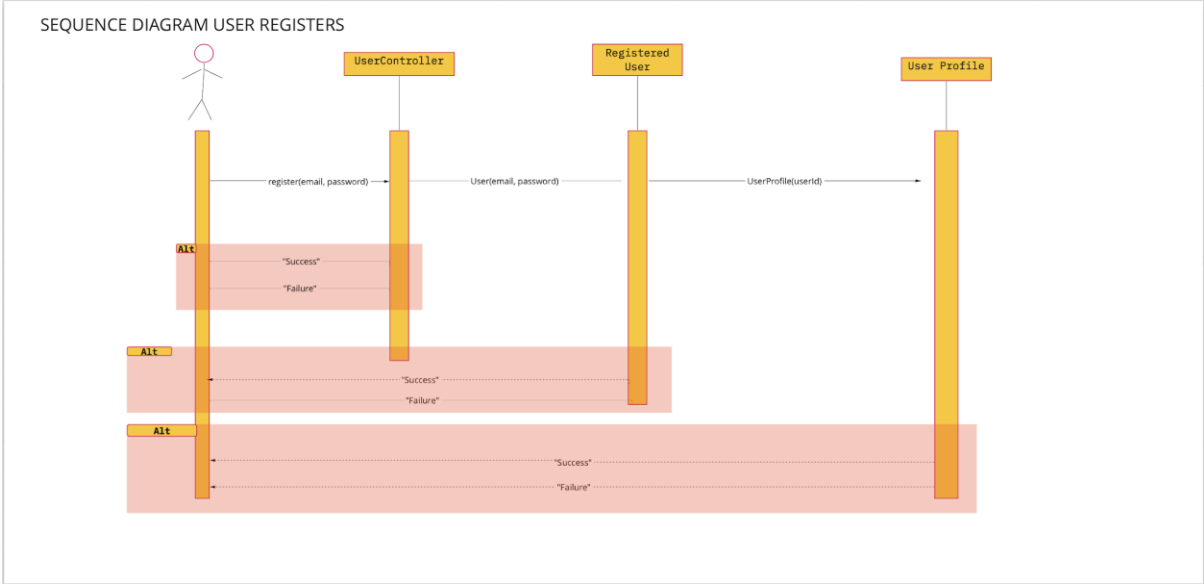
A user searches for a user



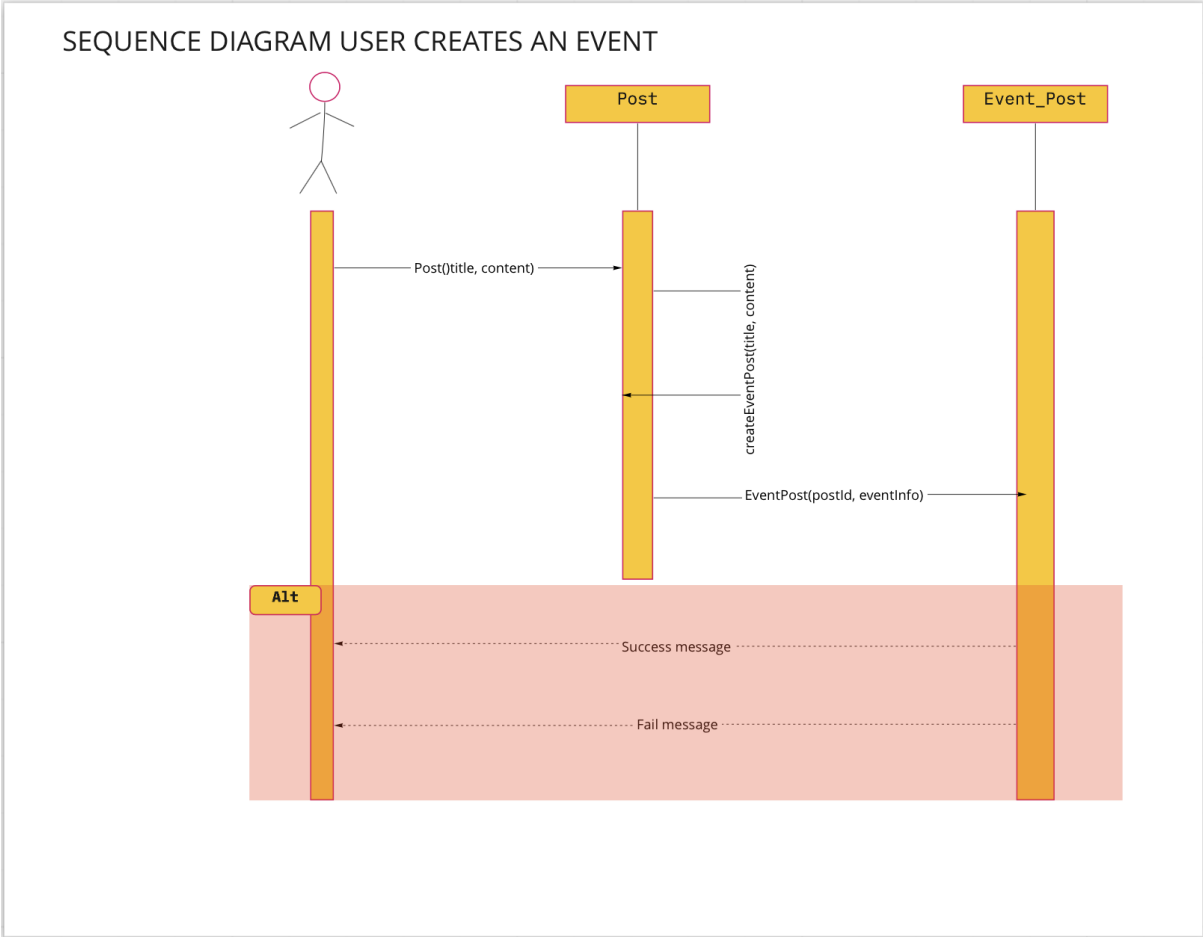
A user searches for an equipment



A user registers

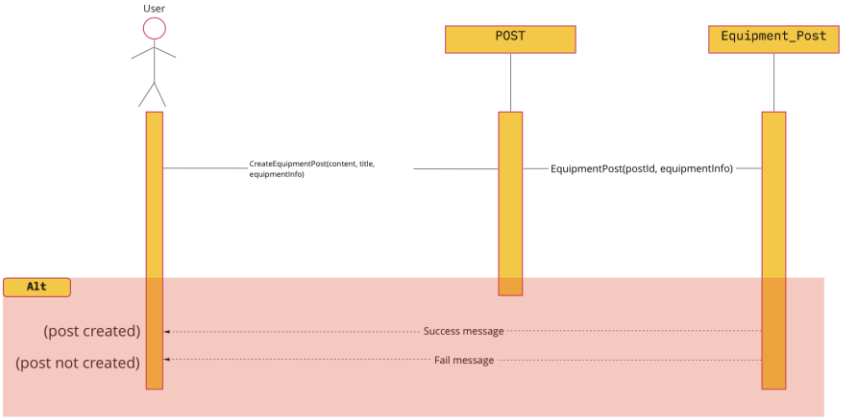


A user creates an event



A user creates an equipment post

SEQUENCE DIAGRAM USER CREATES AN EQUIPMENT POST



Project plan & RAM (responsibility assignment matrix)

RAM:

