Group 4

# Final Group Report

## SportsHub

Amateur Sport Events Platform

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Course: Cmpe 451 - Fall 2021
12.01.2022
Frontend/Backend Final Release:
https://github.com/bounswe/2021SpringGroup4/tree/v1
Android Final Release:
https://github.com/bounswe/2021SpringGroup4/releases/tag/Android-v3


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# 1. Executive Summary

## 1.1. Status of Deliverables

All deliverables listed below are completed. Completion date implies the date of the last change made on them.

| DELIVERABLE | STATUS | COMPLETION DATE |
|---|---|---|
| Software Requirements Specification (SRS) | **COMPLETED** | **09.05.2021** |
| Software design documents (using UML) | **COMPLETED** | **09.05.2021** |
| User scenarios and mockups | **COMPLETED** | **27.04.2021** |
| Project plan | **COMPLETED** | **21.10.2021** |
| Milestone reports | **COMPLETED** | **07.01.2022** |
| **Manuals** | **COMPLETED** | |
| User Manual | **COMPLETED** | **12.01.2022** |
| System Manual | **COMPLETED** | **07.01.2022** |

## 1.2. Status of All Requirements

| SRS req.num. | Requirements | Backend | Frontend | Android |
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| | **-Functional Requirements-** | | | |

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| | **-User Requirements** | | | |
| | **Sign in/up** | | | |
| **3.1.1.1.1.** | User shall include his/her name, username, password, e-mail during sign-up. | **Completed** | **Completed** | **Completed** |
| | **Profile** | | | |
| **3.1.1.2.1.** | User shall have interests with skill level, location, age and public badges shown on profile. | **Completed** | **Completed** | **Completed** |
| **3.1.1.2.2.** | User shall be able to see the private activity history. | **In progress** | **Not Started** | **Not Started** |
| **3.1.1.2.3.** | User shall be able to follow other users. | **Not Started** | **Not Started** | **Not Started** |
| **3.1.1.2.4.** | User shall be able to get notifications of the events that the users they follow create. | **In progress** | **Not Started** | **Not Started** |
| | **Settings** | | | |
| **3.1.1.3.1.** | User shall be able to delete his/her account. | **Completed** | | **Not Started** |
| **3.1.1.3.2.** | User shall be able to customize notifications | **Not Started** | **Not Started** | **Not Started** |
| | **Creating Events** | | | |
| **3.1.1.4.1.** | Any user shall be able to create events. | **Completed** | **Completed** | **Completed** |

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| 3.1.1.4.2. | Event creator shall provide location, date, duration, and type of an event when creating an event. | **Completed** | **Completed** | **Completed** |
| 3.1.1.4.3. | Type of an event shall include its name, rules, number of people needed, required equipment, skill level. | **In Progress** | **In Progress** | **In Progress** |
| 3.1.1.4.4. | If the desired type cannot be found, user shall be able to use characteristics to define an event. | **Completed** | **Completed** | **Completed** |
| 3.1.1.4.5. | Event creator shall be able to check the appliers' badges or related information for whether to accept them or not. | **Completed** | **Completed** | **Completed** |
| 3.1.1.4.6. | Event creator shall select the attendees out of appliers. | **Completed** | **Not Started** | **Not Started** |
| 3.1.1.4.7. | Event creator shall be able to create and give out badges to attendees. | **Completed** | **Completed** | **Completed** |
| | **Searching and Attending an Event** | | | |
| 3.1.1.5.1. | User shall provide at least 3 kinds of sports and skill level for searching. | **In Progress** | **Not Started** | **Not Started** |
| 3.1.1.5.2. | User shall be able to search by location, date, type, people, skill level. | **In Progress** | **In Progress** | **In Progress** |
| 3.1.1.5.3. | User shall be able | **In Progress** | **Not Started** | **In Progress** |

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| | to apply to participate in or spectate an event. | | | |
| 3.1.1.5.4. | User shall be informed on whether he/she was accepted to the event. | In Progress | Not Started | Not Started |
| 3.1.1.5.5. | After the event, user shall be able to give badges defined by event creators to other people. | Completed | Completed | Completed |
| 3.1.1.5.6. | Event creator shall be able to contact system maintainers for desired badge inclusion. | Not Started | Not Started | Not Started |
| 3.1.1.5.7. | User shall be able to comment on the event page. | Completed | Completed | Completed |
| | **Buying Products and Other Services** | | | |
| 3.1.1.6.1. | User shall be able to search for equipment sales by sport and location. | In Progress | In Progress | In Progress |
| 3.1.1.6.2. | User shall be able to check information of equipment sellers and read descriptions written by them. | Completed | Completed | Completed |
| 3.1.1.6.3. | User shall be able to create equipment sale posts that include its description. | Completed | Completed | Completed |
| | **-System Requirements-** | | | |
| | **Sign in/up** | | | |

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| 3.1.2.1.1. | The system shall provide users with options to create a new account or sign-in to an existing. | **Completed** | **Completed** | **Completed** |
| 3.1.2.1.2. | The system shall allow users to enter information about the kinds of sports they are interested in and their skill level while they are signing up. | **Completed** | **Completed** | **Completed** |
| 3.1.2.1.3. | The system should allow users to recover their password by sending a password-recovery e-mail. | **Not Started** | **Not Started** | **Not Started** |
| 3.1.2.1.4. | The system shall verify the entered information before creating an account for registering users. Users who provide invalid information should not be allowed to create an account. | **In Progress** | **In Progress** | **In Progress** |
| | **Search** | | | |
| 3.1.2.2.1. | The system shall allow users to search for events, according to event name, location, sport, date. | **In Progress** | **In Progress** | **In Progress** |
| 3.1.2.2.2. | The system shall allow users to search for other users and view their location, schedule and interests if they | **Not Started** | **Not Started** | **In Progress** |

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| | have provided such information. | | | |
| 3.1.2.2.3. | The system shall allow users to search for other users by name, view their profile and follow other users. | In Progress | In Progress | In Progress |
| 3.1.2.2.4. | The system shall allow users to search for equipment for any sport they are interested in | Completed | Not Started | Completed |
| | **Events** | | | |
| 3.1.2.3.1. | The system shall provide information about the events such as event name, location, date, sport and the number of players. | Completed | Completed | Completed |
| 3.1.2.3.2. | The system shall maintain and provide analysis information about the events. | Not Started | Not Started | Not Started |
| 3.1.2.3.3. | The system shall allow users to request joining an event. | Completed | Completed | Completed |
| 3.1.2.3.4. | The system shall allow users to create events by specifying event name, location, date, sport and the number of players. | Completed | Completed | Completed |
| 3.1.2.3.5. | The system shall provide default sport types for the event creators to select | Not Started | Not Started | Not Started |

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| | from. | | | |
| 3.1.2.3.6. | If no matching sports type exist, the system shall allow event creators to specify the event characteristics. | In progress | In progress | In progress |
| 3.1.2.3.7. | The system shall send a pop-up message after a user creates an event. | Completed | Completed | Completed |
| 3.1.2.3.8. | The system shall allow users to cancel events they have created. | Completed | Not Started | Completed |
| | **Recommendations** | | | |
| 3.1.2.4.1. | The system shall recommend users events based on their location and sports they are interested in. | Not Started | Not Started | Not Started |
| 3.1.2.4.2. | The system shall recommend event creators other users based on their location, interests and schedules. | Not Started | Not Started | Not Started |
| 3.1.2.4.3. | The system shall recommend sport-related content(gadgets, clothing, tools, merchandise) to users for the sports they are interested in. | Not Started | Not Started | Not Started |
| | **Notifications** | | | |
| 3.1.2.5.1. | The system shall send notifications to event creators when | In Progress | Not Started | Not Started |

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| | a user sends a request to one of their events. | | | |
| 3.1.2.5.2. | The system shall send notifications to users who are accepted or rejected for that event. | In Progress | Not Started | Not Started |
| 3.1.2.5.3. | The system shall send notifications to users when one of the users they are following creates an event. | In Progress | Not Started | Not Started |
| | **Badges** | | | |
| 3.1.2.6.1. | The system shall allow users to give badges to others users who they have joined an event together with. | Completed | Completed | Completed |
| 3.1.2.6.2. | The system shall allow event creators to give badges to users who have participated in their events. | Completed | Completed | Completed |
| 3.1.2.6.3. | The system shall provide a default selection of badges. | Completed | Completed | Completed |
| 3.1.2.6.4. | The system should allow users to make requests for new badge types they would like to see available. | Not Started | Not Started | Not Started |
| | **Interactions** | | | |
| 3.1.2.7.1. | The system shall allow users to block other users. | Not Started | Not Started | Not Started |
| 3.1.2.7.2. | The system shall | Not Started | Not Started | Not Started |

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| | not allow users to view other users profiles who have blocked them. | | | |
| 3.1.2.7.3. | The system should allow users to leave comments on the events they have participated in. | **Completed** | **Not Started** | **Completed** |
| | **-Nonfunctional Requirements-** | | | |
| | **Availability** | | | |
| 3.2.1.1. | The system shall run as a web application, available through modern web browsers & an Android application. | **Completed** | **Completed** | **Completed** |
| 3.2.1.2. | Cross-platform languages shall not be used implementing the system. | **In Progress** | **In Progress** | **In Progress** |
| 3.2.1.3. | The system language shall be English. | **Completed** | **Completed** | **Completed** |
| | **Standards** | | | |
| 3.2.2.1. | The system shall follow W3C Activity Stream Standard 2.0 to implement subscriptions & notifications | **Completed** | **In Progress** | **In Progress** |
| 3.2.2.2. | The semantic taggings should be supported with Wikidata. | **Completed** | **In Progress** | **In Progress** |
| | **Privacy** | | | |
| 3.2.3.1. | Users shall accept a | **Not Started** | **Not Started** | **Not Started** |

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| | privacy policy during a sign-up, setting permissions on personal data. | | | |
| 3.2.3.2. | Users should be able to block each other, further specifying who can see their data. | **Not Started** | **Not Started** | **Not Started** |
| 3.2.3.3. | Users shall not be asked to grant any information besides than a name & an e-mail address. | **In Progress** | **In Progress** | **Completed** |
| 3.2.3.4. | Data should be extracted out of what users share and allow to be visible, to analyze statistically and optimize user experience. | **Not Started** | **Not Started** | **Not Started** |
| 3.2.3.5. | User data shall be stored and processed according to General Data Protection Regulation(GDPR) and KVKK. | **Not Started** | **Not Started** | **Not Started** |
| | **Security** | | | |
| 3.2.4.1. | Users shall not be able to track transaction history of other users. | **Completed** | **In Progress** | **In Progress** |
| 3.2.4.2. | System shall not be accessible through old versions of browsers. | **Not Started** | **Not Started** | **Not Started** |
| 3.2.4.3. | E-mail and password info for users shall be encrypted before | **Completed** | **Completed** | **Completed** |

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| | storage. | | | |
| **3.2.4.4.** | No user shall be granted admin permissions. | **Completed** | **Completed** | **Completed** |

**Final Release Notes**
Deployed version of our web application can be accessed at http://ec2-18-216-171-234.us-east-2.compute.amazonaws.com:3000/
The backend is served from http://3.67.188.187:8000/api/
Instructions for building and running the application locally with the database dump was included in the earlier submission.

**Changes planned/implemented to improve the development process**
With the feedback from the previous demo, our goal for the final demo was to get badges and equipment market working. Additionally, we wanted to provide something specific for each sport type and decided on providing direct link to sport specific equipments from the event page.

**Final Project Evaluations**
Due to the limited time we've had, we believe our final delivery was a bit lower than the standard we were aiming for. We have had many last minute issues popping up and we once again realized the importance of proper planning and organization in the software development process. Nevertheless, we are happy with what we have presented and put together and many of us are walking away from these series of courses with experience and a newly found appreciation for software development.

## 2. Summary of Coding Work

### BACKEND

| TEAM MEMBER | CONTRIBUTION |
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| Tolga Kerimoğlu | - Fixed a bug reported by the android team where the event update endpoint did not update certain fields. Tracked down the cause to be an oversight in the custom serializer I created for the events.<br>- Implemented search functionalities for events based on sport type, creator and skill level.<br>- Implemented badges. Decided upon 8 badges by browsing Wikidata. Documented the relevant endpoints and usage.<br>- Noticing certain points missing with the current equipment API, I have recreated it for use in the final demo. Additionally implemented the search functionality where one can search equipments related to a single sport type.<br>- Wrote the executive summary and the API documentation for the Final Milestone Report.<br>- Created a thorough POSTMAN collection in addition to the documentation we already have so that frontend/android teams can work smoother. POSTMAN became the main tool of API documentation overall.<br>- Put together releases, uploaded final builds to dockerhub for easy deployment of the application and created the deployment tutorial as part of the first submission. Tried to make the deploy very easy with minimal command running and independent of source code by using dockerhub.<br>- Planned the outline of the demo, what to present etc. Also presented the web demo. |
| İrfan Bozkurt | |
| Mehmet Hilmi Dündar | - Attended weekly group meetings<br>- Learned and used Postman for developing and documenting<br>- Implemented equipment post api (providing get, get list, delete, patch, post methods) and merged to backend-dev-hilmi branch<br>- Implemented equipment api unit tests to validate implemented equipment api and merged to backend-dev-hilmi branch<br>- Documented equipment api with realistic |

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| | examples and merged to backend-dev-hilmi branch<br>- Contributed to creating realistic user data, equipment post data, and event post data for submitted database |

## FRONTEND

| TEAM MEMBER | CONTRIBUTION |
|---|---|
| Yiğit Sarıoğlu | 1. Implemented the “Sell Equipment”, “Find Equipment page”, “Showing Badges in User Profile”, “Image/File Upload functionality”.<br>2. Implemented File Upload/Image Upload by Axios in React. Files/Images are stored in cloud service.I created an account on cloudinary, uploaded files here. Then I took the links and sent them to the backend service.<br>3. Implemented Equipment Cards and UserCards.<br>4. Attended weekly group meetings and sub-group meetings<br>5. Opened a page on the wiki (github) for the React JS- Documented the React and frontend side<br>6. Used the documentation prepared by the backend team to access to the API endpoints<br>7. Used POSTMAN to test the API endpoints<br>8. Did a pair-programming session before the demo night |
| Yağmur Selek | 1. Implemented the Comment Functionality for the Event Detail Page.<br>2. Implemented the give Badge functionality to the User Profile Page<br>3. Created equipment posts and Event posts for the domination of the database.<br>4. Attended weekly group meetings.<br>5. Used the documentations for Reactjs and the API.<br>6. Used postman to test the APIs endpoints.<br>7. Did the pair-programming before the demonight.<br>8. Created the User Manual and added the |

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| | system manuel to the wiki. |
| Ali Alperen Durak | 1. Created an event detail page to show event information, comments. Users can also apply the events via this page.<br>2. Created the user profile page mostly the same as the user's own profile page. When users click another user's name they show the profile page of clicked user.<br>3. Made users' names and sport types clickable. When users click the sport type they are navigated to the filtered equipment page for related sport type, when they click the users' names they are navigated to the clicked user's profile page.<br>4. Implemented the apply functionality for events in the event detail page. I used the update event endpoint.<br>5. Implemented the comment list component to show events' comments made by users. It is listed in the event detail page.<br>6. Implemented the filtering by sport type for equipment when the user clicks the sport type in the event detail page.<br>7. Implemented the autocomplete functionality via using google api for location input in the sell equipment page.<br>8. Implemented the event list component in the user profile page to show events which user is participating.<br>9. Implement hot reload functionality to comment addition, badge giving and listing after event apply.<br>10. Made docker hub implementation for frontend code to easy deployment.<br>11. Participated in task planning and feature review meetings before the demo. In the review meeting before the demo night some bug fixes and feature additions were implemented.<br>12. Made final deployment frontend code to aws before the customer presentation. |

## ANDROID

| TEAM MEMBER | CONTRIBUTION |
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| Fatih Akgöz | 1. Filter options for events. Filter by creator, sport type or skill level.<br>2. Creating equipment function.<br>3. Display all equipments function.<br>4. Filter equipment by creator function.<br>5. View related events function.<br>6. Received Ece's pull requests.<br>7. Presented the Android Demo.<br>8. Created system manual for Android application with Ece.<br>9. I joined the meetings of the Android Task Force.<br>10. Created user manual for mobile application with Ece.<br>11. Added Android User Interfaces to report with Ece. |
| Ece Dilara Aslan | 1. Attended Android and weekly group meetings.<br>2. Studied SharedViewModel and Spinner in Kotlin.<br>3. Implemented comment list functionality.<br>4. Implemented add comment functionality.<br>5. Implemented delete event functionality.<br>6. Implemented update event functionality.<br>7. Created profile page with upcoming events, applied events and badges.<br>8. Implemented search profile by username functionality.<br>9. Implemented give badge functionality.<br>10. Implemented log out functionality.<br>11. Fixed the issue of create and update event information deletion when the map is opened for selecting a location.<br>12. Fixed the issue of updating comments when a new comment is created.<br>13. Fixed the issue of updating badges when a new badge is given.<br>14. Reviewed Fatih's pull requests.<br>15. Created a scenario of Android application for customer demo 3.<br>16. Created system manual for Android application with Fatih.<br>17. Wrote Android meeting notes of this semester.<br>18. Created user manual for Android application with Fatih.<br>19. Added Android User Interfaces to report with Fatih. |

# 3. Group Specific Core Functionality

## 3.1 Android Application

### 3.1.1 Search Events by Sports Type

Raul searches for an Ultimate Frisbee event by using this functionality.

- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/java/com/example/sportshub/event/EventFragment.kt
- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/java/com/example/sportshub/event/EventViewModel.kt
- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/java/com/example/sportshub/event/EventAdapter.kt
- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/search_event_dialog.xml
- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/fragment_event.xml
- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/event_item.xml

### 3.1.2 Apply to Event

Raul applies to an Ultimate Frisbee event that he likes.

- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/event_detail_fragment.xml
- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/java/com/example/sportshub/event/EventDetailFragment.kt
- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/java/com/example/sportshub/event/EventDetailViewModel.kt

### 3.1.3 List Events

Raul views all events and looks for an event that is close to his hotel.

- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/java/com/example/sportshub/event/EventFragment.kt
- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/java/com/example/sportshub/event/EventViewModel.kt
- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/java/com/example/sportshub/event/EventAdapter.kt
- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/fragment_event.xml
- https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/event_item.xml

### 3.1.4 Search Profile

Raul's sport buddies view Raul's profile to see Raul's sporting adventures by looking at his badges.

- https://github.com/bounswe/2021SpringGroup4/tree/android-main/app/src/main/java/com/example/sportshub/profile

## 3.2 Frontend Application

### 3.2.1 Search Events by Their Location (Map Functionality)

He wants to find an Ultimate Frisbee Game while he is on a business trip to Bangkok Thailand while staying at Marsi Hotel (13.684648503073534, 100.61400132846666).

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/SearchEvents.js

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/EventDetail.js

### 3.2.2 Apply to Event

Raul applies to an Ultimate Frisbee event that he likes.

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/components/EventListDetail.js

### 3.2.3 List Events

Raul views all events and looks for an event that is close to his hotel.

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/components/EventList.js

### 3.2.4 Search Profile

Raul's sport buddies view Raul's profile to see Raul's sporting adventures by looking at his badges.

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/UserProfile.js

# 4. Standards

**W3C activity stream standards:** There is an activity handler module that creates formatted data representations anytime a defined event is triggered. This data is then used for communication between different backend apps. A more detailed view can be found in the related issue:
https://github.com/bounswe/2021SpringGroup4/issues/176

**Wikidata:** Our badges are extracted from Wikidata. You can find the matching in the related issue: https://github.com/bounswe/2021SpringGroup4/issues/184

# 5. API

**Link:** http://3.67.188.187:8000/api/docs/

## Additional Documentation:

https://github.com/bounswe/2021SpringGroup4/blob/backend-main/code/README.md

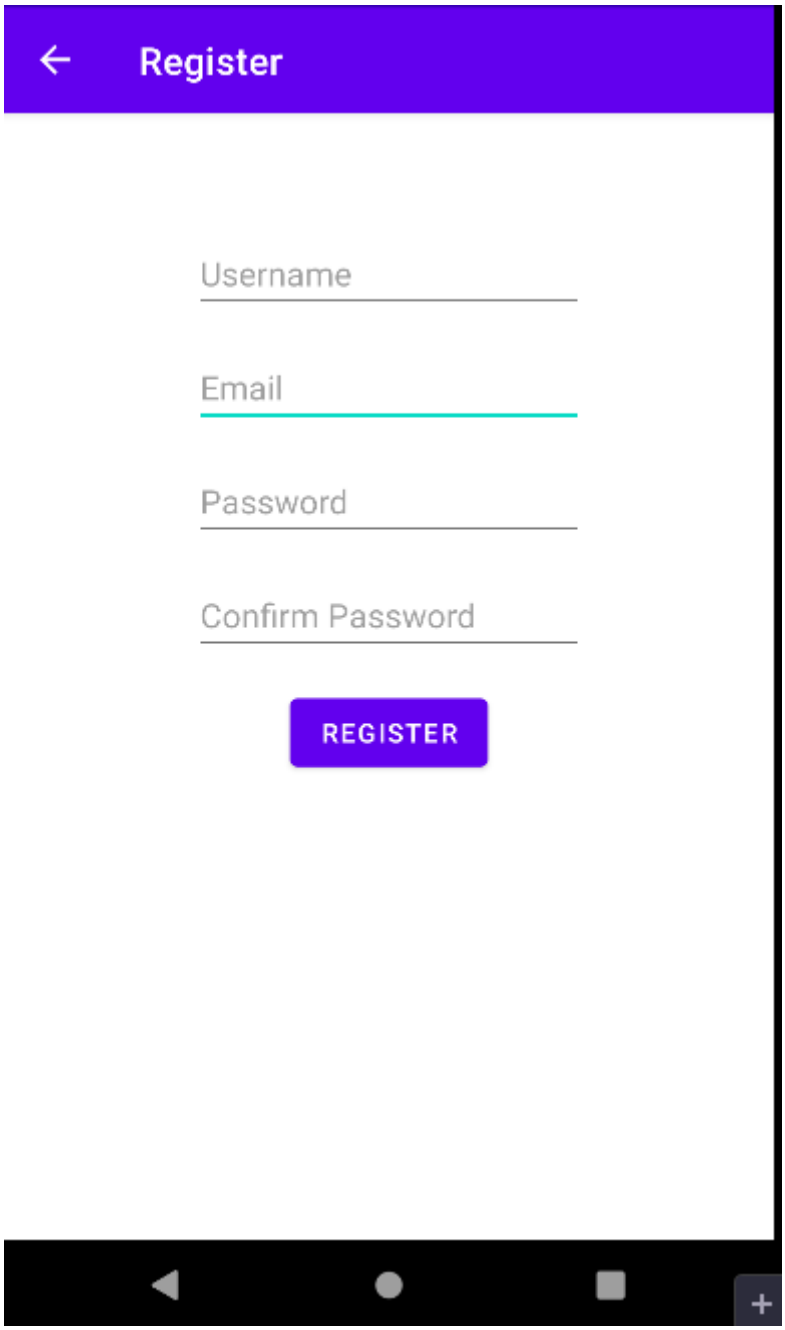
**You can find the available endpoints in the POSTMAN collection:**
https://www.getpostman.com/collections/fcba76c7f8264873047b
**Most API endpoints run with JWT authentication. You need to register and then login and append the access token you receive as a Bearer token for requests to other endpoints.**