L - Lead C - Contributing R - Review Only A - Approval N - None	Doğukan Akar	Şefika Akman	Ömer Arslan	İbrahim Kağan Bayat	Berkay Döner	Ahmet Necip Görgülü	Ege Can Kaya	Bengisu Özaydın	Mehmet Saraçoğlu	Kerem Zaman
Project Repository Page										
Wiki Home Page&Sidebar	L	C	C	C	A	C	C	C	C	C
Personal Wiki Pages	C	C	C	C	C	C	C	C	C	C
Communication Plan	N	N	N	N	A	L	N	N	N	N
Labels	C	C	R	R	C	C	R	L	C	A
Repository Home Page	C	C	N	N	L	A	C	C	C	N
Git Research	N	N	N	N	L	N	A	N	N	N
Repository Research	C	C	C	C	C	C	C	C	C	C
Meeting Notes	N	N	N	N	N	L	C	N	N	N
TA Meeting Notes	N	N	N	N	L	N	N	N	N	N
Project Requirements										
User Requirements	C	L	R	R	A	R	R	R	R	R
System Requirements	N	N	R	C	R	A	R	A	C	C
Non-functional Requirements	N	N	N	R	L	N	A	N	N	N
Glossary	L	C	N	N	A	N	R	N	N	N
Similar Project Research	N	N	A	N	N	N	L	C	N	N
Question Preparation	N	N	N	N	L	C	C	N	N	N
Customer Meeting Attendance	C	C	C	C	C	L	C	C	C	C
Customer Meeting Notes	N	N	N	N	L	N	C	N	N	N
Scenarios&Mockups										
Event Creation Scenario	R	R	N	L	N	R	N	N	C	C
Event Creation Mockup	R	R	N	L	N	R	N	N	C	R
Event Search Scenario	R	R	R	N	N	L	N	R	N	N
Event Search Mockup	R	R	N	N	R	L	N	R	N	N
Event Application Scenario	R	R	N	N	L	R	R	N	N	N
Event Application Mockup	R	R	N	N	L	R	R	N	N	N
Player Selection Scenario	R	R	N	N	N	N	L	N	N	N
Player Selection Mockup	R	R	N	N	N	N	L	N	N	N
Discussion Scenario	C	L	N	N	N	N	N	N	N	N
Discussion Mockup	C	L	N	N	R	N	N	N	N	N
UML Diagrams										
Use Case Diagram	C	C	C	C	C	C	C	C	C	C
Class Diagram	C	C	C	C	C	C	C	C	C	C
Sequence Diagram: Posting Comment	N	N	N	N	L	C	N	R	N	N
Sequence Diagram: Answering Comment	N	N	N	N	L	R	N	R	N	N
Sequence Diagram: Giving Badge	N	N	N	N	L	N	N	C	N	N

Sequence Diagram: Following User	N	N	N	N	L	N	N	C	N	N
Sequence Diagram: Blocking User	N	N	N	N	L	N	N	C	N	N
Sequence Diagram: Fetching Notifications	N	N	N	N	N	N	L	N	N	N
Sequence Diagram: Sending Notification	N	N	N	N	N	N	L	N	N	N
Sequence Diagram: Removing Notification	N	N	N	N	N	N	L	N	N	N
Sequence Diagram: Player Application	N	N	N	N	N	L	N	C	N	N
Sequence Diagram: Spectator Application	N	N	N	L	N	N	N	C	N	N
Sequence Diagram: User Search	N	N	N	N	N	R	N	C	N	L
Sequence Diagram: Equipment Search	N	N	N	N	N	R	N	C	N	L
Sequence Diagram: User Registration	R	L	N	N	N	N	N	N	N	N
Sequence Diagram: Event Creation	L	R	N	N	N	N	N	N	N	N
Sequence Diagram: Equipment Post Creation	N	N	N	N	N	N	N	C	L	N
Sequence Diagram: Selecting Applicants	N	N	L	N	N	N	N	C	N	N
Project Plan										
Revision of Requirements	L	C	N	N	C	N	R	N	N	N
Revision of Scenarios&Mockups	C	C	N	N	C	C	R	N	N	N
Revision of Diagrams	C	C	N	C	C	C	C	L	N	C
Project Plan: Work We've Done So Far	N	N	L	N	R	N	R	N	L	N
Project Plan: Future Tasks for CMPE352	N	N	N	L	R	N	R	N	N	R
Project Plan: Future Tasks for CMPE451	N	N	N	N	C	N	L	N	N	C
RAM	C	C	C	C	L	C	C	C	C	C
Milestone Report	C	C	C	C	C	L	C	C	C	C
CMPE352 - Milestone #1										
API Implementation										
API Research	C	C	C	C	C	C	C	C	C	C
Implementation	C	C	C	C	C	C	C	A	C	C
Unit Testing	C	C	C	C	C	A	C	L	C	C
Acceptance Testing	C	C	C	C	L	A	C	C	C	N
Milestone Report	C	C	C	C	C	L	C	C	C	A
CMPE352 - Milestone #2										
Backend										
Initialization	N	L	N	N	N	N	N	C	N	C
Database Design	N	C	N	N	N	N	N	L	N	C
Registration Implementation	N	L	N	N	N	N	N	A	N	N
Login Implementation	N	A	N	N	N	N	N	L	N	N
User Profiles	N	A	N	N	N	N	N	N	N	L
Profile Privacy Options	N	N	N	N	N	N	N	A	N	L
Frontend										
Initialization	L	N	N	N	C	C	C	N	N	N
Homepage	N	N	N	N	L	A	N	N	N	N
Navigation Bar	N	N	N	N	A	L	N	N	N	N
Registration Page	N	N	N	N	N	A	L	N	N	N
Login Page	N	N	N	N	L	A	N	N	N	N
Profile Page	L	N	N	N	N	A	N	N	N	N
Android										
Initialization	N	N	L	C	N	N	N	N	C	N