# 6. User Interfaces

## 6.1. Android Interfaces

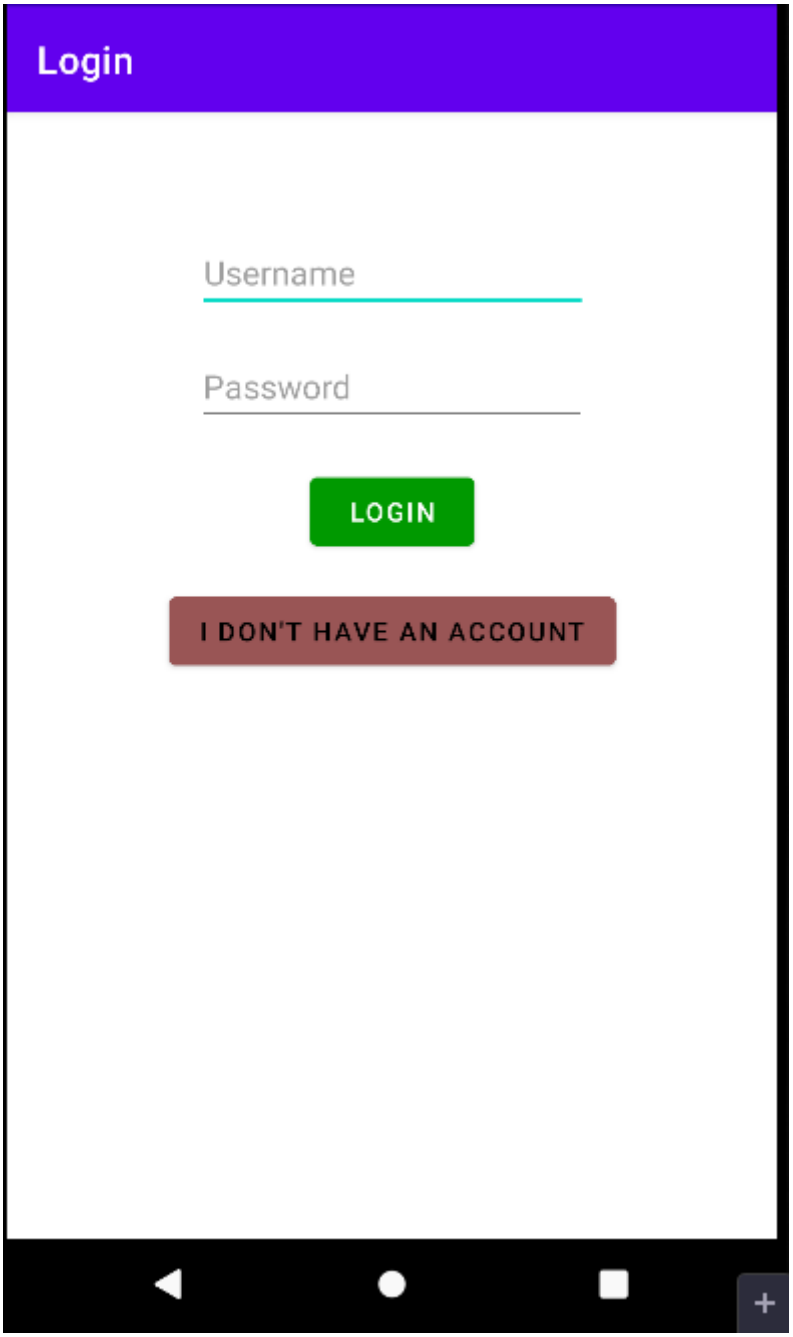
### 6.1.1. Register Page

Link: https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/fragment_register.xml




### 6.1.2. Login Page

Link: https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/fragment_login.xml




### 6.1.3. List Event Page

**Link:**
https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/fragment_event.xml

### 6.1.4. Event Detail Page

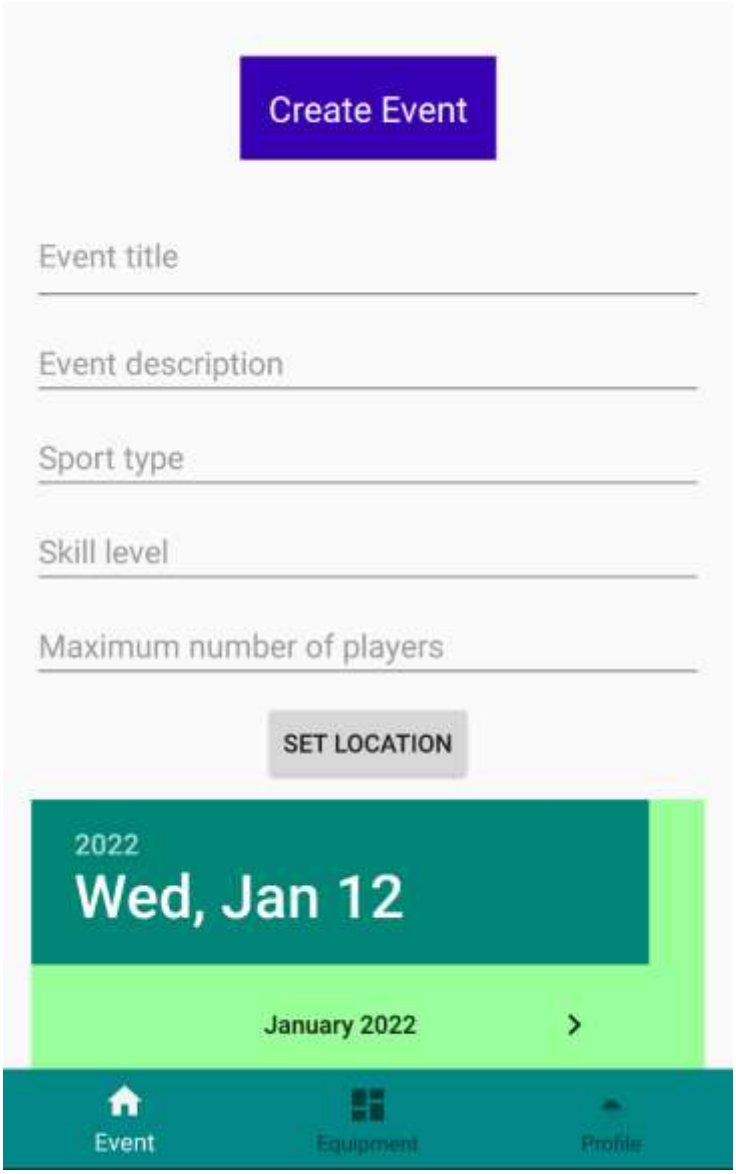
Link:
https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/event_detail_fragment.xml

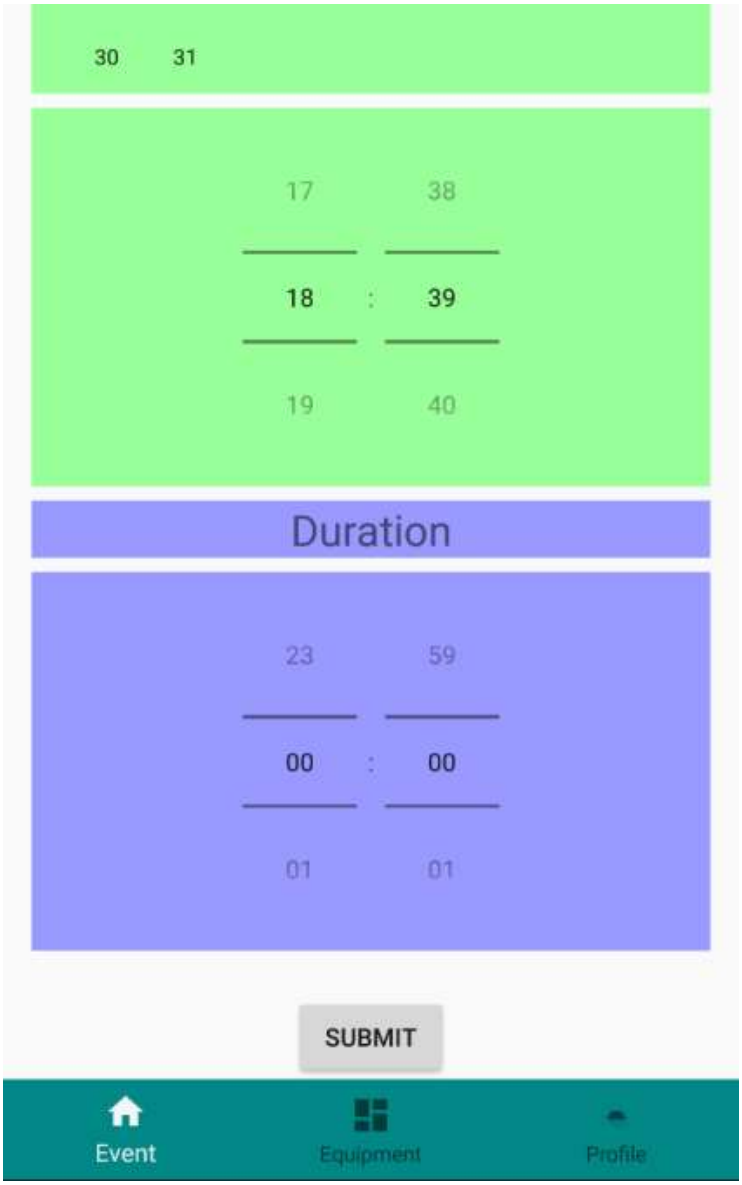
### 6.1.5. Related Equipment Dialog

**Link:**
https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/layout_equipment_dialog.xml

### 6.1.6. Create Event Page

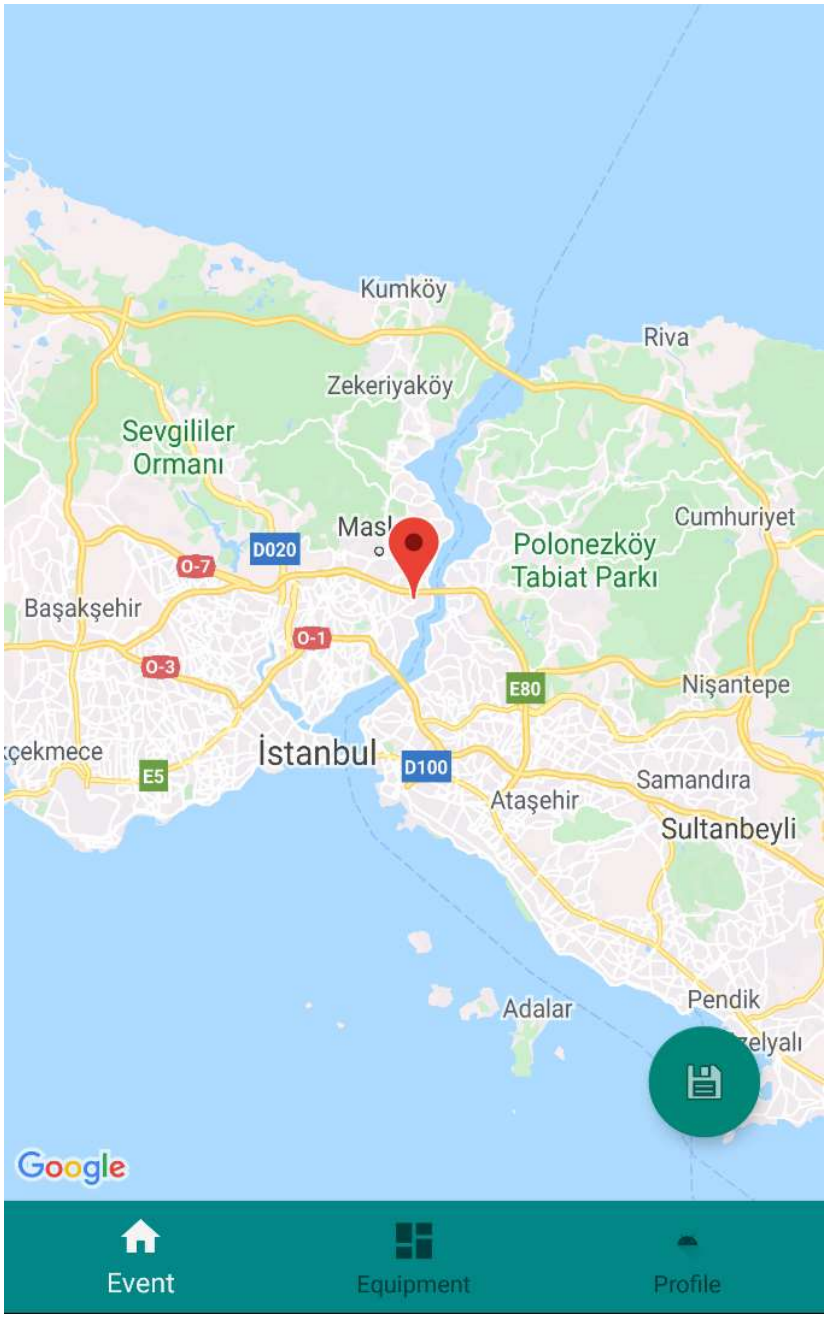
**Link:**
https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/event_create_fragment.xml


Create Event
Event title
Event description
Sport type
Skill level
Maximum number of players
SET LOCATION
2022
Wed, Jan 12
January 2022
Event
Equipment
Profile



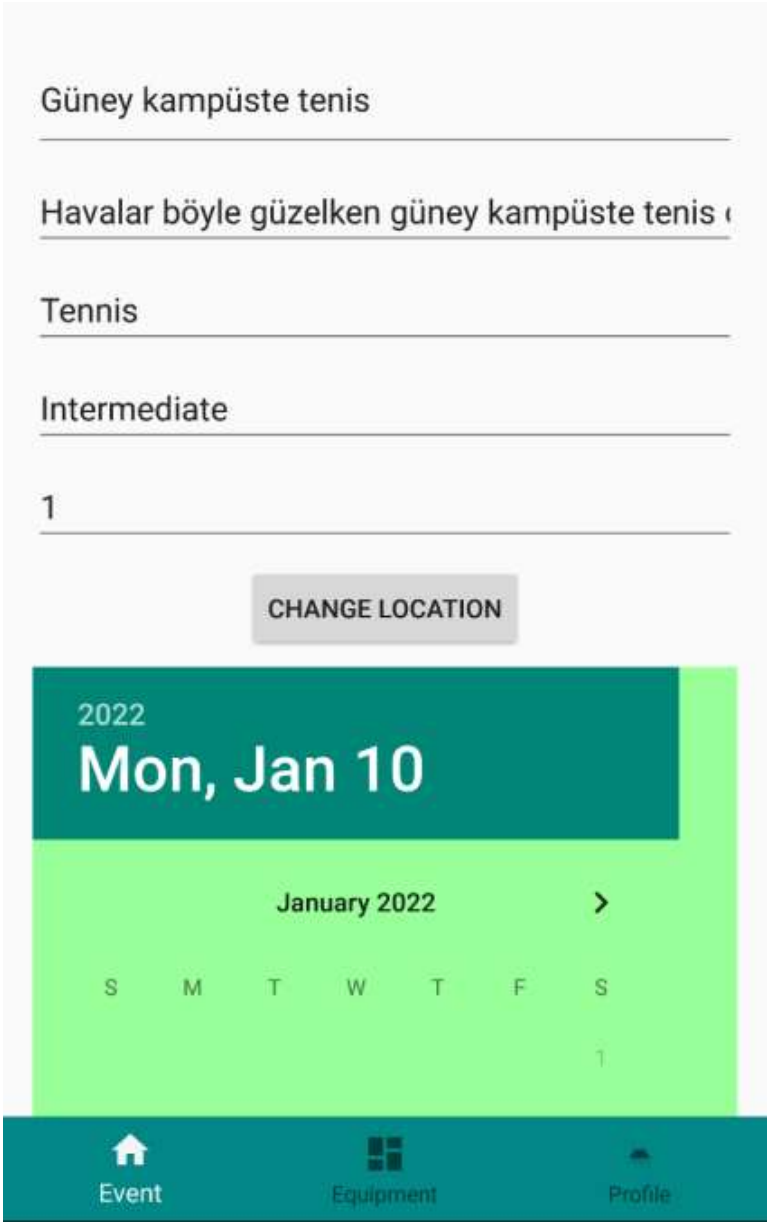

### 6.1.7. Pick Location Page

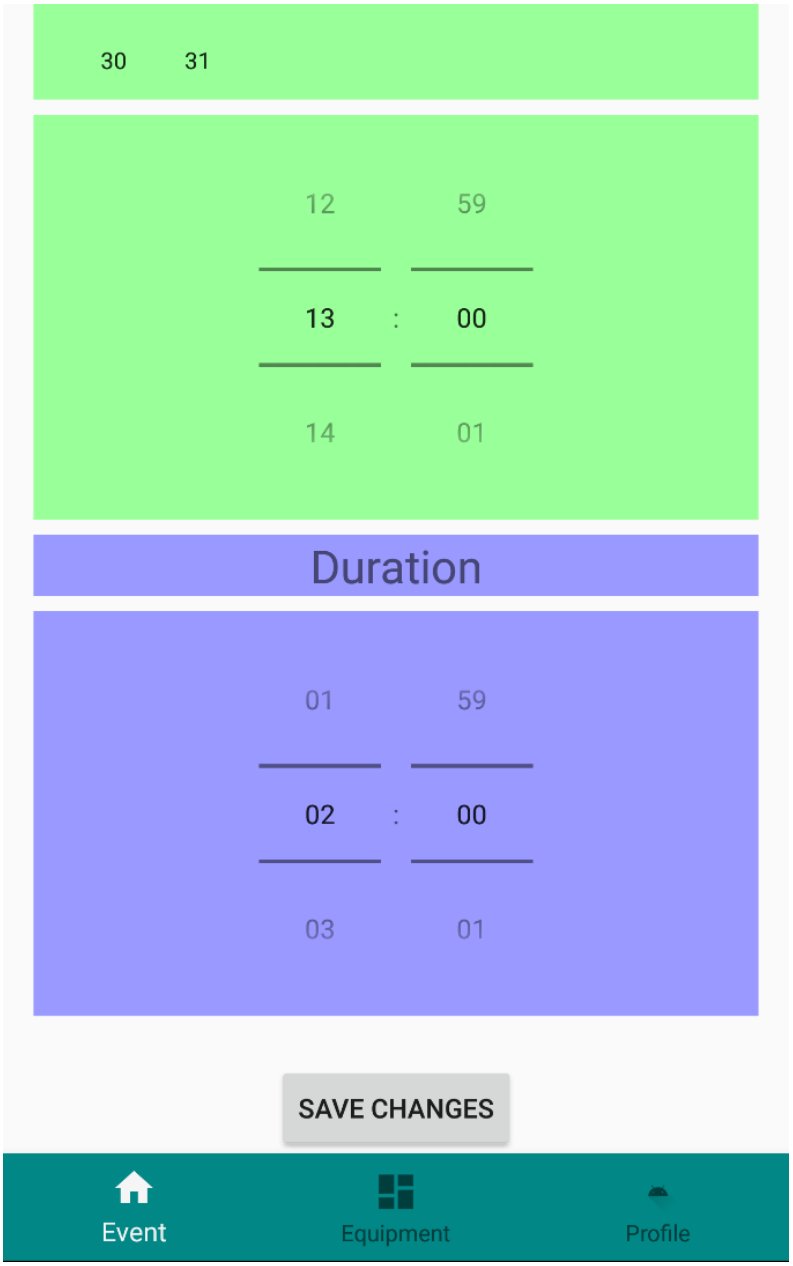
**Link:**
https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/fragment_create_event_map.xml




### 6.1.8. Update Event Page

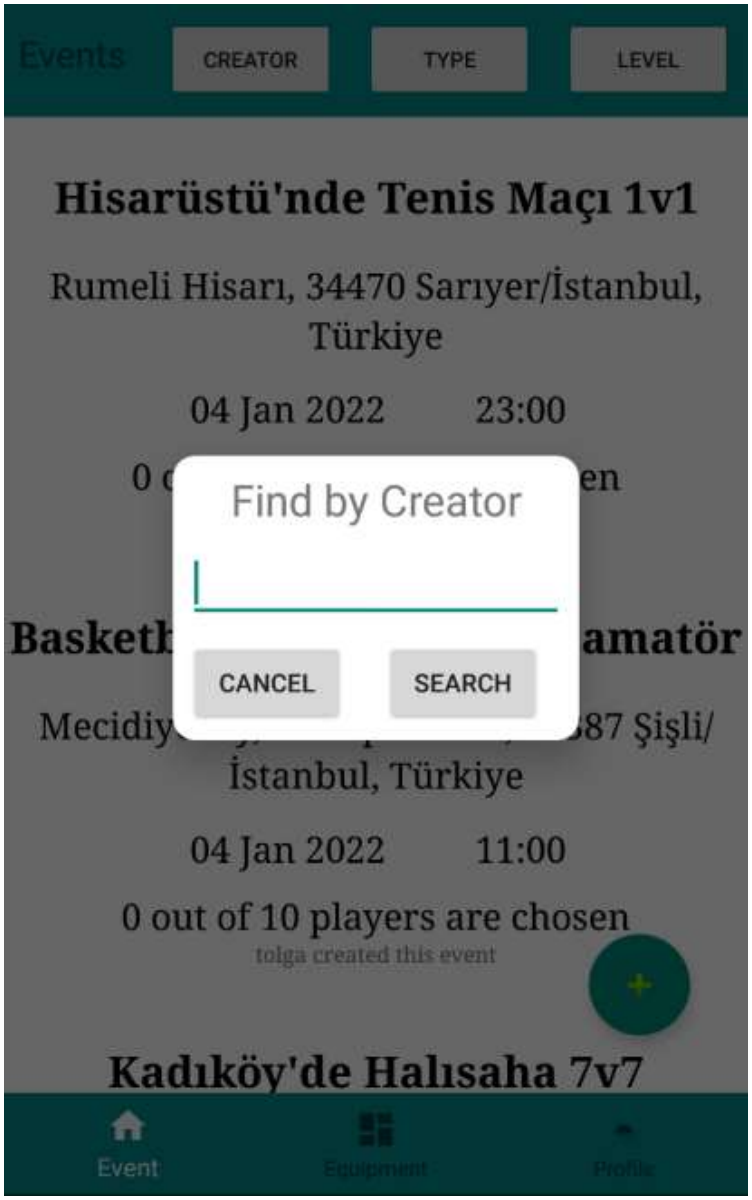
**Link:**
https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/event_update_fragment.xml


Güney kampüste tenis
Havalar böyle güzelken güney kampüste tenis
Tennis
Intermediate
1
CHANGE LOCATION
2022
Mon, Jan 10
January 2022
S M T W T F S
1
Event
Equipment
Profile



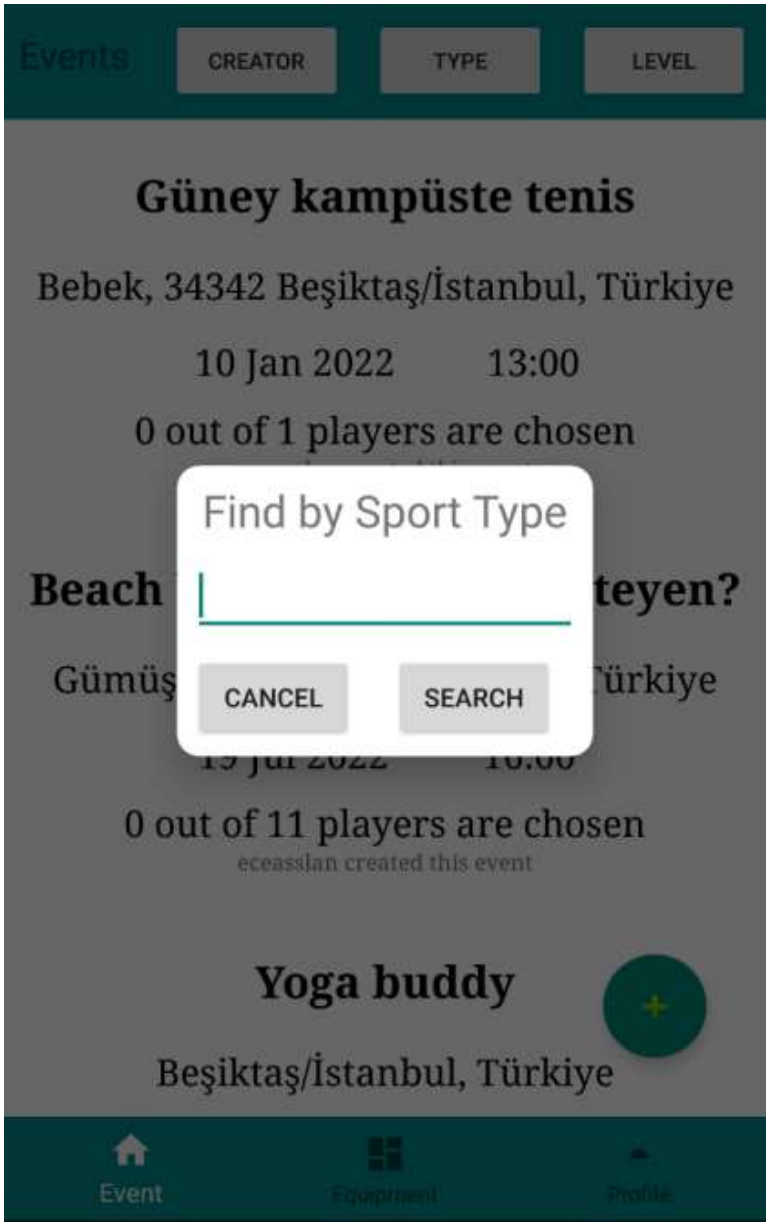

### 6.1.9. Filter Events by Creator

**Link:**
https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/search_event_dialog.xml



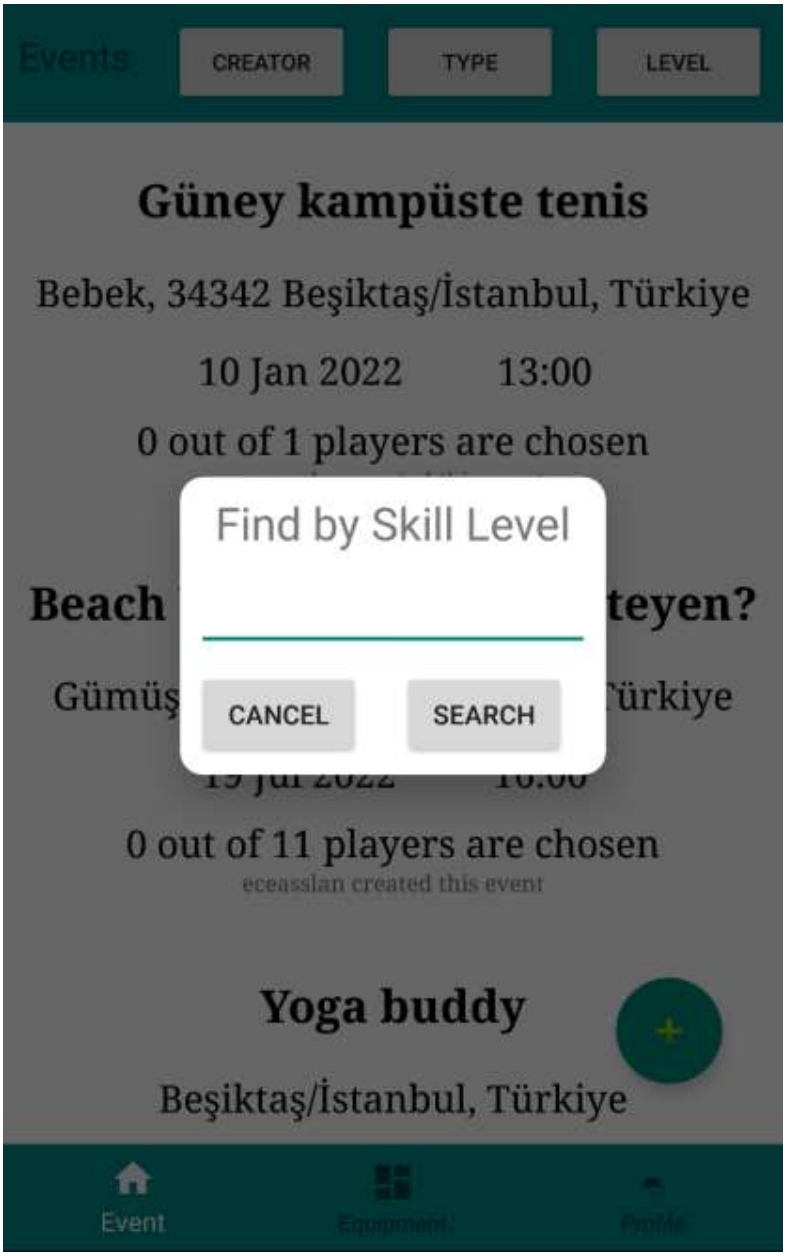

### 6.1.10. Filter Events by Sport Type

Link:
https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/search_event_dialog.xml




### 6.1.11. Filter Events by Skill Level

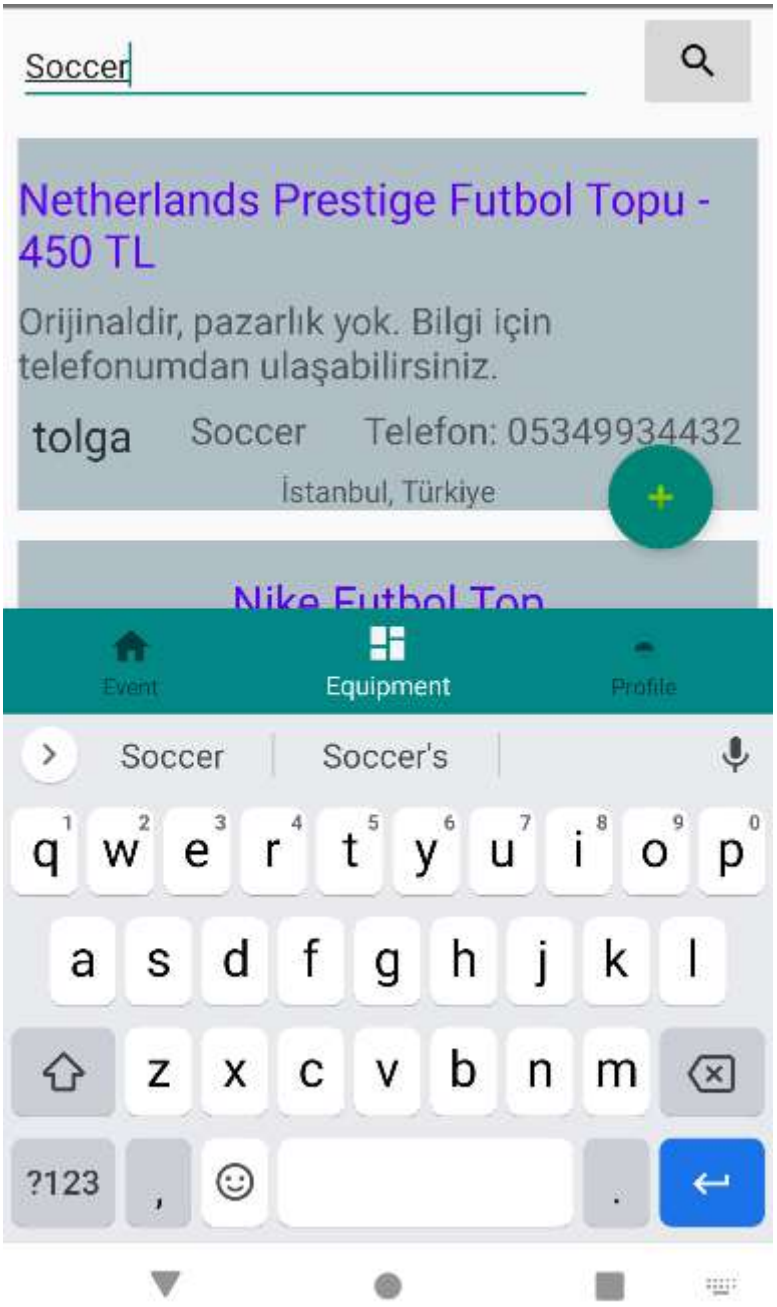
**Link:**
https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/search_event_dialog.xml




### 6.1.12. List Equipments

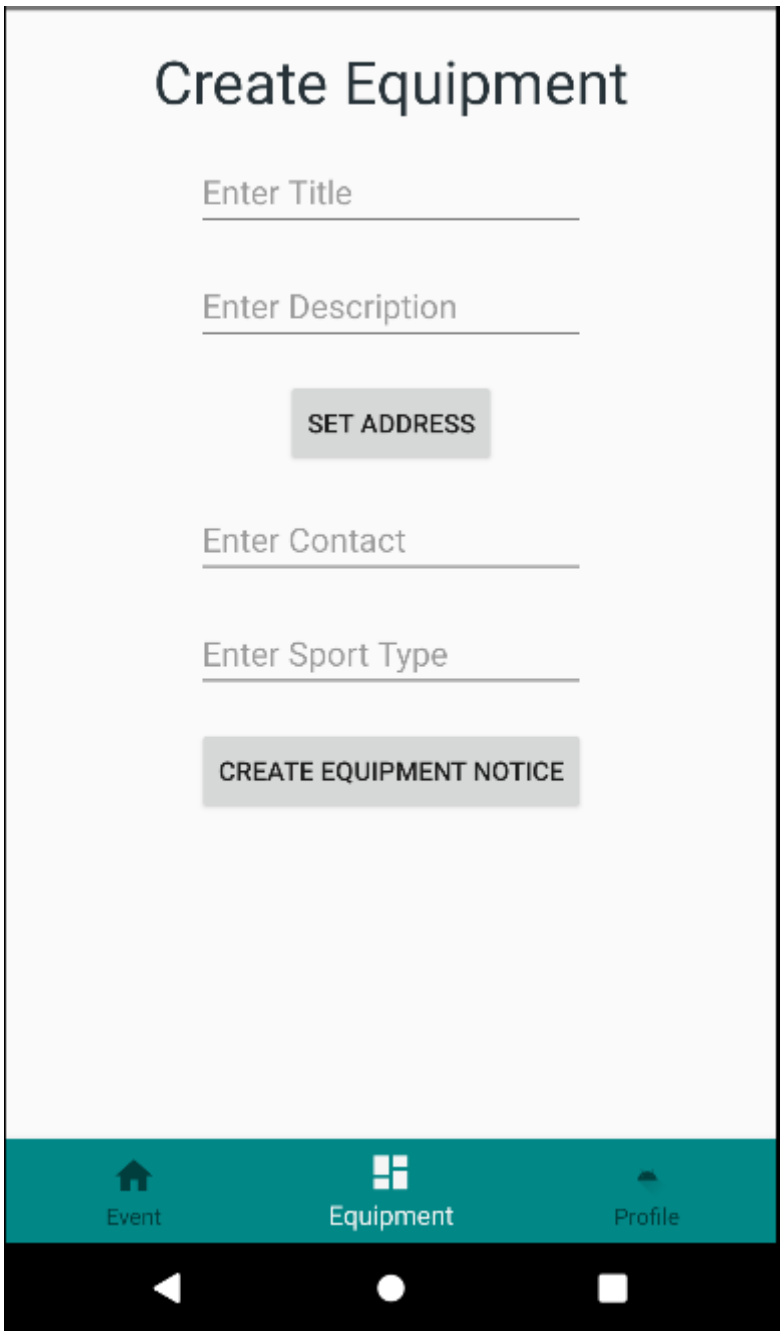
**Link:**
https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/fragment_equipment.xml

Filter by Sport Type
İkinci El Nike Basketbol Topu
Az kullandığım basket topumu satıyorum
yigit
Basketbol
Yiğit 888 55 66
Gayrettepe, Gayrettepe Telekom, Beşiktaş/İstanbul, Türkiye
Wilson Ultra 26 Tenis Raketi - 250 TL
Az kullanılmış, herhangi bir hasar yoktur. Nakit ve elden teslim.
tolga
Tennis
Telefon: 05349999999
Sariyer, Sarıyer/İstanbul, Türkiye
Wilson Evolution Basketbal Topu - 170 TL
tolga
Basketball
email: tolga@gmail.com
Event
Equipment
Profile



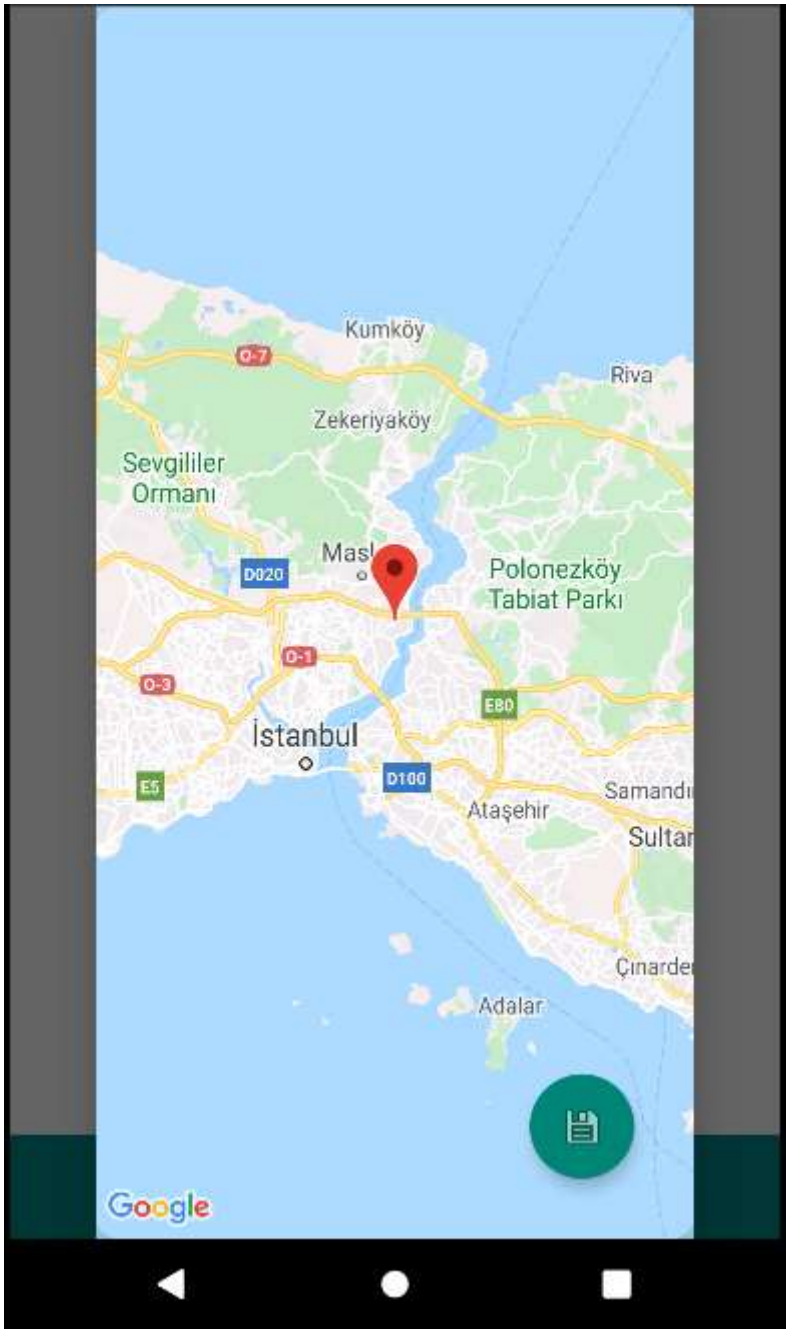

### 6.1.13. Create Equipment

**Link:**
https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/create_equipment_fragment.xml



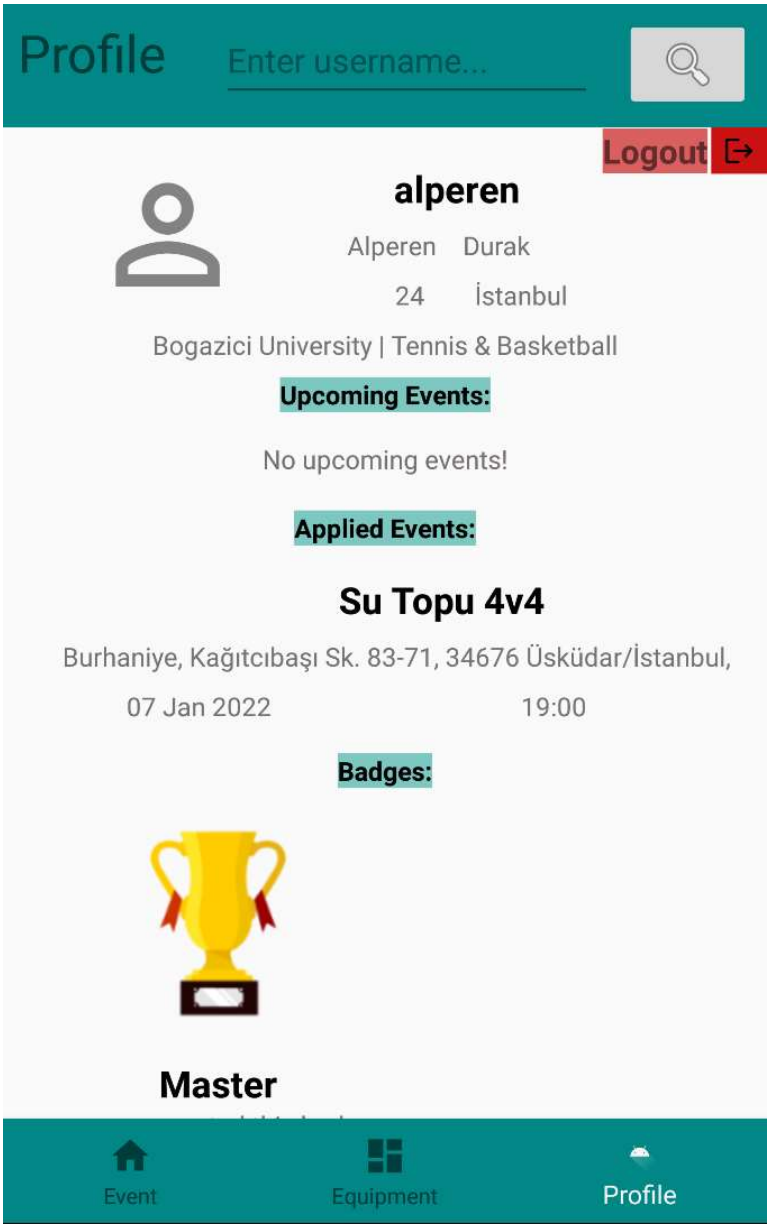

### 6.1.14. Pick Equipment Location

**Link:**
https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/fragment_create_equipment_map.xml




### 6.1.15. Profile Page

**Link:**
https://github.com/bounswe/2021SpringGroup4/blob/android-main/app/src/main/res/layout/fragment_profile.xml


Profile
Enter username...
Logout
alperen
Alperen Durak
24 İstanbul
Bogazici University | Tennis & Basketball
Upcoming Events:
No upcoming events!
Applied Events:
Su Topu 4v4
Burhaniye, Kağıtcıbaşı Sk. 83-71, 34676 Üsküdar/İstanbul,
07 Jan 2022 19:00
Badges:
Master
Event
Equipment
Profile

Profile

Enter username...

Bogazici University | Tennis & Basketball

**Upcoming Events:**

No upcoming events!

**Applied Events:**

## Su Topu 4v4

Burhaniye, Kağıtcıbaşı Sk. 83-71, 34676 Üsküdar/İstanbul,

07 Jan 2022 19:00

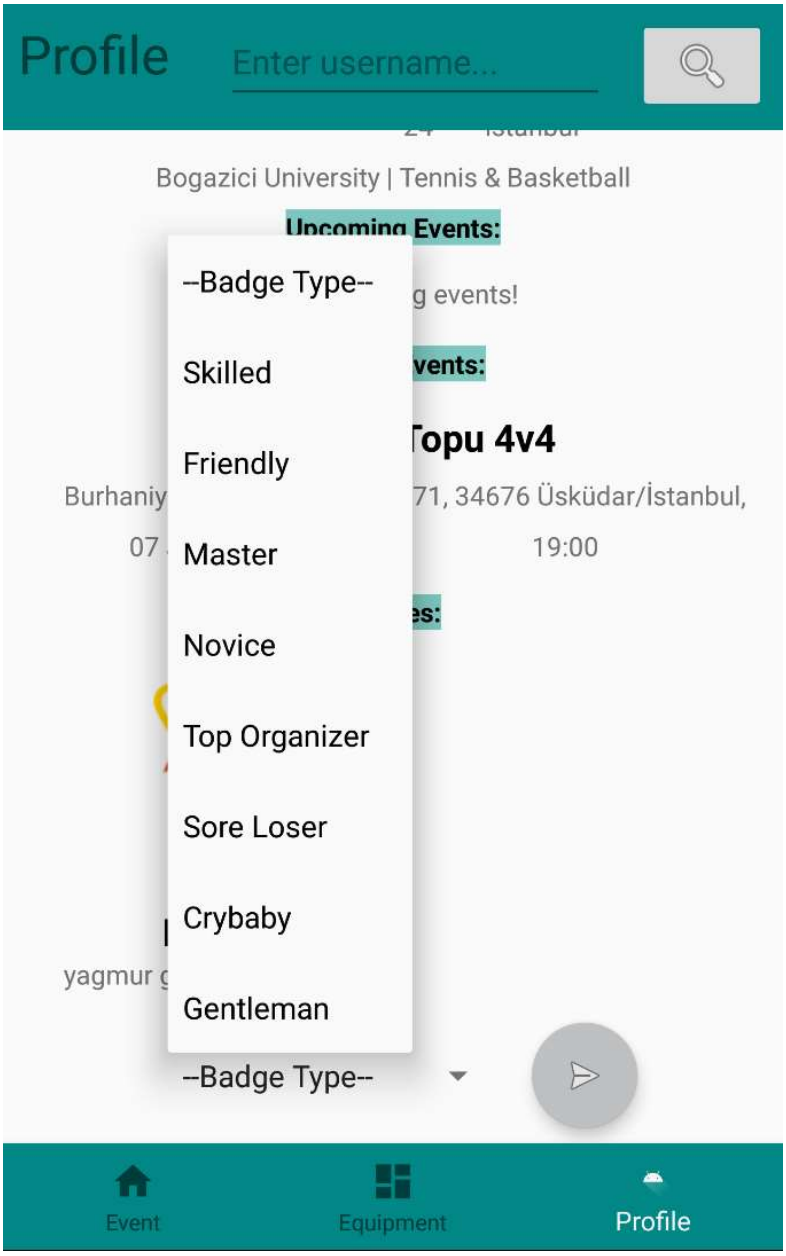
**Badges:**

**Master**

yagmur granted this badge

GRANT BADGE

Event Equipment Profile



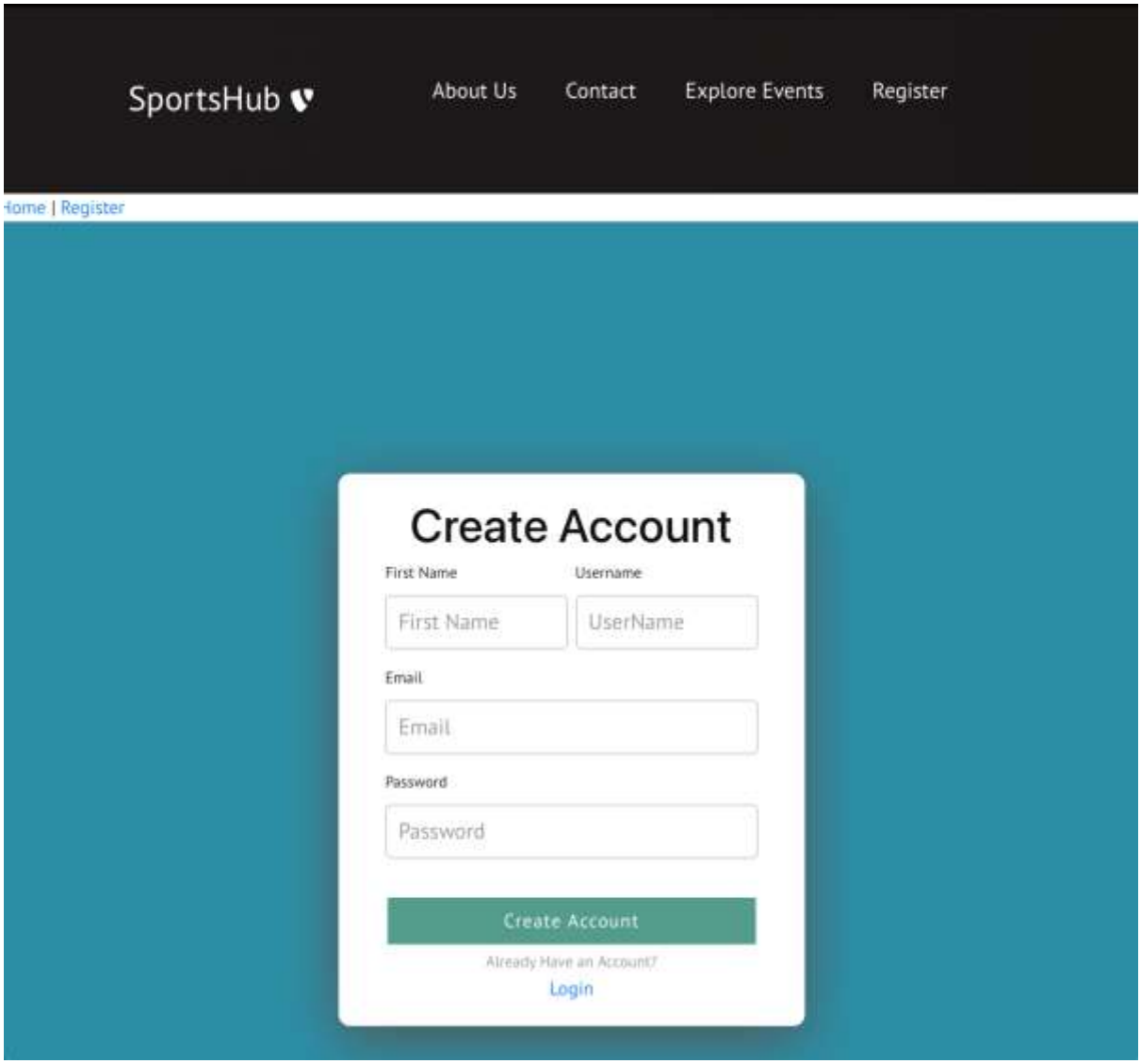

## 6.2. Web Interfaces

### 6.2.1. Register Page

**Link to Code in project repository:**

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/Register.js

Screenshot:

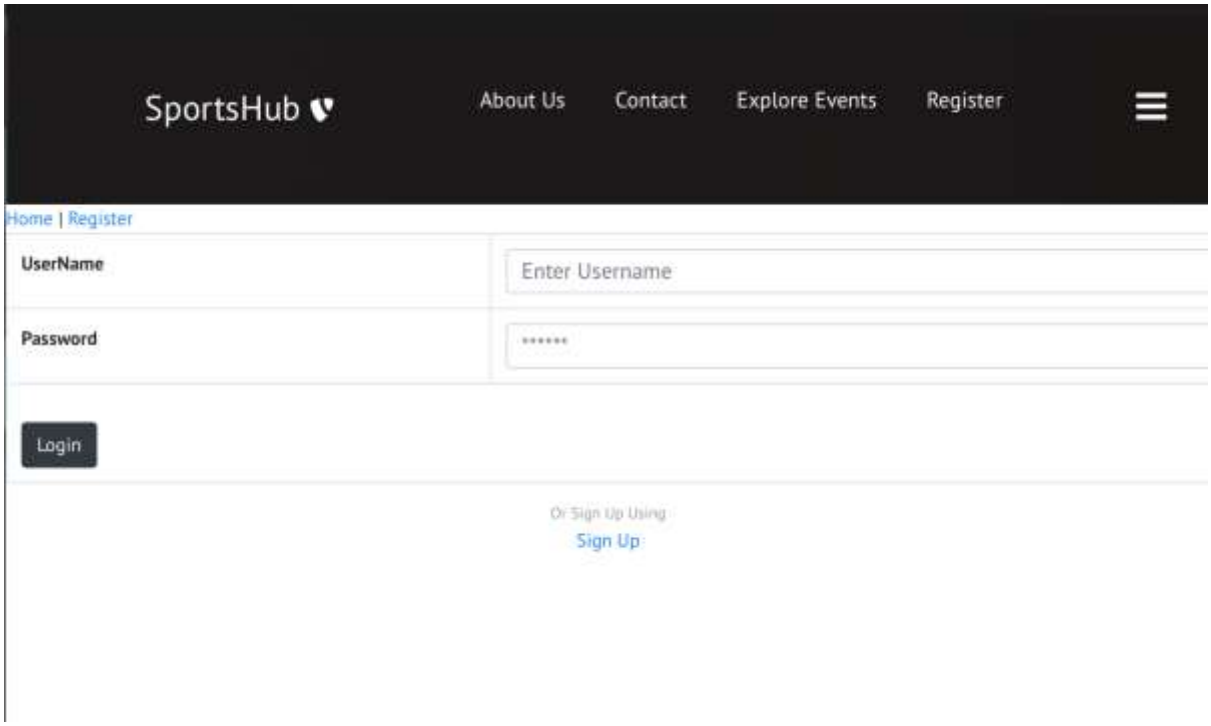


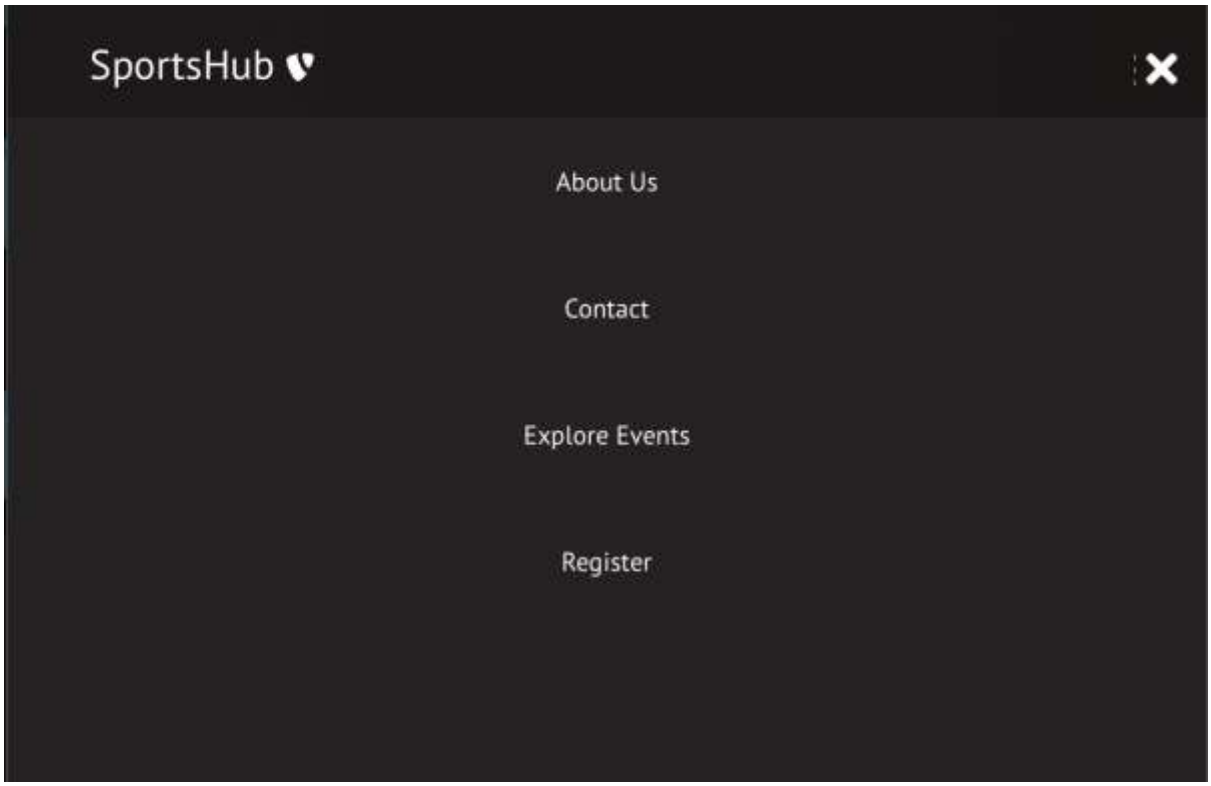

### 6.2.2. Home Page

Link to Code in project repository:

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/Home.js

Screenshot:


SportsHub
About Us
Contact
Explore Events
Register
Home | Register
UserName
Enter Username
Password
Login
Or Sign Up Using
Sign Up

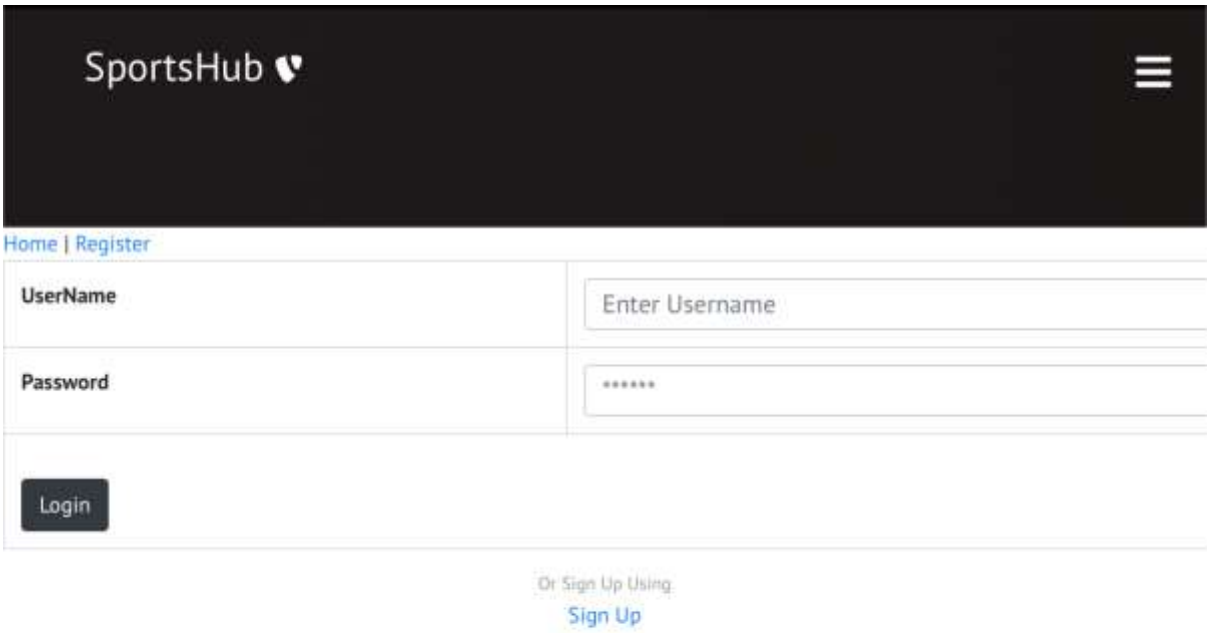

SportsHub
About Us
Contact
Explore Events
Register

### 6.2.3. Login Page

Link to Code in project repository:

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/Login.js

Screenshot:

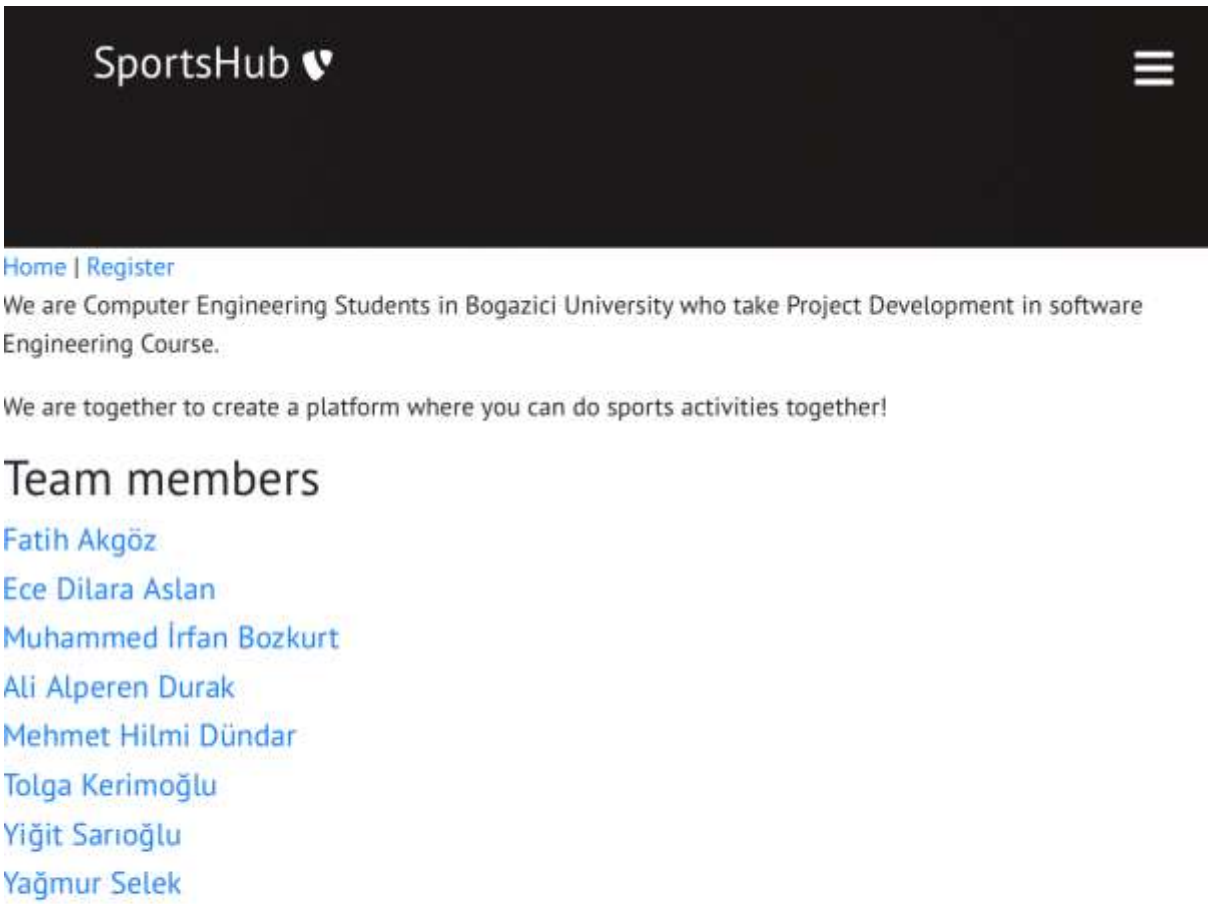



### 6.2.4. About Us Page

Link to Code in project repository:

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/About.js

Screenshot:

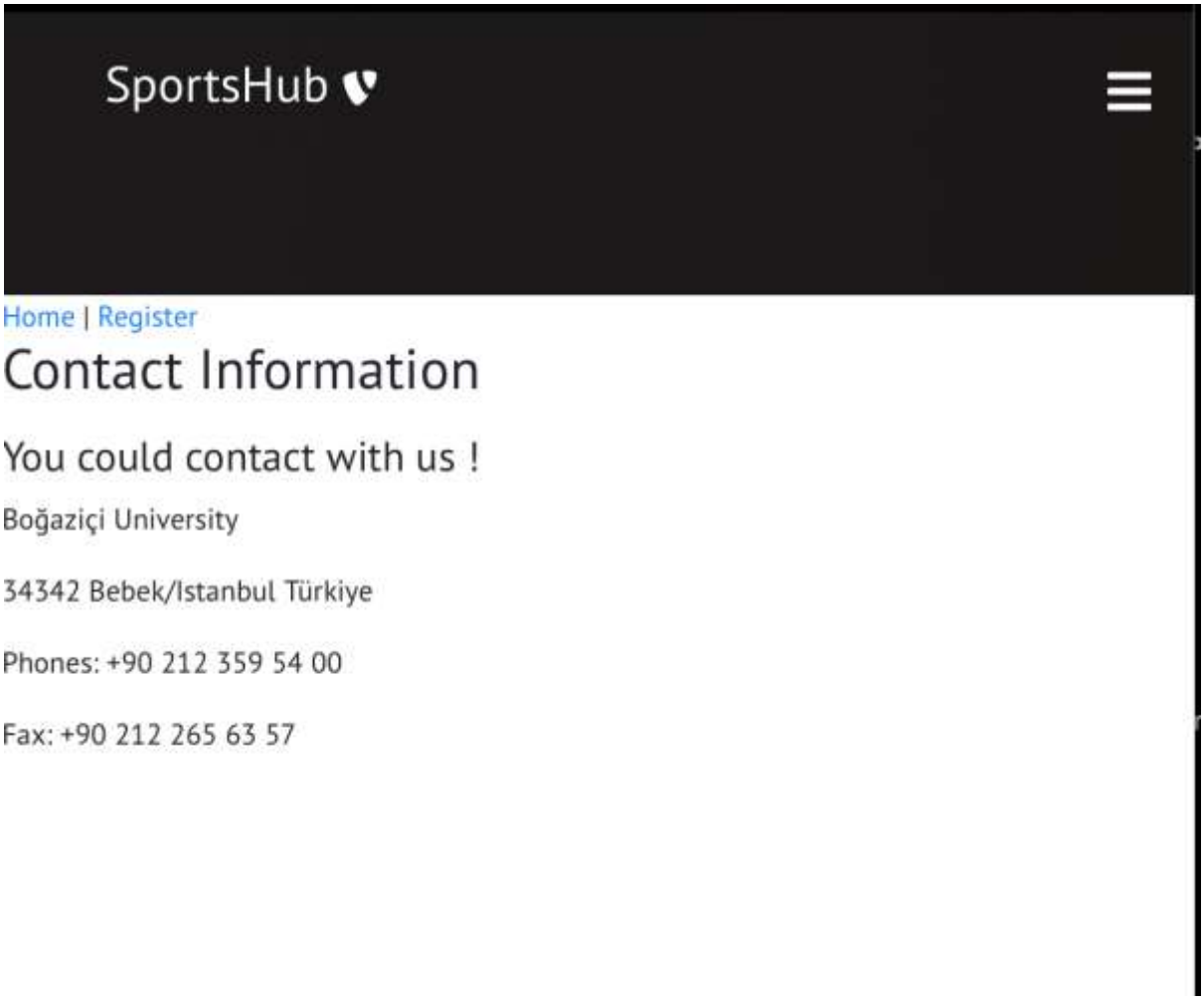



### 6.2.5. Contact Page

Link to Code in project repository:

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/Contact.js

Screenshot:




### 6.2.6. Find Equipment Page

**Link to Code in project repository:**

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/EquipmentList.js

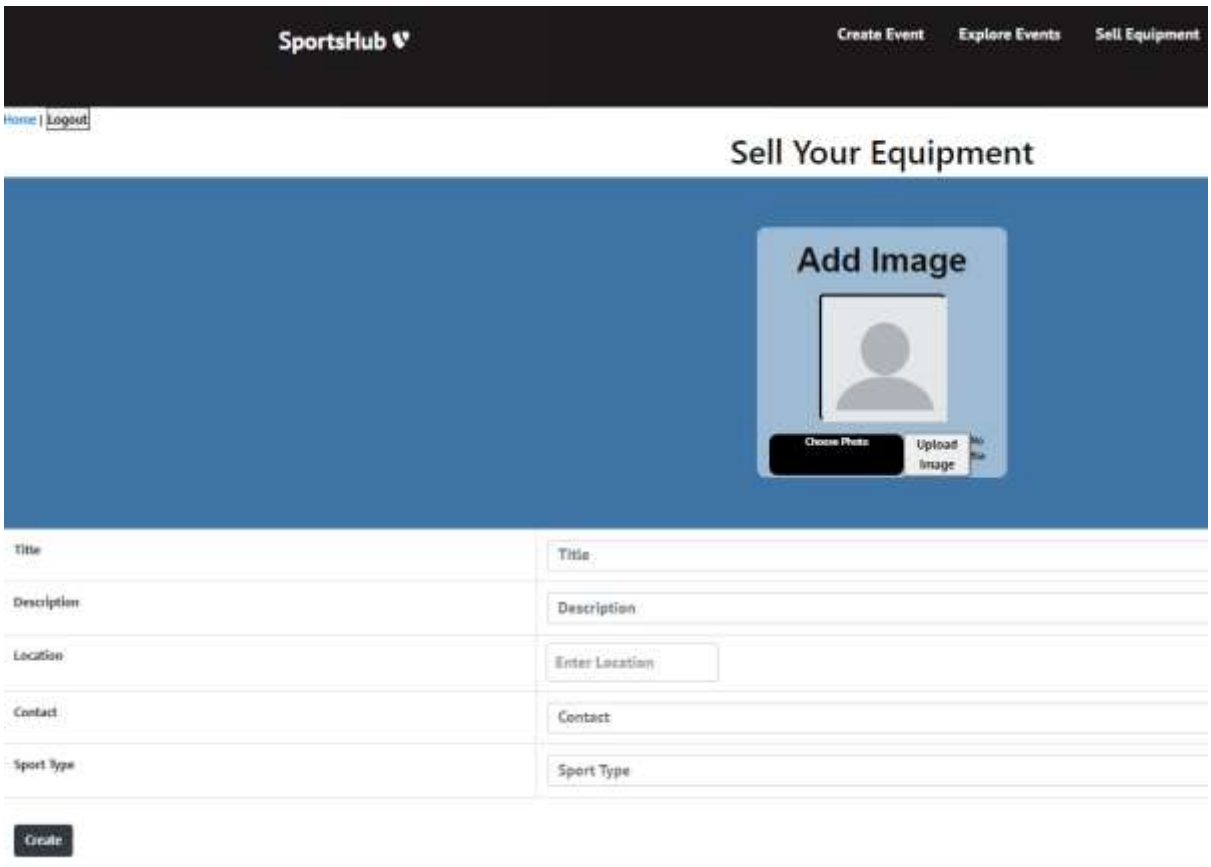
Screenshot:

equipment detail page:

### 6.2.7. Sell Equipment Page

Link to Code in project repository:

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/EquipmentCreator.js

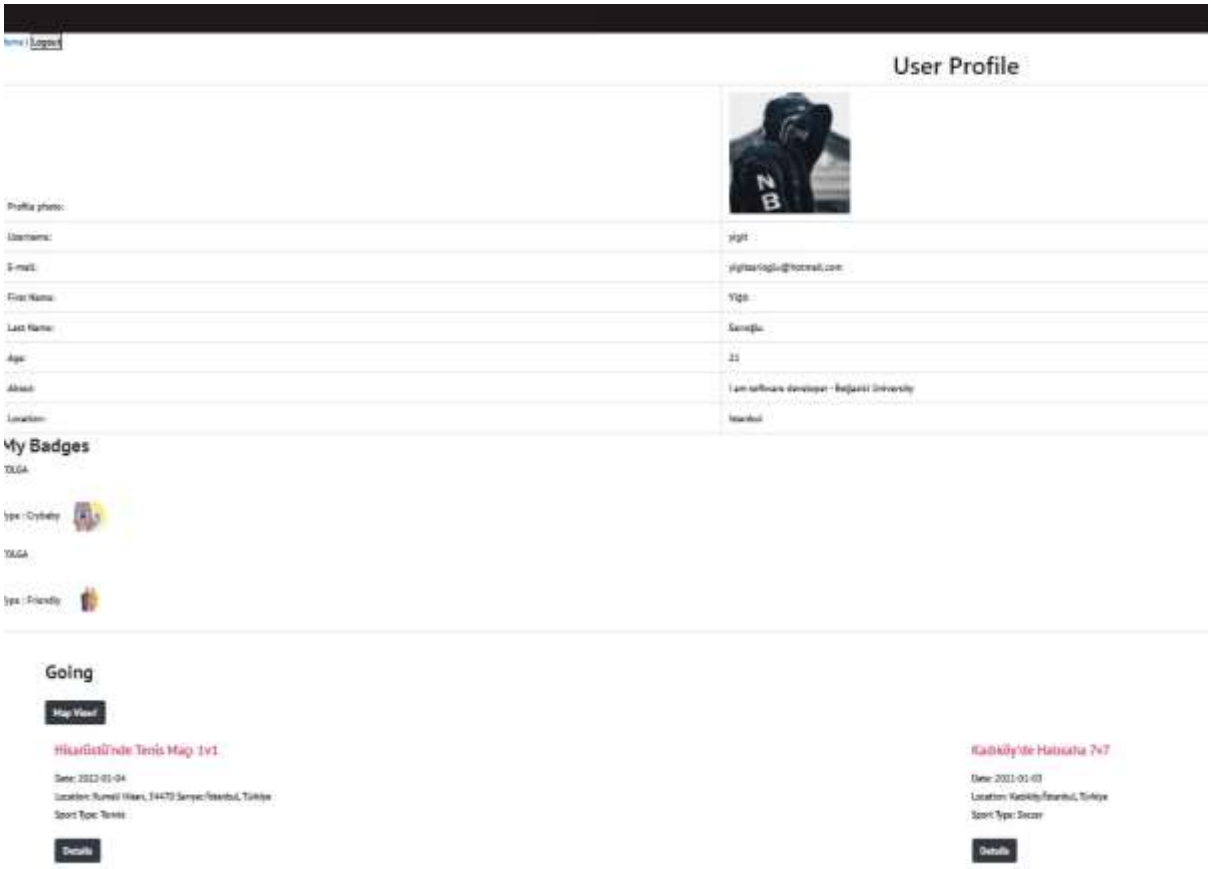



### 6.2.8. Profile Page

**Link to Code in project repository:**

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/UserProfile.js

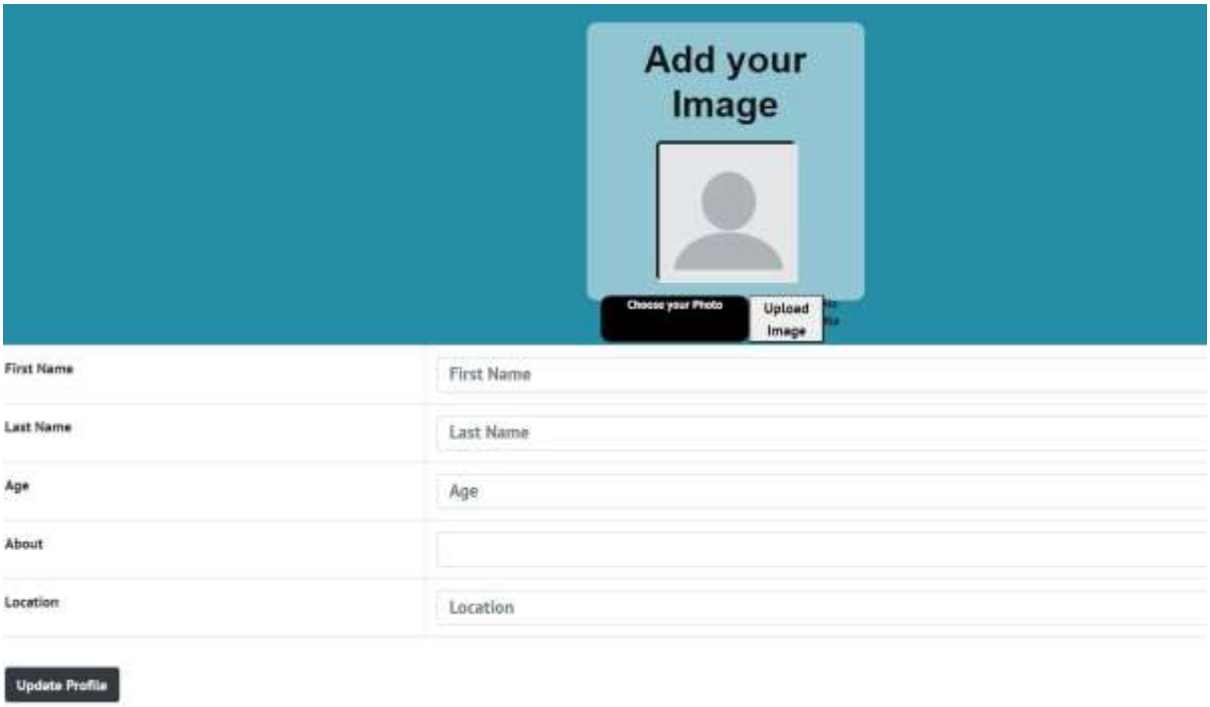
**Screenshot:**




### 6.2.9. Edit User Profile Page

**Link to Code in project repository:**

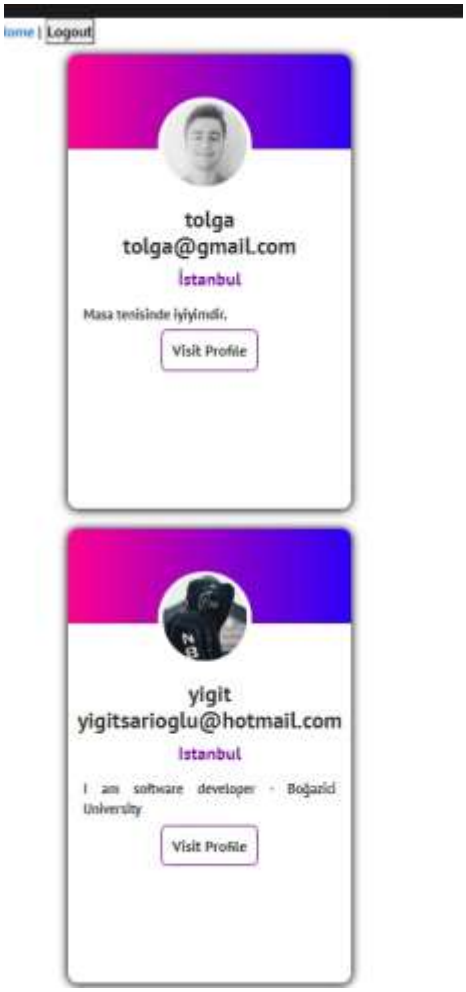
https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/EditUserProfile.js