Homepage	N	N	N	L	N	N	N	N	A	N
Navigation Bar	N	N	N	L	N	N	N	N	A	N
Registration Page	N	N	N	A	N	N	N	N	L	N
Login Page	N	N	N	A	N	N	N	N	L	N
Profile Page	N	N	L	A	N	N	N	N	N	N
CMPE451 - Milestone #1										
Backend										
Post Creation/View	N	L	N	N	N	N	N	A	N	C
Event Application	N	N	N	N	N	N	N	L	N	A
Comments/Answers	N	N	N	N	N	N	N	L	N	A
Follow/Block Functionalities	N	N	N	N	N	N	N	N	N	L
Frontend										
Post Creation/View	L	N	N	N	A	C	N	N	N	N
Event Application	N	N	N	N	L	A	N	N	N	N
Comments/Answers	N	N	N	N	L	C	A	N	N	N
Follow/Block Functionalities	N	N	N	N	N	A	L	N	N	N
Android										
Post Creation/View	N	N	A	C	N	N	N	N	L	N
Event Application	N	N	L	A	N	N	N	N	N	N
Comments/Answers	N	N	L	A	N	N	N	N	N	N
Follow/Block Functionalities	N	N	N	L	N	N	N	N	N	N
CMPE451 - Milestone #2										
Backend										
Search System	N	N	N	N	N	N	N	L	N	A
Search Filtering/Sorting	N	A	N	N	N	N	N	L	N	N
Recommendation System	N	L	N	N	N	N	N	N	N	A
Notification System	N	A	N	N	N	N	N	N	N	L
Frontend										
Search System	L	N	N	N	N	A	N	N	N	N
Search Filtering/Sorting	A	N	N	N	N	L	N	N	N	N
Recommendation System	N	N	N	N	L	N	A	N	N	N
Notification System	N	N	N	N	A	N	L	N	N	N
Android										
Search System	N	N	L	N	N	N	N	N	A	N
Search Filtering/Sorting	N	N	L	A	N	N	N	N	N	N
Recommendation System	N	N	N	A	N	N	N	N	L	N
Notification System	N	N	N	L	N	N	N	N	A	N
CMPE451 - Milestone #3										

Project Plan:

		Name	Duration	Start	Finish	Predecessors
1		**Infrastructure Setup**	**10 days?**	**3/23/21 8:00 AM**	**4/1/21 5:00 PM**	
2		Discord Server Initialization	8 days?	3/23/21 8:00 AM	4/1/21 5:00 PM	
3		Group First Meeting	8 days?	3/23/21 8:00 AM	4/1/21 5:00 PM	
4		Creating Wiki Pages	8 days?	3/23/21 8:00 AM	4/1/21 5:00 PM	
5		Communication Plan	8 days?	3/23/21 8:00 AM	4/1/21 5:00 PM	
6		Git Study	8 days?	3/23/21 8:00 AM	4/1/21 5:00 PM	
7		Repository Research	8 days?	3/23/21 8:00 AM	4/1/21 5:00 PM	
8		README	8 days?	3/23/21 8:00 AM	4/1/21 5:00 PM	
9		Creating Issue Labels	8 days?	3/23/21 8:00 AM	4/1/21 5:00 PM	
10		Creating First Issues	8 days?	3/23/21 8:00 AM	4/1/21 5:00 PM	
11		**Determining Requirements**	**10 days?**	**3/31/21 8:00 AM**	**4/9/21 5:00 PM**	
12		Glossary	10 days?	3/31/21 8:00 AM	4/9/21 5:00 PM	
13		**Functional Requirements**	**10 days?**	**3/31/21 8:00 AM**	**4/9/21 5:00 PM**	
14		User Requirements	10 days?	3/31/21 8:00 AM	4/9/21 5:00 PM	
15		System Requirements	10 days?	3/31/21 8:00 AM	4/9/21 5:00 PM	
16		**Non-functional Requirements**	**10 days?**	**3/31/21 8:00 AM**	**4/9/21 5:00 PM**	
17		Availability	8 days?	3/31/21 8:00 AM	4/9/21 5:00 PM	
18		Deployment	8 days?	3/31/21 8:00 AM	4/9/21 5:00 PM	
19		Performance	8 days?	3/31/21 8:00 AM	4/9/21 5:00 PM	
20		Privacy	8 days?	3/31/21 8:00 AM	4/9/21 5:00 PM	
21		Security	10 days?	3/31/21 8:00 AM	4/9/21 5:00 PM	
22		Standards	8 days?	3/31/21 8:00 AM	4/9/21 5:00 PM	
23		**Scenarios and Mock-ups**	**7 days?**	**4/13/21 8:00 AM**	**4/19/21 5:00 PM**	**13;16**
24		**User Personas and Their Stories**	**7 days?**	**4/13/21 8:00 AM**	**4/19/21 5:00 PM**	
25		Person #1 Eren Yiit	7 days?	4/13/21 8:00 AM	4/19/21 5:00 PM	
26		Person #2 Ali Topçu	5 days?	4/13/21 8:00 AM	4/19/21 5:00 PM	
27		Person #3 Melike Takran	5 days?	4/13/21 8:00 AM	4/19/21 5:00 PM	
28		Person #4 Fatih Kerim	5 days?	4/13/21 8:00 AM	4/19/21 5:00 PM	
29		Person #5 Zülfikar Tunç	7 days?	4/13/21 8:00 AM	4/19/21 5:00 PM	
30		**Scenarios and Mock-ups**	**7 days?**	**4/13/21 8:00 AM**	**4/19/21 5:00 PM**	
31		Scenario #1: Creating an Event	7 days?	4/13/21 8:00 AM	4/19/21 5:00 PM	
32		Scenario #2: User Searches for an Event	5 days?	4/13/21 8:00 AM	4/19/21 5:00 PM	
33		Scenario #3: User Applies for an Event to ...	5 days?	4/13/21 8:00 AM	4/19/21 5:00 PM	
34		Scenario #4: Event Creator Selects from ...	5 days?	4/13/21 8:00 AM	4/19/21 5:00 PM	