### 6.2.10. UserCards Page

Link to Code in project repository:
https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/UserCards.js

Screenshot:

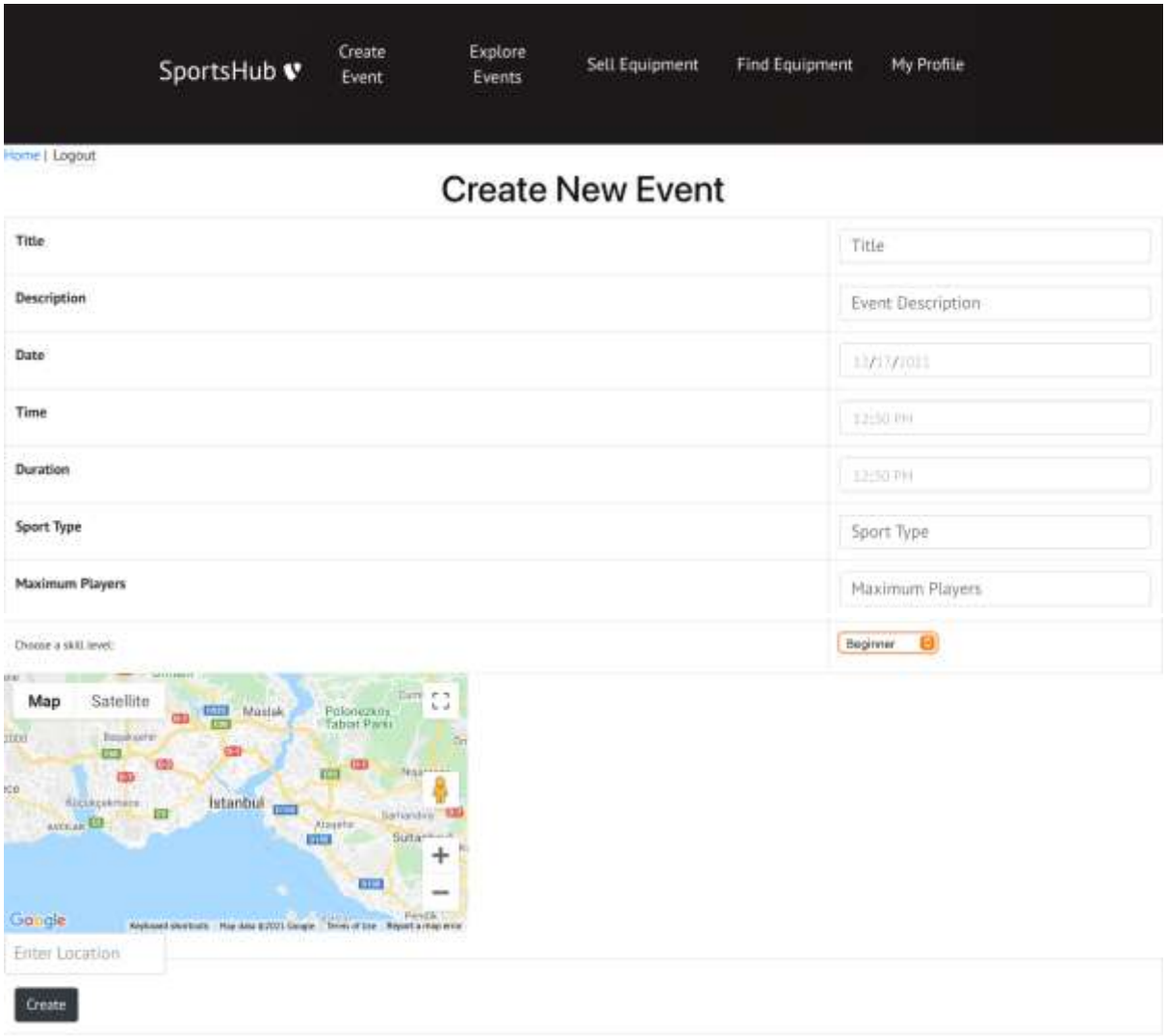



### 6.2.11. Create Event Page

Link to Code in project repository:

https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/EventCreator.js

Screenshot:

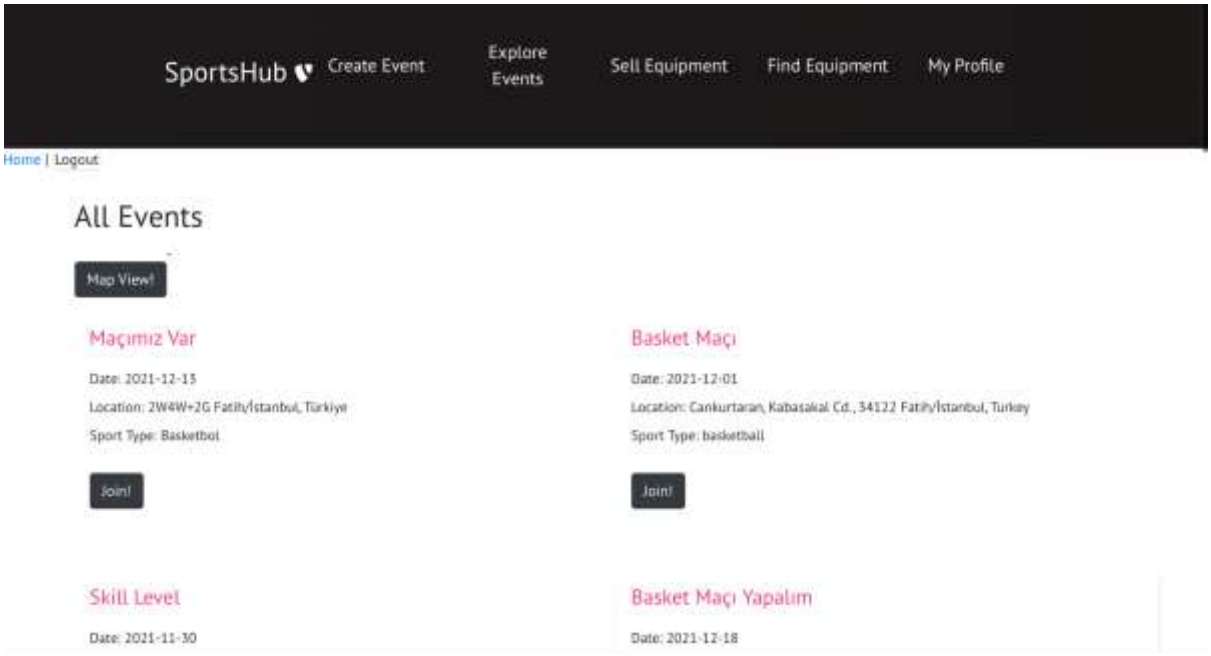



### 6.2.12. Explore Events Page

**Link to Code in project repository:**

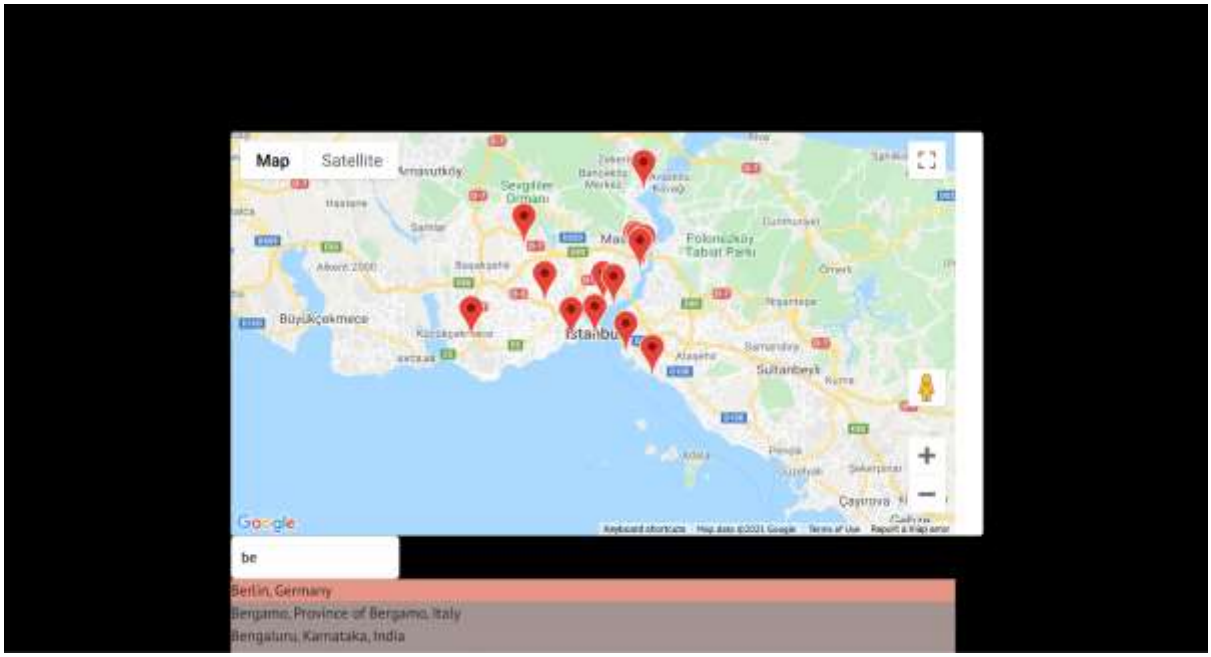
https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/pages/SearchEvents.js

**Screenshot:**

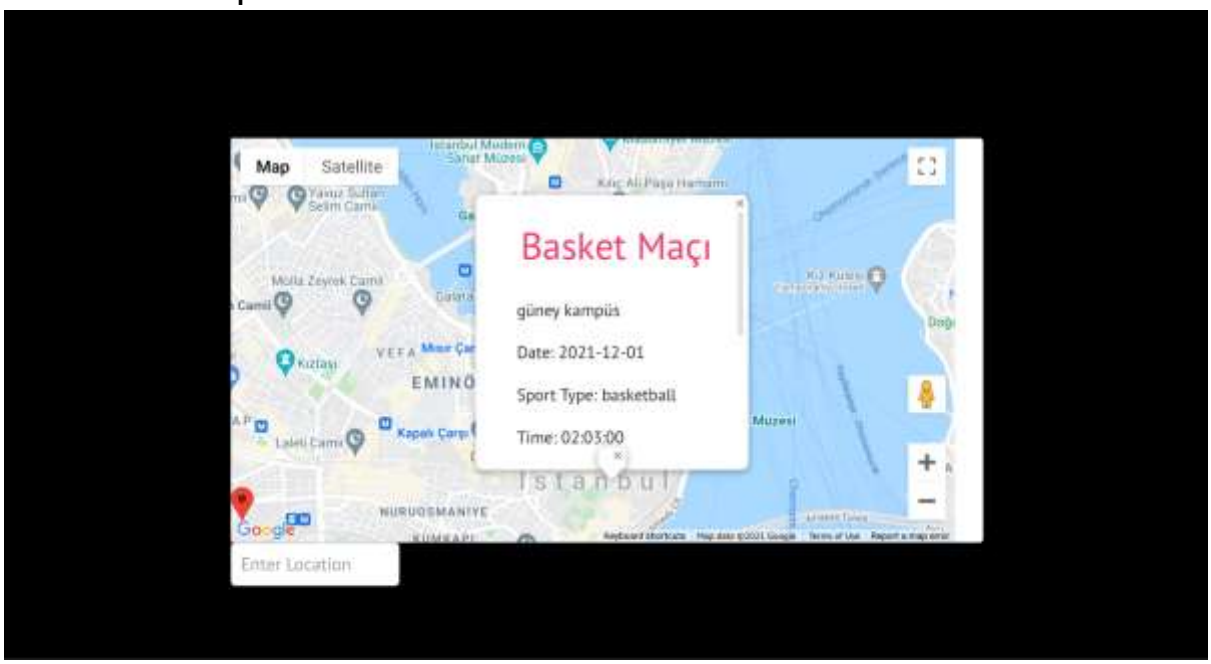



## Event detail

**Map view:**




**Event detail in map view:**




## 6.2.13. Apply Event Page

Link to Code in project repository:

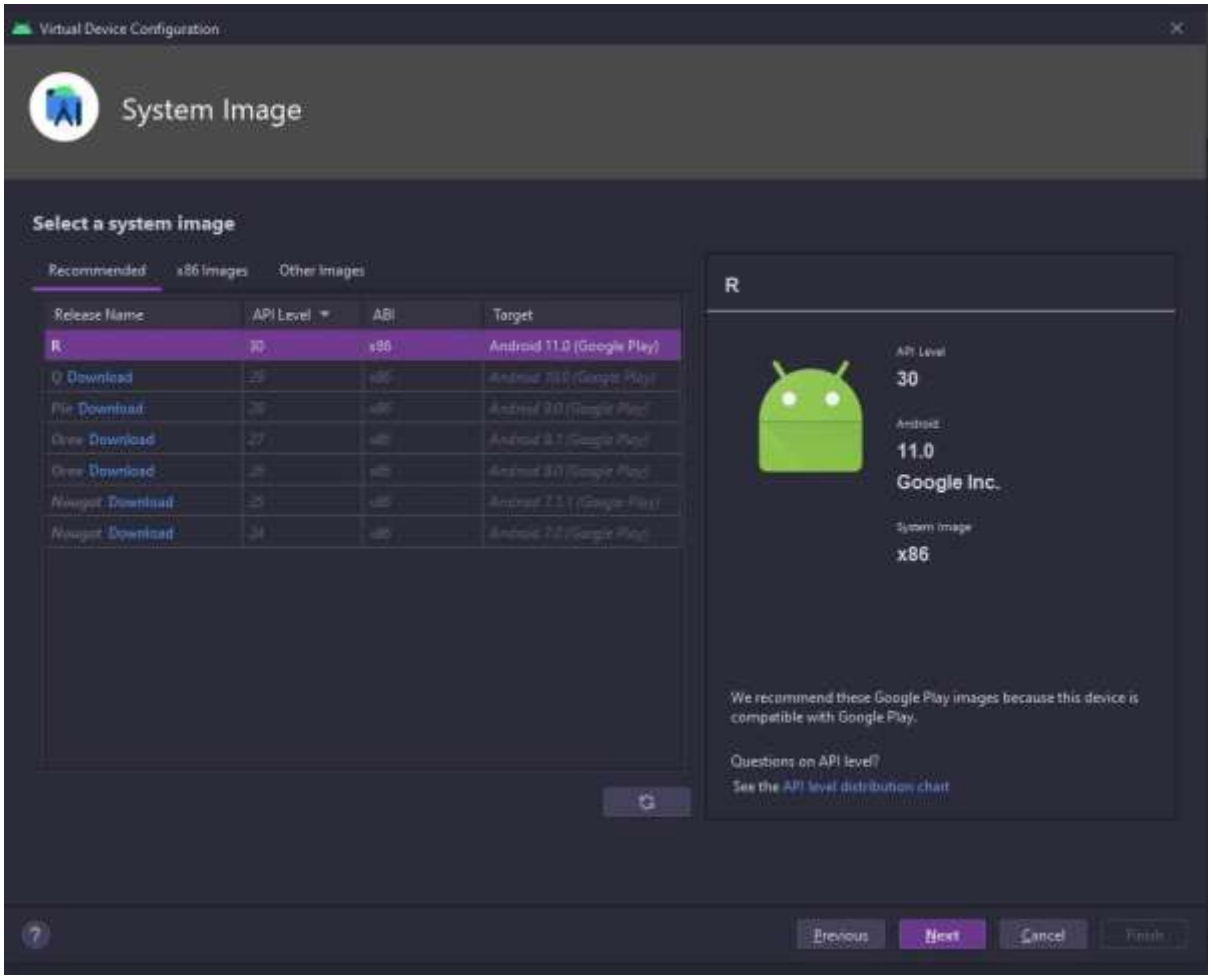
https://github.com/bounswe/2021SpringGroup4/blob/master/code/frontend/src/components/EventListDetail.js

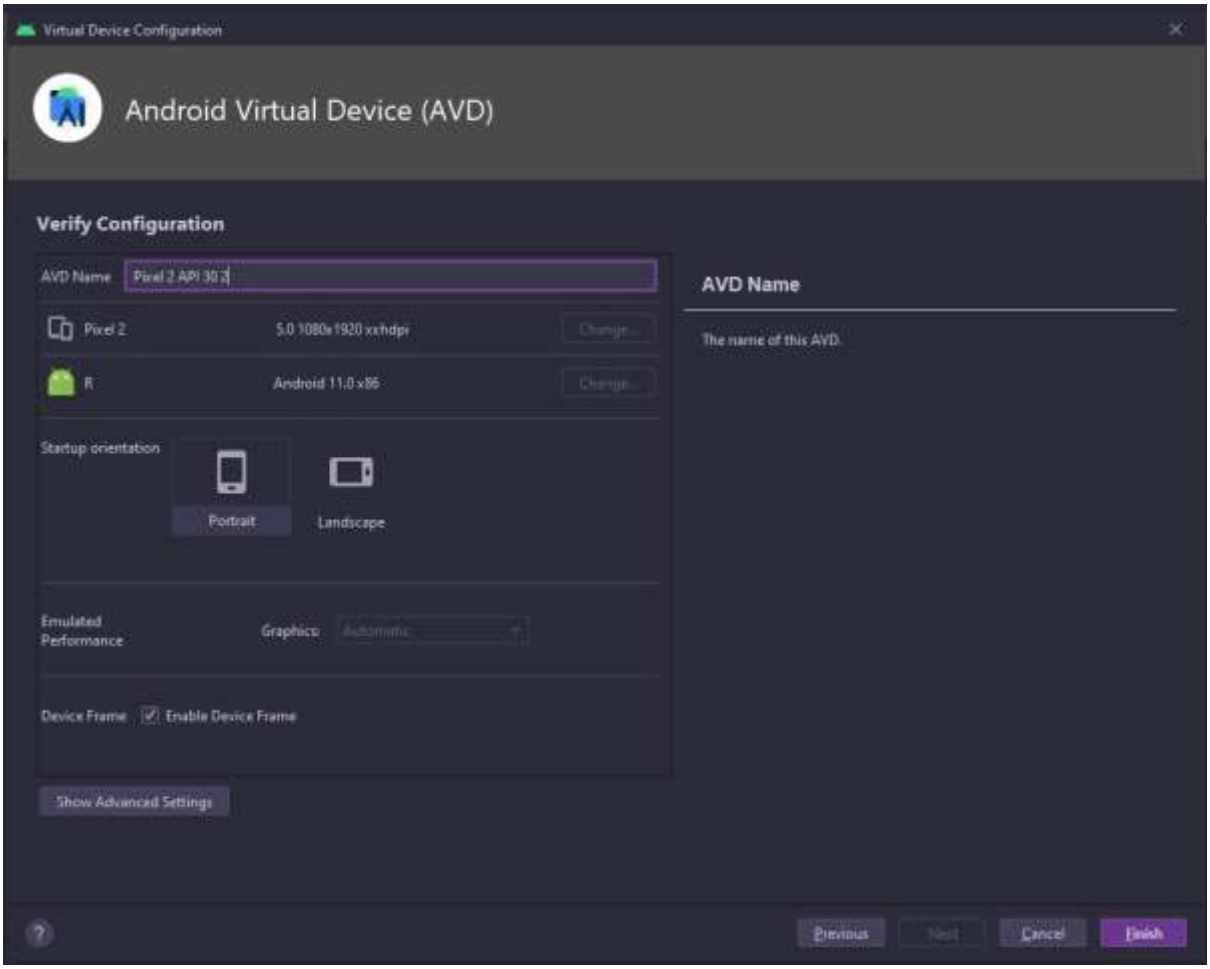
Screenshot:

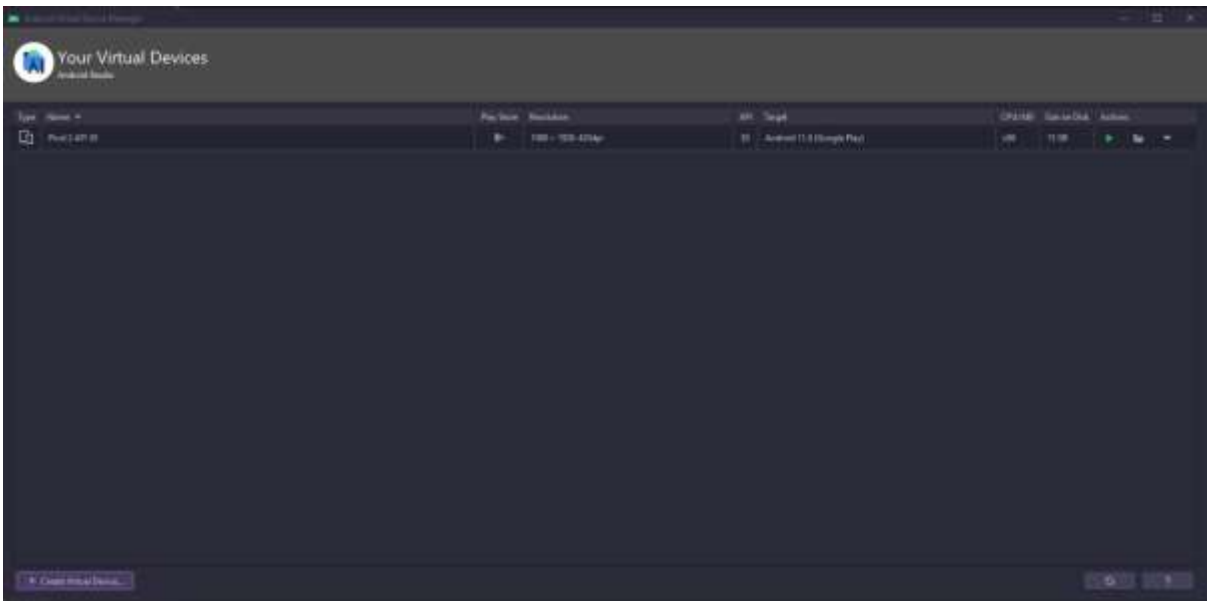
# 7. System Manual

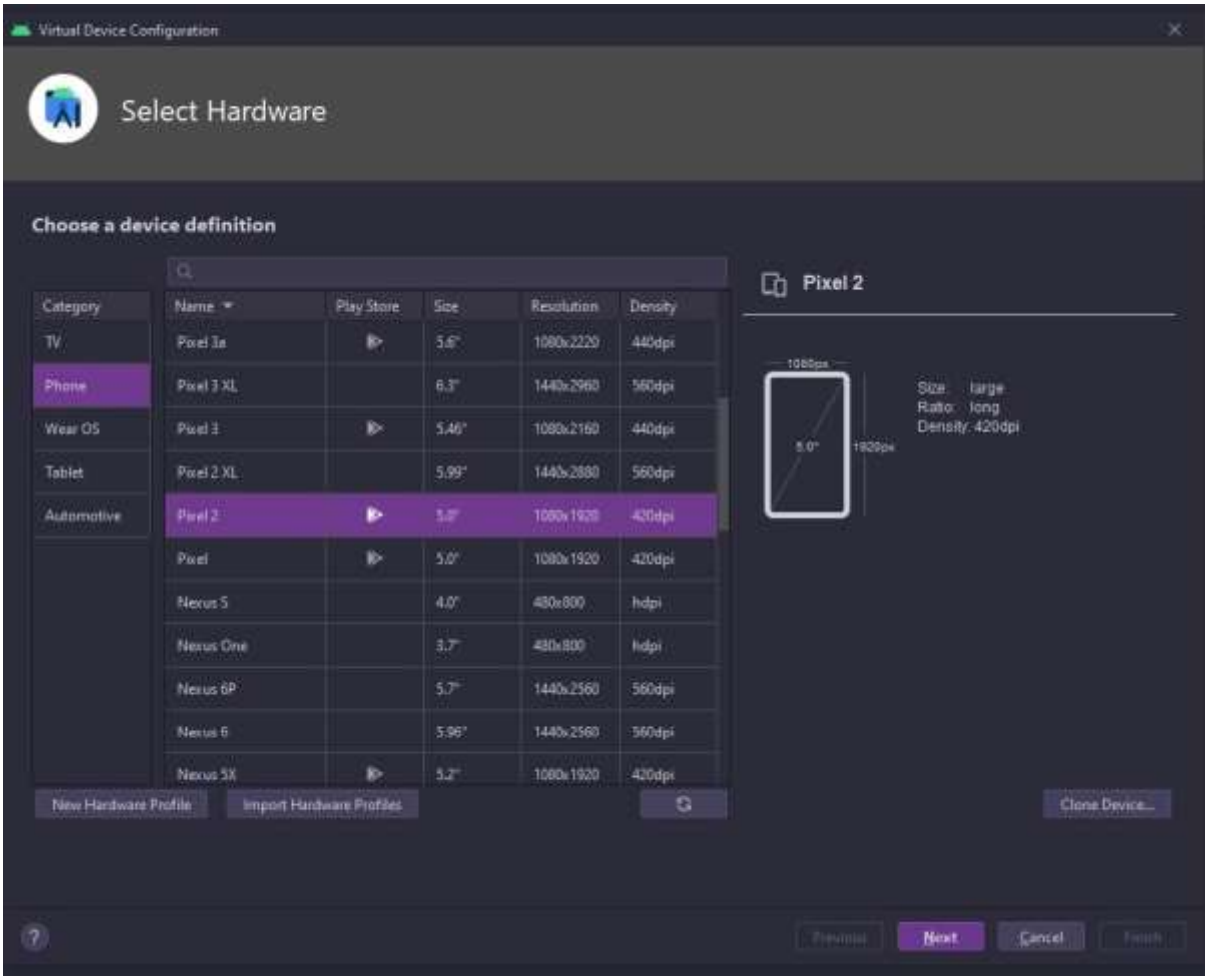
## 7.1. Android

- Install the latest version of Android Studio and SDK tools.
- Pull the repository.
- Checkout branch android-main.
- Set-up AVD Manager with Pixel 2 API 30.


Virtual Device Configuration
System Image
Select a system image
Recommended
x86 Images
Other Images
Release Name
API Level
ABI
Target
R
30
x86
Android 11.0 (Google Play)
Q Download
Pie Download
Oreo Download
Oreo Download
Nougat Download
Nougat Download
R
API Level
30
Android
11.0
Google Inc.
System Image
x86
We recommend these Google Play images because this device is compatible with Google Play.
Questions on API level?
See the API level distribution chart
Previous
Next
Cancel
Finish


Virtual Device Configuration
Android Virtual Device (AVD)
Verify Configuration
AVD Name
Pixel 2 API 30
Pixel 2
5.0 1080x1920 xxhdpi
Change...
R
Android 11.0 x86
Change...
Startup orientation
Portrait
Landscape
Emulated Performance
Graphics
Automatic
Device Frame
Enable Device Frame
Show Advanced Settings
AVD Name
The name of this AVD.
Previous
Next
Cancel
Finish


Your Virtual Devices




- Run the application in the emulator.

## 7.2. Web App/Frontend

System requirement: Linux, Windows or MacOS operating system and a browser
Requirement: You need to install Node.js before you run the following scripts. Your Node.js version must be above 5.0.0.

a) Normal Installation to localhost

- Pull the repository.
- Install Node.js.
- Checkout branch frontend-main.
- Open the terminal and change the current directory as code->frontend.

- On the terminal run "npm install"
  (This installs all the packages in package.json. )

- Run the application with the command "npm start"
  (This runs the app in the development mode. You can open http://localhost:3000 to view the app in the browser. The page will reload if you make any changes in the code.)

- To run tests, you need to run the command “npm test” . This runs the provided package's "test" script.

**b) Installation with DockerFile**

- Pull the repository
- Open the terminal and change the current directory as code->frontend.
- On the terminal run "docker-compose build"
- On the terminal run "docker-compose up"

# 8. Project Plan

# Project Plan

| | | Name | Duration | Start | Finish | Resource Names |
|---|---|---|---|---|---|---|
| 1 | | **ORIENTATION** | **2 days** | **3/26/21 8:00 AM** | **3/27/21 5:00 PM** | |
| 2 | | searching about git control system | 2 days | 3/26/21 8:00 AM | 3/27/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 3 | | searching about github repositories | 2 days | 3/26/21 8:00 AM | 3/27/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 4 | | creating a slack server and channels | 2 days | 3/26/21 8:00 AM | 3/27/21 5:00 PM | Berkay;Salih;Tolga |
| 5 | | first group meeting | 0.5 days | 3/26/21 8:00 AM | 3/26/21 1:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 6 | | creating a welcome page | 2 days | 3/26/21 8:00 AM | 3/27/21 5:00 PM | Yagmur |
| 7 | | **DOCUMENTATION** | **3 days** | **3/26/21 8:00 AM** | **3/28/21 5:00 PM** | |
| 8 | | creating personal wiki pages | 2 days | 3/26/21 8:00 AM | 3/27/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 9 | | creating personal effort pages | 2 days | 3/26/21 8:00 AM | 3/27/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 10 | | creating wikipage for favoruite github repositories | 2 days | 3/26/21 8:00 AM | 3/27/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 11 | | creating readme page | 2 days | 3/26/21 8:00 AM | 3/27/21 5:00 PM | Tolga |
| 12 | | creating the communicaton plan | 3 days | 3/26/21 8:00 AM | 3/28/21 5:00 PM | Ece |
| 13 | | **REQUIREMENTS** | **24.5 days** | **3/30/21 8:00 AM** | **4/23/21 1:00 PM** | |
| 14 | | performing a domain analysis | 4 days | 4/3/21 8:00 AM | 4/6/21 5:00 PM | Yigit;Irfan |
| 15 | | searching the requirements in real life project | 4 days | 3/30/21 8:00 AM | 4/2/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 16 | | identifying and documenting the user requirements | 4 days | 4/3/21 8:00 AM | 4/6/21 5:00 PM | Berkay;Hilmi;Salih |
| 17 | | identifying and documenting the system requirements | 4 days | 4/3/21 8:00 AM | 4/6/21 5:00 PM | Ece;Tolga;Ihsan |
| 18 | | identifying and documenting the non-functional requir.. | 4 days | 4/3/21 8:00 AM | 4/6/21 5:00 PM | Yagmur;Yigit;Irfan |
| 19 | | preparing and documenting customer questions | 10 days | 3/30/21 8:00 AM | 4/8/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 20 | | customer meeting | 0.5 days | 4/23/21 8:00 AM | 4/23/21 1:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 21 | | reviewing and changing requirements | 1 day | 4/7/21 8:00 AM | 4/7/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 22 | | **SCENARIO** | **4 days** | **4/13/21 8:00 AM** | **4/16/21 5:00 PM** | |
| 23 | | creating scenario 1 | 4 days | 4/13/21 8:00 AM | 4/16/21 5:00 PM | Berkay;Yagmur;Irfan |
| 24 | | creating scenario 2 | 4 days | 4/13/21 8:00 AM | 4/16/21 5:00 PM | Ece;Tolga;Ihsan |
| 25 | | creating scenario 3 | 4 days | 4/13/21 8:00 AM | 4/16/21 5:00 PM | Hilmi;Salih;Yigit |
| 26 | | **MOCKUP** | **2 days** | **4/17/21 8:00 AM** | **4/18/21 5:00 PM** | |
| 27 | | creating mockup 1 | 2 days | 4/17/21 8:00 AM | 4/18/21 5:00 PM | Berkay;Yagmur;Irfan |
| 28 | | creating mockup 2 | 2 days | 4/17/21 8:00 AM | 4/18/21 5:00 PM | Ece;Tolga;Ihsan |
| 29 | | creating mockup 3 | 2 days | 4/17/21 8:00 AM | 4/18/21 5:00 PM | Hilmi;Salih;Yigit |
| 30 | | **DIAGRAMS** | **4 days** | **4/24/21 8:00 AM** | **4/27/21 5:00 PM** | |
| 31 | | creating class diagram | 4 days | 4/24/21 8:00 AM | 4/27/21 5:00 PM | Berkay;Yagmur;Irfan |
| 32 | | creating use cases | 4 days | 4/24/21 8:00 AM | 4/27/21 5:00 PM | Hilmi;Salih;Yigit |
| 33 | | creating sequence diagrams | 4 days | 4/24/21 8:00 AM | 4/27/21 5:00 PM | Ece;Tolga;Ihsan |
| 34 | | **REVISIONS** | **6 days** | **5/3/21 8:00 AM** | **5/8/21 5:00 PM** | |

| | | Name | Duration | Start | Finish | Resource Names |
|---|---|---|---|---|---|---|
| 35 | | modifying mockup 1 | 6 days | 5/3/21 8:00 AM | 5/8/21 5:00 PM | Berkay;Yagmur;Irfan |
| 36 | | modifying mockup 2 | 6 days | 5/3/21 8:00 AM | 5/8/21 5:00 PM | Ece;Tolga;Ihsan |
| 37 | | modifying mockup 3 | 6 days | 5/3/21 8:00 AM | 5/8/21 5:00 PM | Hilmi;Salih;Yigit |
| 38 | | modifying class diagram | 6 days | 5/3/21 8:00 AM | 5/8/21 5:00 PM | Berkay;Yagmur;Irfan |
| 39 | | modifying use case diagram | 6 days | 5/3/21 8:00 AM | 5/8/21 5:00 PM | Hilmi;Salih;Yigit |
| 40 | | modifying sequence diagram | 6 days | 5/3/21 8:00 AM | 5/8/21 5:00 PM | Ece;Tolga;Ihsan |
| 41 | | modifying SRS in parallel with the changes in mockups | 6 days | 5/3/21 8:00 AM | 5/8/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 42 | | **PLANNING** | **6 days** | **5/3/21 8:00 AM** | **5/8/21 5:00 PM** | |
| 43 | | preparig project plan | 6 days | 5/3/21 8:00 AM | 5/8/21 5:00 PM | Berkay;Yagmur;Irfan |
| 44 | | preparing RAM | 6 days | 5/3/21 8:00 AM | 5/8/21 5:00 PM | Berkay;Yagmur;Irfan |
| 45 | | **MILESTONE 1 REPORT** | **7 days** | **5/3/21 8:00 AM** | **5/9/21 5:00 PM** | |
| 46 | | setting up layout and design | 7 days | 5/3/21 8:00 AM | 5/9/21 5:00 PM | Ece;Hilmi;Salih;Tolga;Yigit;Ihsan |
| 47 | | creating the evaluation of deliverable | 7 days | 5/3/21 8:00 AM | 5/9/21 5:00 PM | Ece;Hilmi;Salih;Tolga;Yigit;Ihsan |
| 48 | | creating the evaluation tools and processes | 7 days | 5/3/21 8:00 AM | 5/9/21 5:00 PM | Ece;Hilmi;Salih;Tolga;Yigit;Ihsan |
| 49 | | creating the list and status of deliverables | 7 days | 5/3/21 8:00 AM | 5/9/21 5:00 PM | Ece;Hilmi;Salih;Tolga;Yigit;Ihsan |
| 50 | | creating the executive summary | 7 days | 5/3/21 8:00 AM | 5/9/21 5:00 PM | Ece;Hilmi;Salih;Tolga;Yigit;Ihsan |
| 51 | | adding project plan | 1 day | 5/9/21 8:00 AM | 5/9/21 5:00 PM | Berkay;Yagmur;Irfan |
| 52 | | adding RAM | 1 day | 5/9/21 8:00 AM | 5/9/21 5:00 PM | Berkay;Yagmur;Irfan |
| 53 | | meeting to evaluate Milestone 1 report | 1 day | 5/8/21 8:00 AM | 5/8/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 54 | | **RESEARCH BEFORE PRE IMPLEMENTATION** | **12 days** | **5/17/21 8:00 AM** | **5/28/21 5:00 PM** | |
| 55 | | **research the APIs** | **6 days** | **5/17/21 8:00 AM** | **5/22/21 5:00 PM** | |
| 56 | | group meeting about API | 1 day | 5/17/21 8:00 AM | 5/17/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit |
| 57 | | designing new API | 5 days | 5/18/21 8:00 AM | 5/22/21 5:00 PM | Hilmi;Salih;Tolga;Yigit;Ihsan;Irfan |
| 58 | | research about the databases and server | 5 days | 5/17/21 8:00 AM | 5/21/21 5:00 PM | Berkay;Ece;Yagmur |
| 59 | | deciding the subgroups for implementation part | 0.5 days | 5/23/21 8:00 AM | 5/23/21 1:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 60 | | preimplementation meting | 0.5 days | 5/23/21 1:00 PM | 5/23/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 61 | | MILESTONE 2 REPORT | 5 days | 5/24/21 8:00 AM | 5/28/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 62 | | **PRE IMPLEMENTATION** | **14 days** | **5/29/21 8:00 AM** | **6/11/21 5:00 PM** | |
| 63 | | **initial design** | **7 days** | **5/29/21 8:00 AM** | **6/4/21 5:00 PM** | |
| 64 | | creating initial backend design | 7 days | 5/29/21 8:00 AM | 6/4/21 5:00 PM | Tolga;Yigit;Irfan |
| 65 | | creating test server | 3 days | 5/29/21 8:00 AM | 5/31/21 5:00 PM | Tolga;Yigit;Irfan |
| 66 | | creating initial frontend design | 7 days | 5/29/21 8:00 AM | 6/4/21 5:00 PM | Hilmi;Salih;Ihsan |
| 67 | | creating initial android design | 7 days | 5/29/21 8:00 AM | 6/4/21 5:00 PM | Berkay;Ece;Yagmur |
| 68 | | **prototype** | **7 days** | **6/5/21 8:00 AM** | **6/11/21 5:00 PM** | |



| | | Name | Duration | Start | Finish | Resource Names |
|---|---|---|---|---|---|---|
| 69 | | discussion about prototype functionalities | 3 days | 6/5/21 8:00 AM | 6/7/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 70 | | customer meeting about prototype | 1 day | 6/8/21 8:00 AM | 6/8/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 71 | | documentation of final decision of prototype | 3 days | 6/9/21 8:00 AM | 6/11/21 5:00 PM | Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih. |
| 72 | | **IMPLEMENTATION** | **70.5 days** | **10/21/21 8:00 AM** | **12/30/21 1:00 PM** | |
| 73 | | **Backend** | **57.75 d...** | **10/21/21 8:00 AM** | **12/17/21 3:00 PM** | |
| 74 | | revising initial backend design | 0.75 days | 10/21/21 8:00 AM | 10/21/21 3:00 PM | Alperen;Hilmi;Irfan;Tolga |
| 75 | | revising test server | 0.75 days | 10/21/21 8:00 AM | 10/21/21 3:00 PM | Alperen;Hilmi;Irfan;Tolga |
| 76 | | **registration system** | **30.5 days** | **10/21/21 3:00 PM** | **11/21/21 10:00 AM** | |
| 77 | | login system | 14 days | 10/21/21 3:00 PM | 11/4/21 3:00 PM | Tolga |
| 78 | | reset/change password | 7 days | 11/4/21 3:00 PM | 11/11/21 3:00 PM | Tolga |
| 79 | | linking google accounts | 7 days | 11/11/21 3:00 PM | 11/18/21 3:00 PM | Tolga |
| 80 | | profile privacy | 2.5 days | 11/18/21 3:00 PM | 11/21/21 10:00 AM | Alperen;Tolga |
| 81 | | **user action systems** | **10 days** | **11/21/21 10:00 AM** | **12/1/21 10:00 AM** | |
| 82 | | user follow/unfollow/block system | 10 days | 11/21/21 10:00 AM | 12/1/21 10:00 AM | Irfan |
| 83 | | search engine | 15 days | 10/21/21 3:00 PM | 11/5/21 3:00 PM | Irfan |
| 84 | | event controller / event | 10 days | 11/5/21 3:00 PM | 11/15/21 3:00 PM | Irfan |
| 85 | | test cases and testing for events | 5 days | 11/15/21 3:00 PM | 11/20/21 3:00 PM | Irfan |
| 86 | | recommendation engine | 15 days | 11/20/21 3:00 PM | 12/5/21 3:00 PM | Hilmi |
| 87 | | equipment controller / equipment | 15 days | 10/21/21 3:00 PM | 11/5/21 3:00 PM | Hilmi |
| 88 | | test cases and testing for equipments | 5 days | 11/5/21 3:00 PM | 11/10/21 3:00 PM | Hilmi |
| 89 | | badge system | 10 days | 11/10/21 3:00 PM | 11/20/21 3:00 PM | Alperen |
| 90 | | location system | 14 days | 11/20/21 3:00 PM | 12/4/21 3:00 PM | Alperen |
| 91 | | backend meeting | 0.75 days | 12/5/21 3:00 PM | 12/6/21 1:00 PM | Alperen;Hilmi;Irfan;Tolga |
| 92 | | testing and revising the backend | 11.25 days | 12/6/21 1:00 PM | 12/17/21 3:00 PM | Alperen;Hilmi;Irfan;Tolga |
| 93 | | **Frontend** | **53 days** | **10/21/21 8:00 AM** | **12/12/21 5:00 PM** | |
| 94 | | revising initial frontend design | 0.5 days | 10/21/21 8:00 AM | 10/21/21 1:00 PM | Yagmur;Yigit |
| 95 | | Home page | 10 days | 10/21/21 1:00 PM | 10/31/21 1:00 PM | Yigit |
| 96 | | **Registration Page** | **14 days** | **10/31/21 1:00 PM** | **11/14/21 1:00 PM** | |
| 97 | | Login page | 7 days | 10/31/21 1:00 PM | 11/7/21 1:00 PM | Yigit |
| 98 | | Reset/ Change Password Page | 7 days | 11/7/21 1:00 PM | 11/14/21 1:00 PM | Yigit |
| 99 | | User profile Page | 10 days | 11/14/21 1:00 PM | 11/24/21 1:00 PM | Yigit |
| 100 | | **User Action Pages** | **10 days** | **11/24/21 1:00 PM** | **12/4/21 1:00 PM** | |
| 101 | | follow-unfollow-block page | 7 days | 11/24/21 1:00 PM | 12/1/21 1:00 PM | Yigit |
| 102 | | Follow Request Page | 3 days | 12/1/21 1:00 PM | 12/4/21 1:00 PM | Yigit |

| | | Name | Duration | Start | Finish | Resource Names |
|---|---|---|---|---|---|---|
| 103 | | Search Engine | 10 days | 10/21/21 1:00 PM | 10/31/21 1:00 PM | Yigit |
| 104 | | Testing for Search Engine | 5 days | 10/31/21 1:00 PM | 11/5/21 1:00 PM | Yigit |
| 105 | | Recommendation System | 10 days | 11/5/21 1:00 PM | 11/15/21 1:00 PM | Yigit |
| 106 | | Test Cases and Testing for Recommendation System | 2.5 days | 11/15/21 1:00 PM | 11/17/21 5:00 PM | Yagmur;Yigit |
| 107 | | Event Pages | 10 days | 11/18/21 8:00 AM | 11/27/21 5:00 PM | Yagmur |
| 108 | | Test Cases and Testing for Events | 5 days | 11/28/21 8:00 AM | 12/2/21 5:00 PM | Yagmur |
| 109 | | Equipment Pages | 14 days | 10/21/21 1:00 PM | 11/4/21 1:00 PM | Yagmur |
| 110 | | Test Cases and Testing for Equipment Pages | 5 days | 11/4/21 1:00 PM | 11/9/21 1:00 PM | Yagmur |
| 111 | | Badge Pages | 10 days | 11/9/21 1:00 PM | 11/19/21 1:00 PM | Yagmur |
| 112 | | Test Cases and Testing for Badges | 5 days | 11/19/21 1:00 PM | 11/24/21 1:00 PM | Yagmur |
| 113 | | Location Pages (map) | 10 days | 11/24/21 1:00 PM | 12/4/21 1:00 PM | Yagmur |
| 114 | | frontend meeting | 1 day | 12/4/21 1:00 PM | 12/5/21 1:00 PM | Yagmur |
| 115 | | testing and revising the frontend | 7.5 days | 12/5/21 1:00 PM | 12/12/21 5:00 PM | Yagmur;Yigit |
| 116 | | **⊟Android** | **70.5 days** | **10/21/21 8:00 AM** | **12/30/21 1:00 PM** | |
| 117 | | Revising initial Android Design | 1.5 days | 10/21/21 8:00 AM | 10/22/21 1:00 PM | Ece;Fatih |
| 118 | | Home page | 10 days | 10/22/21 1:00 PM | 11/1/21 1:00 PM | Ece |
| 119 | | **⊟Registration Page** | **14 days** | **11/1/21 1:00 PM** | **11/15/21 1:00 PM** | |
| 120 | | Login page | 7 days | 11/1/21 1:00 PM | 11/8/21 1:00 PM | Ece |
| 121 | | Reset/ Change Password Page | 7 days | 11/8/21 1:00 PM | 11/15/21 1:00 PM | Ece |
| 122 | | User profile Page | 10 days | 11/15/21 1:00 PM | 11/25/21 1:00 PM | Ece |
| 123 | | **⊟User Action Pages** | **10 days** | **11/25/21 1:00 PM** | **12/5/21 1:00 PM** | |
| 124 | | - follow-unfollow-block page | 7 days | 11/25/21 1:00 PM | 12/2/21 1:00 PM | Ece |
| 125 | | - Follow Request Page | 3 days | 12/2/21 1:00 PM | 12/5/21 1:00 PM | Ece |
| 126 | | Search Engine Pages | 10 days | 10/22/21 1:00 PM | 11/1/21 1:00 PM | Fatih |
| 127 | | Testing for Search Engine | 5 days | 11/1/21 1:00 PM | 11/6/21 1:00 PM | Fatih |
| 128 | | Recommendation System Pages | 10 days | 11/6/21 1:00 PM | 11/16/21 1:00 PM | Fatih |
| 129 | | Test Cases and Testing for Recommendation System | 5 days | 11/16/21 1:00 PM | 11/21/21 1:00 PM | Fatih |
| 130 | | Event Pages | 10 days | 11/21/21 1:00 PM | 12/1/21 1:00 PM | Fatih |
| 131 | | Test Cases and Testing for Events | 5 days | 12/1/21 1:00 PM | 12/6/21 1:00 PM | Fatih |
| 132 | | Equipment Pages | 14 days | 10/22/21 1:00 PM | 11/5/21 1:00 PM | Ece |
| 133 | | Test Cases and Testing for Equipment Pages | 5 days | 11/5/21 1:00 PM | 11/10/21 1:00 PM | Ece |
| 134 | | Badge Pages | 10 days | 11/10/21 1:00 PM | 11/20/21 1:00 PM | Ece |
| 135 | | Test Cases and Testing for Badges | 5 days | 11/20/21 1:00 PM | 11/25/21 1:00 PM | Ece |
| 136 | | Location Pages (map) | 10 days | 11/25/21 1:00 PM | 12/5/21 1:00 PM | Fatih |



| | | Name | Duration | Start | Finish | Resource Names |
|---|---|---|---|---|---|---|
| 137 | | android meeting | 1.5 days | 12/6/21 1:00 PM | 12/7/21 5:00 PM | Ece;Fatih |
| 138 | | testing and revising the android | 22.5 days | 12/8/21 8:00 AM | 12/30/21 1:00 PM | Ece;Fatih |
| 139 | | General Group Meeting for evaluation | 1.125 days | 12/30/21 1:00 PM | 12/31/21 1:59 PM | Alperen;Ece;Fatih;Hilmi;Irfan;Tolga;Yagmur;. |
| 140 | | testing and revising all system | 16.875 d... | 12/31/21 1:59 PM | 1/17/22 11:59 AM | Alperen;Ece;Fatih;Hilmi;Irfan;Tolga;Yagmur;. |