Projectplan - page1

		Name	Duration	Start	Finish	Predecessors
35		Scenario #5: Discussion	7 days?	4/13/21 8:00 AM	4/19/21 5:00 PM	
36		**Design Diagrams**	**11 days?**	**4/20/21 8:00 AM**	**4/30/21 5:00 PM**	**24;30**
37		Class Diagram	9 days?	4/20/21 8:00 AM	4/30/21 5:00 PM	
38		Use-Case Diagram	9 days?	4/20/21 8:00 AM	4/30/21 5:00 PM	
39		Sequence Diagram	9 days?	4/20/21 8:00 AM	4/30/21 5:00 PM	
40		Milestone #1	12 days?	4/28/21 8:00 AM	5/13/21 5:00 PM	36
41		Research and development	16 days?	5/18/21 8:00 AM	6/8/21 5:00 PM	
42		Code versioning, Code review	6 days?	5/18/21 8:00 AM	5/25/21 5:00 PM	
43		**Designing the Project Structure**	**8 days?**	**5/25/21 8:00 AM**	**6/1/21 5:00 PM**	**40**
44		Designing Frontend Part	6 days?	5/25/21 8:00 AM	6/1/21 5:00 PM	
45		Designing Android Part	6 days?	5/25/21 8:00 AM	6/1/21 5:00 PM	
46		Designing Backend Part	6 days?	5/25/21 8:00 AM	6/1/21 5:00 PM	
47		**Verification and Validation**	**8 days?**	**6/2/21 8:00 AM**	**6/9/21 5:00 PM**	**43**
48		**Testing**	**8 days?**	**6/2/21 8:00 AM**	**6/9/21 5:00 PM**	
49		Unit Tests	6 days?	6/2/21 8:00 AM	6/9/21 5:00 PM	
50		User Tests	6 days?	6/2/21 8:00 AM	6/9/21 5:00 PM	
51		Debugging	6 days?	6/2/21 8:00 AM	6/9/21 5:00 PM	
52		Configuration Management	6 days?	6/8/21 8:00 AM	6/15/21 5:00 PM	
53		Deployment	6 days?	6/8/21 8:00 AM	6/15/21 5:00 PM	
54		Dockerization	6 days?	6/8/21 8:00 AM	6/15/21 5:00 PM	
55		Lessons Learned	6 days?	6/8/21 8:00 AM	6/15/21 5:00 PM	
56		**Milestone2**	**11 days?**	**6/15/21 8:00 AM**	**6/25/21 5:00 PM**	**47**
57		Executive Summary	9 days?	6/15/21 8:00 AM	6/25/21 5:00 PM	
58		List and Status of Deliverables	9 days?	6/15/21 8:00 AM	6/25/21 5:00 PM	
59		Evaluation of the status of deliverables	9 days?	6/15/21 8:00 AM	6/25/21 5:00 PM	
60		Evaluation of tools and processes	9 days?	6/15/21 8:00 AM	6/25/21 5:00 PM	
61		Summary of Work Done By Each Member	9 days?	6/15/21 8:00 AM	6/25/21 5:00 PM	
62		Project Plan	9 days?	6/15/21 8:00 AM	6/25/21 5:00 PM	
63		RAM	9 days?	6/15/21 8:00 AM	6/25/21 5:00 PM	
64		Review of CMPE352 and the project status	14 days?	10/25/21 8:00 AM	11/11/21 5:00 PM	
65		**Implementation Phase - I**	**21 days?**	**11/12/21 8:00 AM**	**12/2/21 5:00 PM**	**56;64**
66		**Backend**	**21 days?**	**11/12/21 8:00 AM**	**12/2/21 5:00 PM**	
67		Initialization	3 days?	11/12/21 8:00 AM	11/16/21 5:00 PM	
68		Database design	3 days?	11/12/21 8:00 AM	11/16/21 5:00 PM	