# RAM

| Approval(A)<br>Lead(L)<br>Secondary(S)<br>Contributor(C )<br>Reviewer(R )<br>None(N) | Ece Dilara Aslan | Fatih Akgöz | Mehmet Hilmi Dündar | Muhammed İrfan Bozkurt | Tolga Kerimoğlu | Ali Alperen Durak | Yağmur Selek | Yiğit Sanoğlu | Berkay Gümüş | İhsan Mert Atalay | Salih Furkan Akkurt |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **ORIENTATION** | | | | | | | | | | | |
| searching about git control system | C | | C | C | C | | C | C | C | C | C |
| searching about github repositories | C | | C | C | C | | C | C | C | C | C |
| creating a slack server and channels | R | | R | C | C | | R | R | C | R | C |
| first group meeting | C | | C | C | C | | C | C | C | C | C |
| creating a welcome page | N | | N | R | R | | C | R | N | N | N |
| **DOCUMENTATION** | | | | | | | | | | | |
| creating personal wiki pages | C | | C | C | C | | C | C | C | C | C |
| creating personal effort pages | C | | C | C | C | | C | C | C | C | C |
| creating wikipage for favouruite github repositories | C | | C | C | C | | C | C | C | C | C |
| creating readme page | N | | N | N | C | | N | R | N | N | N |
| creating the communicaton plan | C | | N | N | N | | S | S | N | N | N |
| **REQUIREMENTS** | | | | | | | | | | | |
| performing a domain analysis | R | | N | C | R | | N | C | N | R | N |
| searching the requirements in real life project | C | | C | C | C | | C | C | C | C | C |
| identifying and documenting the user requirements | R | | C | R | N | | R | R | C | R | C |
| identifying and documenting the system requirements | C | | R | R | C | | R | R | R | C | R |
| identifying and documenting the non-functional requirements | R | | R | C | R | | C | C | N | R | R |
| preparing and documenting customer questions | R | | R | R | R | | R | C | C | R | C |
| customer meeting | C | | C | C | L | | C | C | C | C | C |
| reviewing and changing requirements | C | | C | C | C | | S | C | C | C | C |
| **SCENARIO** | | | | | | | | | | | |
| creating scenario 1 | R | | R | C | R | | C | R | C | R | R |
| creating scenario 2 | C | | R | R | C | | R | R | N | C | R |
| creating scenario 3 | R | | C | R | R | | R | C | N | R | C |
| **MOCKUP** | | | | | | | | | | | |
| creating mockup 1 | R | | R | C | R | | C | R | C | R | R |
| creating mockup 2 | C | | R | R | C | | R | R | N | C | R |
| creating mockup 3 | R | | C | R | R | | R | C | N | R | C |
| **DIAGRAMS** | | | | | | | | | | | |
| creating class diagram | R | | R | C | R | | C | R | C | R | R |
| creating use diagram | R | | C | R | R | | R | C | N | R | C |
| creating sequence diagrams | C | | R | R | C | | R | R | N | C | R |
| **REVISIONS** | | | | | | | | | | | |
| modifying mockup 1 | R | | R | L | R | | S | R | C | R | R |

| Approval(A)<br>Lead(L)<br>Secondary(S)<br>Contributor(C )<br>Reviewer(R )<br>None(N) | Ece Dilara Aslan | Fatih Akgöz | Mehmet Hilmi Dündar | Muhammed İrfan Bozkurt | Tolga Kerimoğlu | Ali Alperen Durak | Yağmur Selek | Yiğit Sanoğlu | Berkay Gümüş | İhsan Mert Atalay | Salih Furkan Akkurt |
|---|---|---|---|---|---|---|---|---|---|---|---|
| modifying mockup 2 | C | | R | R | C | | N | R | N | C | R |
| modifying mockup 3 | R | | C | R | R | | N | C | N | R | C |
| modifying class diagram | R | | R | L | R | | C | R | C | R | R |
| modifying use case diagram | R | | C | N | R | | N | C | N | R | C |
| modifying sequence diagram | C | | R | N | C | | N | R | N | C | R |
| modifying SRS in parallel with the changes in mockups | C | | N | C | C, L | | C | C | C | C | C |
| **PLANNING** | | | | | | | | | | | |
| preparing project plan | R | | R | S | A | | C | R | L | R | R |
| preparing RAM | R | | R | S | A, N | | C | R | C | R | R |
| **MILESTONE 1 REPORT** | | | | | | | | | | | |
| setting up layout and design | C | | R | R | L | | R | C | R | R | C |
| creating the evaluation of deliverables | L | | N | N | R | | N | C | R | N | N |
| creating the evaluation tools and processes | R | | N | N | R | | N | N | R | N | N |
| creating the list and status of deliverables | R | | N | N | R | | N | C | R | N | N |
| creating the executive summary | R | | N | N | L | | R | N | R | N | N |
| adding project plan | R | | N | S | A | | S | N | C | N | N |
| adding RAM | R | | N | S | A | | S | N | C | N | N |
| meeting to evaluate Milestone 1 report | C | | C | C | L | | C | N | C | C | C |
| **RESEARCH BEFORE PRE IMPLEMENTATION** | | | | | | | | | | | |
| research the APIs | C | | C | C | C | | N | C | N | C | C |
| designing new API | R | | C | C | C, L | | N | C | N | C | C |
| research about the databases and server | C | | R | R | R | | C | C | C | C | C |
| deciding the subgroups for implementation part | C | | C | C | A | | A | C | C | C | C |
| preimplementation meeting | C | | C | C | L | | C | C | C | C | C |
| **PRE IMPLEMENTATION** | | | | | | | | | | | |
| creating initial backend design | R | | R | C | C | | R | C | N | R | C |
| creating test server | R | | R | C | C | | R | N | N | C | C |
| creating initial frontend design | R | | C | R | R | | R | N | N | C | R |
| creating initial android design | C | | R | R | R | | C | C | C | R | R |
| prototype | C | | C | C | C | | C | C | C | C | C |
| discussion about prototype functionalities | C | | C | C | C | | C | L | C | C | C |
| customer meeting about prototype | C | | C | C | L | | S | R | C | C | C |
| documentation of final decision of prototype | C | | C | C, A | C, A | | C | R | C | C | C |
| **IMPLEMENTATION** | | | | | | | | | | | |
| **Backend** | | | | | | | | | | | |

| Approval(A)<br>Lead(L)<br>Secondary(S)<br>Contributor(C )<br>Reviewer(R )<br>None(N) | Ece Dilara Aslan | Fatih Akgöz | Mehmet Hilmi Dündar | Muhammed İrfan Bozkurt | Tolga Kerimoğlu | Ali Alperen Durak | Yağmur Selek | Yiğit Sarıoğlu | Berkay Gümüş | İhsan Mert Atalay | Salih Furkan Akkurt |
|---|---|---|---|---|---|---|---|---|---|---|---|
| revising initial backend design | R | R | C | C | C | C | R | R | | | |
| revising test server | R | R | C | C | C | C | R | R | | | |
| registration system | R | R | C | C | L | C | R | R | | | |
| login system | R | R | C | C | L | C | R | R | | | |
| reset/change password | R | R | C | C | L | C | R | R | | | |
| linking google accounts | R | R | C | C | L | C | R | R | | | |
| profile privacy | R | R | C | C | L | L | R | R | | | |
| user action systems | R | R | C | L | C | C | R | R | | | |
| user follow/unfollow/block system | R | R | C | L | C | C | R | R | | | |
| search engine | R | R | C | L | C | C | R | R | | | |
| event controller / event | R | R | C | L | C | C | R | R | | | |
| test cases and testing for events | R | R | C | L | C | C | R | R | | | |
| recommendation engine | R | R | L | C | S | C | R | R | | | |
| equipment controller / equipment | R | R | L | R | A | C | R | R | | | |
| test cases and testing for equipments | R | R | L | R | R | C | R | R | | | |
| badge system | R | R | R | R | R | L | R | R | | | |
| location system | R | R | R | R | R | L | R | R | | | |
| backend meeting | N | N | C | C | L | C | N | N | | | |
| testing and revising the backend | N | N | C | C | C | C | N | N | | | |
| Frontend | | | | | | | | | | | |
| revising initial frontend design | R | N | R | R | R | R | L | L | | | |
| Home page | R | N | R | R | R | R | S | L | | | |
| Registration Page | R | N | R | R | R | R | S | L | | | |
| Login page | R | N | R | R | R | R | S | L | | | |
| Reset/ Change Password Page | R | N | N | N | N | N | S | L | | | |
| User profile Page | R | N | N | N | N | N | S | L | | | |
| User Action Pages | R | N | N | N | N | N | S | L | | | |
| follow-unfollow-block page | R | N | N | N | N | N | S | L | | | |
| Follow Request Page | R | N | N | N | N | N | S | L | | | |
| Search Engine | R | N | N | N | N | N | S | L | | | |
| Testing for Search Engine | R | N | N | N | N | N | S | L | | | |
| Recommendation System Page | R | N | R | R | R | R | S | L | | | |
| Test Cases and Testing for Recommendation System | R | N | R | N | R | R | C | L | | | |
| Event Pages | R | N | R | A | R | R | L | S | | | |
| Test Cases and Testing for Events | R | N | R | N | R | R | L | S | | | |

| Approval(A)<br>Lead(L)<br>Secondary(S)<br>Contributor(C)<br>Reviewer(R)<br>None(N) | Ece Dilara Aslan | Fatih Akgöz | Mehmet Hilmi Dündar | Muhammed İrfan Bozkurt | Tolga Kerimoğlu | Ali Alperen Durak | Yağmur Selek | Yiğit Sarıoğlu | Berkay Gümüş | İhsan Mert Atalay | Salih Furkan Akkurt |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Equipment Pages | R | N | A | N | A | A | L | S | | | |
| Test Cases and Testing for Equipment Pages | R | N | A | N | A | A | L | S | | | |
| Badge Pages | R | N | A, R | N | A, R | A, R | L | S | | | |
| Test Cases and Testing for Badges | R | N | R | N | R | R | L | S | | | |
| Location Pages (map) | R | N | R | R | R | R | L | S | | | |
| frontend meeting | R | N | R | R | R | R | C | L | | | |
| testing and revising the frontend | N | N | N | N | N | N | C | C | | | |
| Android | | | | | | | | | | | |
| Revising initial Android Design | C | C | R | N | R | R | R | R | | | |
| Home page | L | S | R | N | R | R | R | R | | | |
| Registration Page | L | S | R | N | R | R | R | R | | | |
| Login page | L | S | R | N | R | R | R | R | | | |
| Reset/ Change Password Page | L | S | N | N | N | N | N | N | | | |
| User profile Page | L | S | N | N | N | N | N | N | | | |
| User Action Pages | L | S | N | N | N | N | N | N | | | |
| follow-unfollow-block page | L | S | N | N | N | N | N | N | | | |
| follow Request page | L | S | N | N | N | N | N | N | | | |
| Search Engine Pages | S | L | N | N | N | N | N | N | | | |
| Testing for Search Engine | S | L | N | N | N | N | N | N | | | |
| Recommendation System Pages | S | L | N | N | N | N | N | N | | | |
| Test Cases and Testing for Recommendation System | S | L | N | N | N | N | N | N | | | |
| Event Pages | S | L | N | N | N | N | N | N | | | |
| Test Cases and Testing for Events | S | L | N | N | N | N | N | N | | | |
| Equipment Pages | L | S | R | R | R | R | R | R | | | |
| Test Cases and Testing for Equipment Pages | L | S | R | R | R | R | R | R | | | |
| Badge Pages | L | S | N | N | N | N | N | N | | | |
| Test Cases and Testing for Badges | L | S | N | N | N | N | N | N | | | |
| Location Pages (map) | L | S | R | R | R | R | R | R | | | |
| android meeting | C | C | R | R | R | R | R | R | | | |
| testing and revising the android | C | C | N | N | N | N | N | N | | | |
| General Group Meeting for evaluation | C | C | C | C | C | C | C | C | | | |
| testing and revising all system | C | C | C | C | C | C | C | C | | | |

# 9. Software Requirement Specification

## 3.1 Functional Requirements

### 3.1.1 User Requirements

#### 3.1.1.1 Sign in/up

- 3.1.1.1.1 User shall include his/her name, username, password, e-mail during sign-up.

#### 3.1.1.2 Profile

- 3.1.1.2.1 User shall have interests with skill level, location, age and public badges shown on profile.
- 3.1.1.2.2 User shall be able to see the private activity history.
- 3.1.1.2.3 User shall be able to follow other users.
- 3.1.1.2.4 User shall be able to get notifications of the events that the users they follow create.

#### 3.1.1.3 Settings

- 3.1.1.3.1 User shall be able to delete his/her account.
- 3.1.1.3.2 User shall be able to customize notifications.

#### 3.1.1.4 Creating events

- 3.1.1.4.1 Any user shall be able to create events.
- 3.1.1.4.2 Event creator shall provide location, date, duration, and type of an event when creating an event.
- 3.1.1.4.3 Type of an event shall include its name, rules, number of people needed, required equipment, skill level.
- 3.1.1.4.4 If the desired type cannot be found, user shall be able to use characteristics to define an event.
- 3.1.1.4.5 Event creator shall be able to check the appliers' badges or related information for whether to accept them or not.
- 3.1.1.4.6 Event creator shall select the attendees out of appliers.
- 3.1.1.4.7 Event creator shall be able to create and give out badges to attendees.

#### 3.1.1.5 Searching and attending an event

- 3.1.1.5.1 User shall provide at least 3 kinds of sports and skill level for searching.
- 3.1.1.5.2 User shall be able to search by location, date, type, people, skill level.
- 3.1.1.5.3 User shall be able to apply to participate in or spectate an event.
- 3.1.1.5.4 User shall be informed on whether he/she was accepted to the event.
- 3.1.1.5.5 After the event, user shall be able to give badges defined by event creators to other people.
- 3.1.1.5.6 Event creator shall be able to contact system maintainers for desired badge inclusion.
- 3.1.1.5.7 User shall be able to comment on the event page.

#### 3.1.1.6 Buying products and other services

- 3.1.1.6.1 User shall be able to search for equipment sales by sport and location.
- 3.1.1.6.2 User shall be able to check information of equipment sellers and read descriptions written by them.
- 3.1.1.6.3 User shall be able to create equipment sale posts that include its description.

### 3.1.2 System Requirements

#### 3.1.2.1 Sign in/up

- 3.1.2.1.1 The system shall provide users with options to create a new account or sign-in to an existing.

- 3.1.2.1.2 The system shall allow users to enter information about the kinds of sports they are interested in and their skill level while they are signing up.
- 3.1.2.1.3 The system should allow users to recover their password by sending a password-recovery e-mail.
- 3.1.2.1.4 The system shall verify the entered information before creating an account for registering users. Users who provide invalid information should not be allowed to create an account.

#### 3.1.2.2 Search

- 3.1.2.2.1 The system shall allow users to search for events, according to event name, location, sport, date.
- 3.1.2.2.2 The system shall allow users to search for other users and view their location, schedule and interests if they have provided such information.
- 3.1.2.2.3 The system shall allow users to search for other users by name, view their profile and follow other users.
- 3.1.2.2.4 The system shall allow users to search for equipment for any sport they are interested in.

#### 3.1.2.3 Events

- 3.1.2.3.1 The system shall provide information about the events such as event name, location, date, sport and the number of players.
- 3.1.2.3.2 The system shall maintain and provide analysis information about the events.
- 3.1.2.3.3 The system shall allow users to request joining an event.
- 3.1.2.3.4 The system shall allow users to create events by specifying event name, location, date, sport and the number of players.
- 3.1.2.3.5 The system shall provide default sport types for the event creators to select from.
- 3.1.2.3.6 If no matching sports type exist, the system shall allow event creators to specify the event characteristics.
- 3.1.2.3.7 The system shall send a pop-up message after a user creates an event.
- 3.1.2.3.8 The system shall allow users to cancel events they have created.

#### 3.1.2.4 Recommendations

- 3.1.2.4.1 The system shall recommend users events based on their location and sports they are interested in.
- 3.1.2.4.2 The system shall recommend event creators other users based on their location, interests and schedules.

- 3.1.2.4.3 The system shall recommend sport-related content(gadgets, clothing, tools, merchandise) to users for the sports they are interested in.

#### 3.1.2.5 Notifications

- 3.1.2.5.1 The system shall send notifications to event creators when a user sends a request to one of their events.
- 3.1.2.5.2 The system shall send notifications to users who are accepted or rejected for that event.
- 3.1.2.5.3 The system shall send notifications to users when one of the users they are following creates an event.

#### 3.1.2.6 Badges

- 3.1.2.6.1 The system shall allow users to give badges to others users who they have joined an event together with.
- 3.1.2.6.2 The system shall allow event creators to give badges to users who have participated in their events.
- 3.1.2.6.3 The system shall provide a default selection of customizable badges.
- 3.1.2.6.4 The system should allow users to make requests for new badge types they would like to see available.

#### 3.1.2.7 Interactions

- 3.1.2.7.1 The system shall allow users to block other users.
- 3.1.2.7.2 The system shall not allow users to view other users profiles who have blocked them.
- 3.1.2.7.3 The system should allow users to leave comments on the events they have participated in.

## 3.2 Nonfunctional Requirements

### 3.2.1 Availability

- 3.2.1.1 The system shall run as a web application, available through modern web browsers & an Android application.
- 3.2.1.2 Cross-platform languages shall not be used implementing the system.
- 3.2.1.3 The system language shall be English.

### 3.2.2 Standards

- 3.2.2.1 The system shall follow W3C Activity Stream Standard 2.0 to implement subscriptions & notifications
- 3.2.2.2 The **semantic taggings should be supported with Wikidata.**

### 3.2.3 Privacy

- 3.2.3.1 Users shall accept a privacy policy during a sign-up, setting permissions on personal data.
- 3.2.3.2 Users should be able to block each other, further specifying who can see their data.
- 3.2.3.3 Users shall not be asked to grant any information besides than a name & an e-mail address.
- 3.2.3.4 Data should be extracted out of what users share and allow to be visible, to analyze statistically and optimize user experience.
- 3.2.3.5 User data shall be stored and processed according to **General Data Protection Regulation(GDPR) and KVKK.**

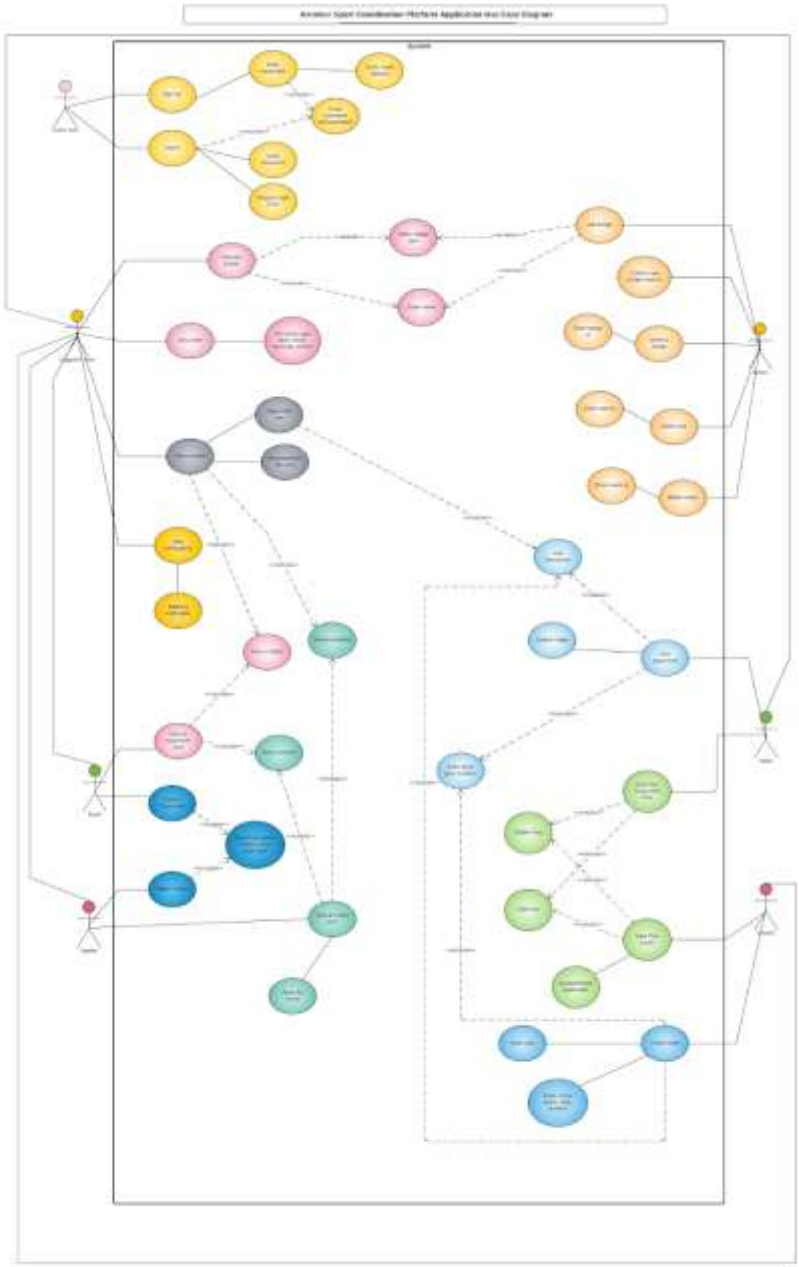
### 3.2.4 Security

- 3.2.4.1 Users shall not be able to track transaction history of other users.
- 3.2.4.2 System shall not be accessible through old versions of browsers.
- 3.2.4.3 E-mail and password info for users shall be encrypted before storage.
- 3.2.4.4 No user shall be granted admin permissions.