Projectplan - page8

		Name	Duration	Start	Finish	Predecessors
69		Register Implementation	3 days?	11/17/21 8:00 AM	11/19/21 5:00 PM	67;68
70		Login implementation	3 days?	11/17/21 8:00 AM	11/19/21 5:00 PM	67;68
71		User Profiles	5 days?	11/20/21 8:00 AM	11/26/21 5:00 PM	67;68
72		Profile Privacy Options	4 days?	11/27/21 8:00 AM	12/2/21 5:00 PM	71
73		**Frontend**	**19 days?**	**11/12/21 8:00 AM**	**11/30/21 5:00 PM**	
74		Initialization	3 days	11/12/21 8:00 AM	11/16/21 5:00 PM	
75		Homepage	5 days?	11/17/21 8:00 AM	11/23/21 5:00 PM	74
76		Navigation Bar	3 days?	11/17/21 8:00 AM	11/19/21 5:00 PM	74
77		Register Page	3 days?	11/24/21 8:00 AM	11/26/21 5:00 PM	75
78		Login Page	2 days?	11/24/21 8:00 AM	11/25/21 5:00 PM	75
79		Profile Page	5 days?	11/24/21 8:00 AM	11/30/21 5:00 PM	75
80		**Android**	**19 days?**	**11/12/21 8:00 AM**	**11/30/21 5:00 PM**	
81		Initialization	3 days?	11/12/21 8:00 AM	11/16/21 5:00 PM	
82		Homepage	5 days	11/17/21 8:00 AM	11/23/21 5:00 PM	81
83		Navigation Bar	2 days	11/17/21 8:00 AM	11/18/21 5:00 PM	81
84		Register Page	3 days	11/24/21 8:00 AM	11/26/21 5:00 PM	82
85		Login Page	3 days	11/24/21 8:00 AM	11/26/21 5:00 PM	82
86		Profile Page	5 days	11/24/21 8:00 AM	11/30/21 5:00 PM	82
87		Test and Review	2 days	12/1/21 8:00 AM	12/2/21 5:00 PM	86
88		Milestone 1 Presentation	1 day?	12/1/21 8:00 AM	12/1/21 5:00 PM	86
89		**Implementation Phase - II**	**37 days?**	**11/30/21 8:00 AM**	**1/5/22 5:00 PM**	
90		**Backend**	**36 days**	**11/30/21 8:00 AM**	**1/4/22 5:00 PM**	
91		Post Creation / View	9 days	11/30/21 8:00 AM	12/10/21 5:00 PM	
92		Event Application	8 days	12/9/21 8:00 AM	12/20/21 5:00 PM	
93		Comments/Answers	9 days	12/17/21 8:00 AM	12/29/21 5:00 PM	
94		Follow/Block Functionalities	7 days	12/26/21 8:00 AM	1/4/22 5:00 PM	
95		**Frontend**	**37 days?**	**11/30/21 8:00 AM**	**1/5/22 5:00 PM**	
96		Post Creation / View	11 days	11/30/21 8:00 AM	12/14/21 5:00 PM	
97		Event Application	11 days	12/11/21 8:00 AM	12/27/21 5:00 PM	
98		Follow/Block Functionalities	1 day?	11/30/21 8:00 AM	11/30/21 5:00 PM	
99		Comments/Answers	11 days	12/22/21 8:00 AM	1/5/22 5:00 PM	
100		**Android**	**37 days?**	**11/30/21 8:00 AM**	**1/5/22 5:00 PM**	
101		Post Creation / View	11 days	11/30/21 8:00 AM	12/14/21 5:00 PM	
102		Event Application	11 days	12/11/21 8:00 AM	12/27/21 5:00 PM	

Projectplan - page15

		Name	Duration	Start	Finish	Predecessors
103		Comments/Answers	11 days	12/22/21 8:00 AM	1/5/22 5:00 PM	
104		Follow/Block Functionalities	1 day?	11/30/21 8:00 AM	11/30/21 5:00 PM	
105		Tests and Review	2 days	1/1/22 8:00 AM	1/4/22 5:00 PM	
106		Milestone 2 Presentation	1 day?	1/3/22 8:00 AM	1/3/22 5:00 PM	
107		**Implementation Phase - III**	**31 days**	**1/4/22 8:00 AM**	**2/3/22 5:00 PM**	
108		**Backend**	**30 days**	**1/4/22 8:00 AM**	**2/2/22 5:00 PM**	
109		Search System	8 days	1/4/22 8:00 AM	1/13/22 5:00 PM	
110		Search filtering/sorting	6 days	1/12/22 8:00 AM	1/19/22 5:00 PM	
111		Recommendation System	7 days	1/18/22 8:00 AM	1/26/22 5:00 PM	
112		Notification System	7 days	1/25/22 8:00 AM	2/2/22 5:00 PM	
113		**Frontend**	**31 days**	**1/4/22 8:00 AM**	**2/3/22 5:00 PM**	
114		Search System	9 days	1/4/22 8:00 AM	1/14/22 5:00 PM	
115		Recommendation System	10 days	1/13/22 8:00 AM	1/26/22 5:00 PM	
116		Notification System	9 days	1/23/22 8:00 AM	2/3/22 5:00 PM	
117		**Android**	**31 days**	**1/4/22 8:00 AM**	**2/3/22 5:00 PM**	
118		Search System	9 days	1/4/22 8:00 AM	1/14/22 5:00 PM	
119		Recommendation System	10 days	1/13/22 8:00 AM	1/26/22 5:00 PM	
120		Notification System	9 days	1/23/22 8:00 AM	2/3/22 5:00 PM	
121		Milestone 3 and Final Presentation	1 day?	2/1/22 8:00 AM	2/1/22 5:00 PM	
122		Test and Finalizations	14 days	2/1/22 8:00 AM	2/18/22 5:00 PM	

Projectplan - page22

The full project plan can be found in

https://github.com/bounswe/2021SpringGroup2/blob/master/deliverables/Milestone%231_Project_Plan.pod