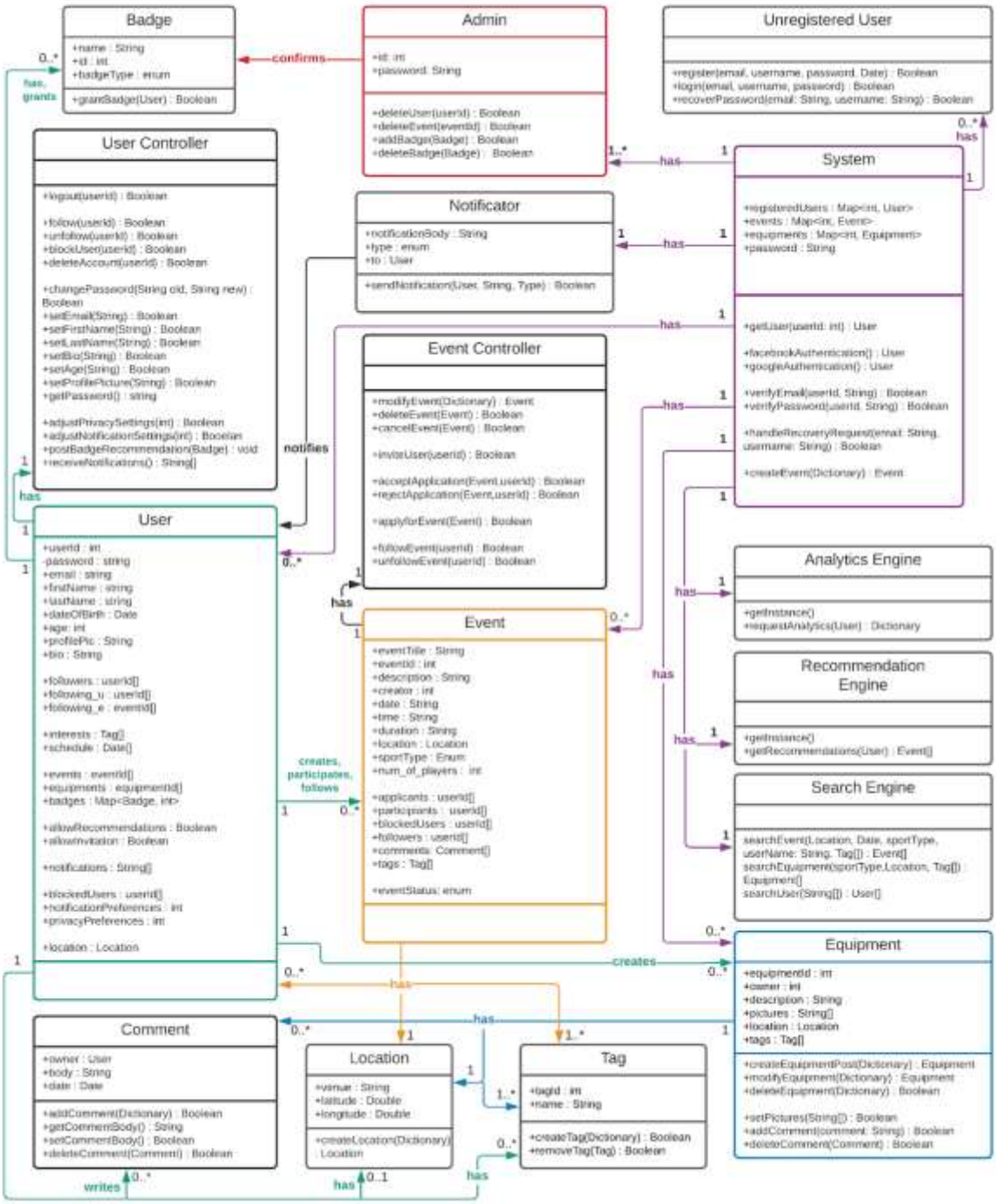
# 10. Software Design Documents

## UML Diagrams

**Use Case Diagram**



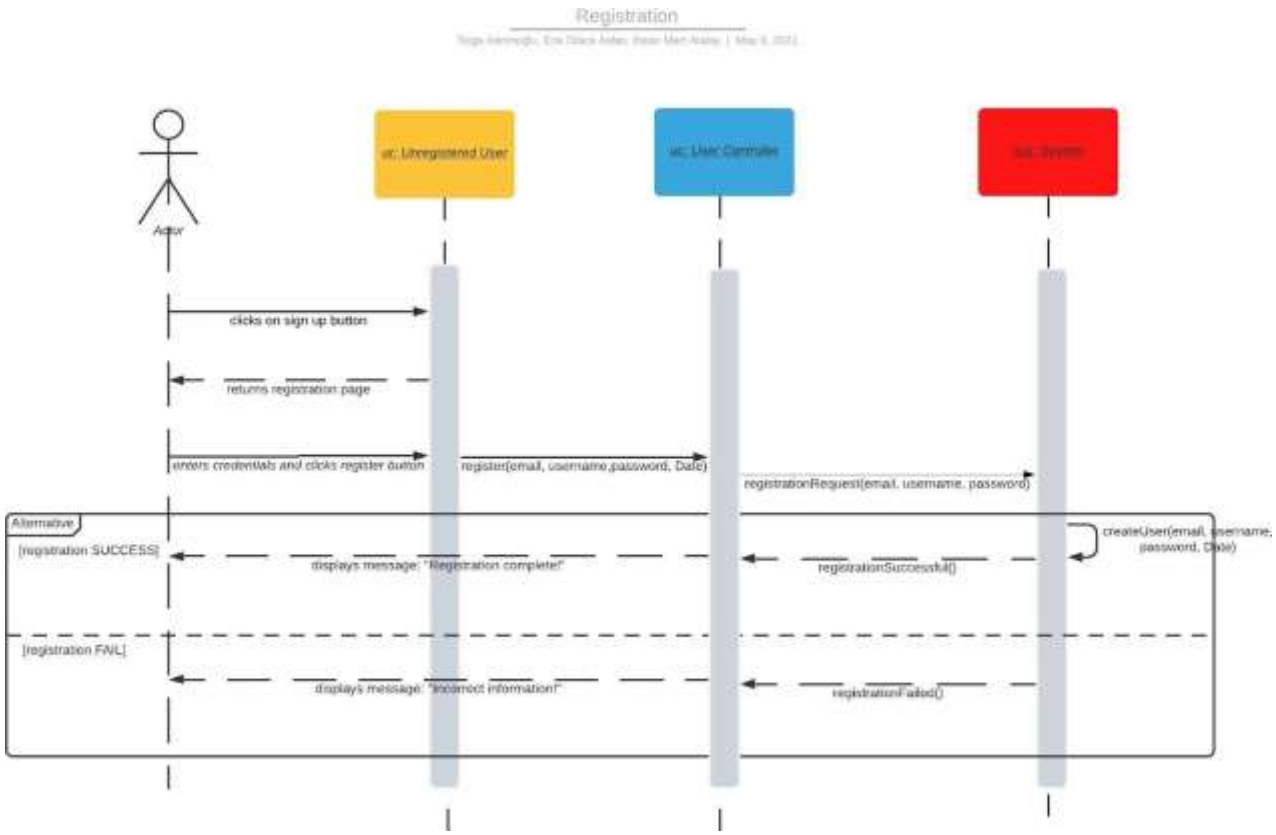
## Class Diagram



## Sequence Diagrams

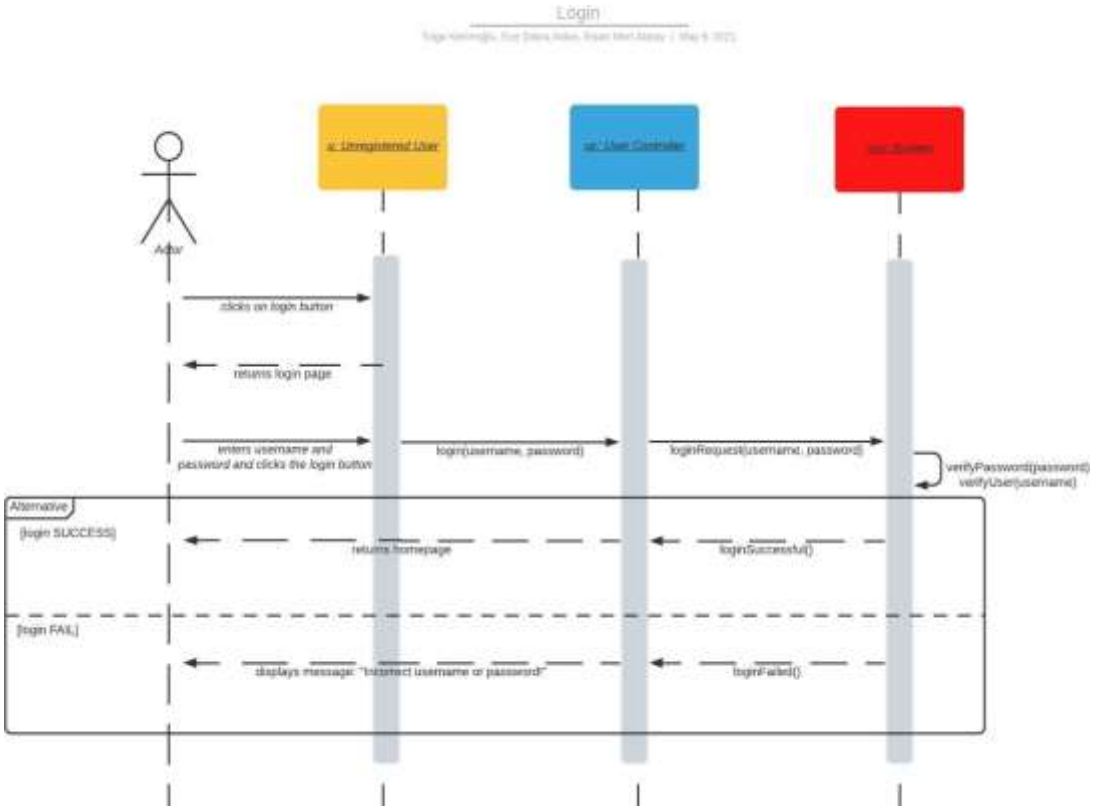
### 1. Registration

Shows the sequence of interactions between associated objects while a user registers to the system from the homepage.



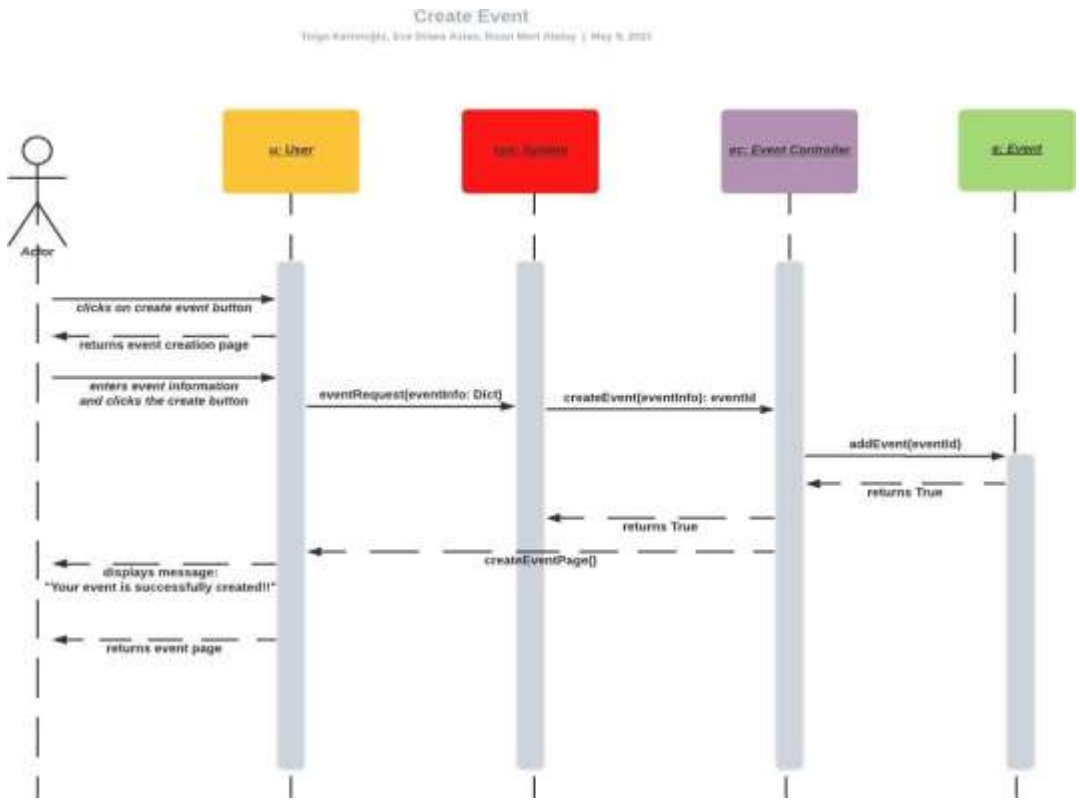
## 2. Login

Shows the sequence of interactions between associated objects while a user logs in to his/her account from the homepage.



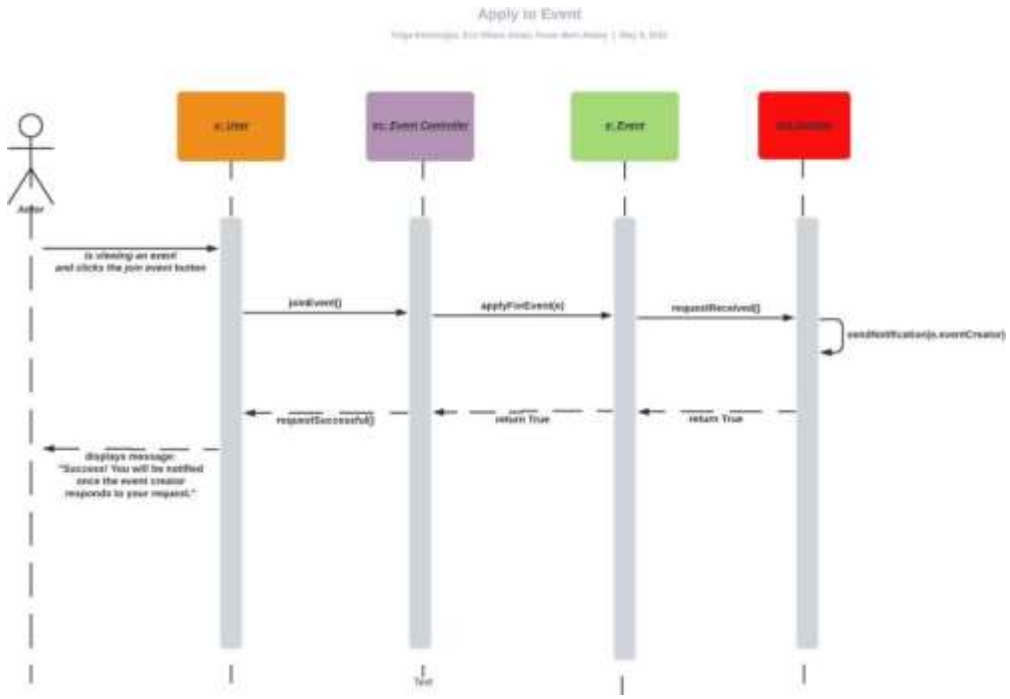
## 3. Create Event

Shows the sequence of interactions between associated objects while a user creates an event where he/she had already logged in and is in the homepage.



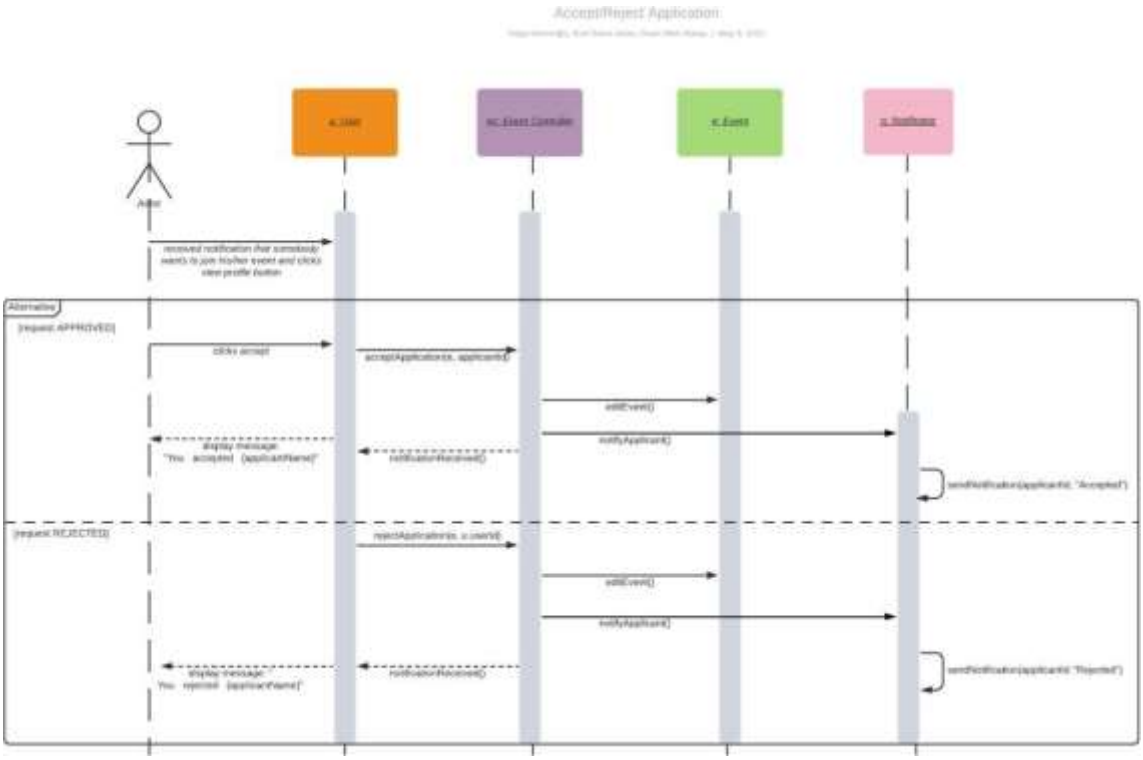
**4. Apply to event**

Shows the sequence of interactions between associated objects when a user applies to join to an event.



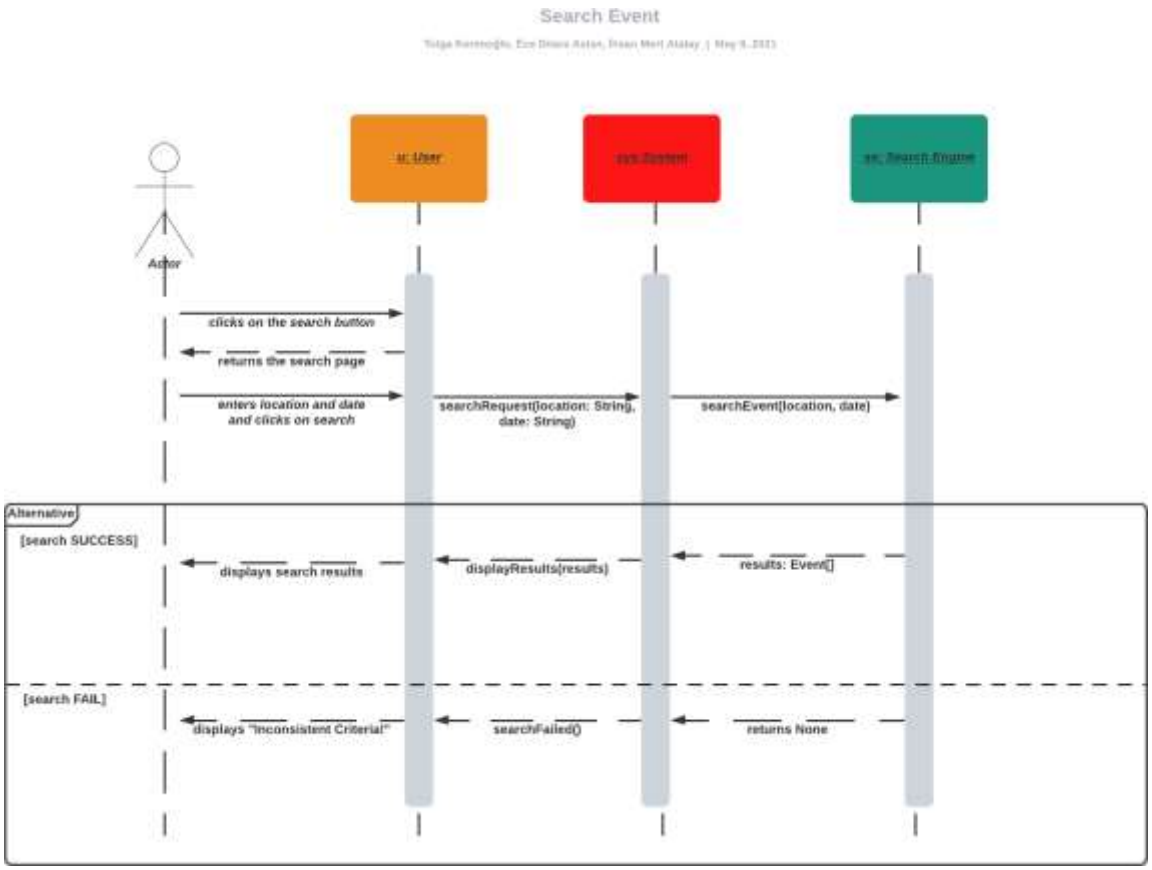
## 5. Accept/Reject Applicant

Shows the sequence of interactions between associated objects when a user accepts/rejects a user to an event he/she created.



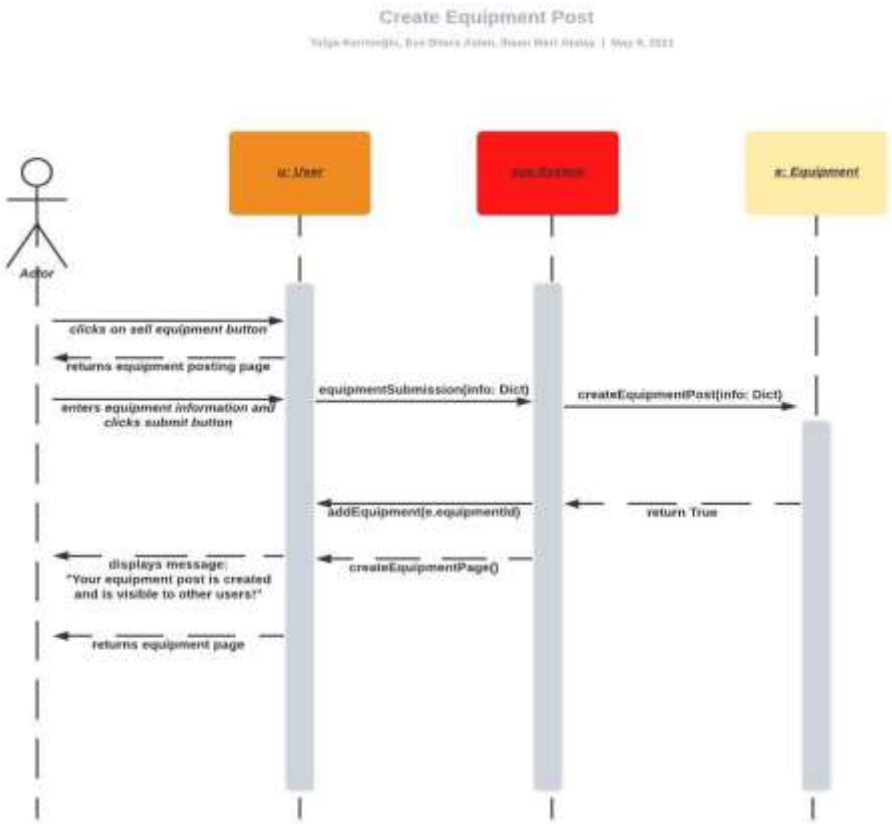
## 6. Search Event

Shows the sequence of interactions between associated objects while a user searches for an event by location and date after he/she has already logged in.



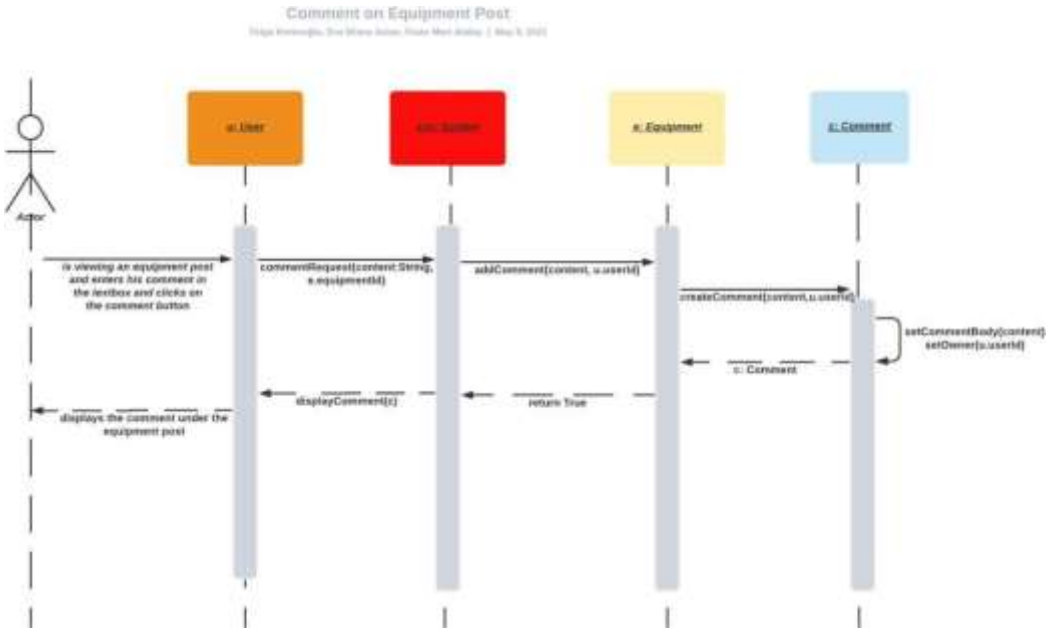
## 7. Create Equipment Post

Shows the sequence of interactions between associated objects while a user creates an equipment post to sell equipment after he/she has already logged in.



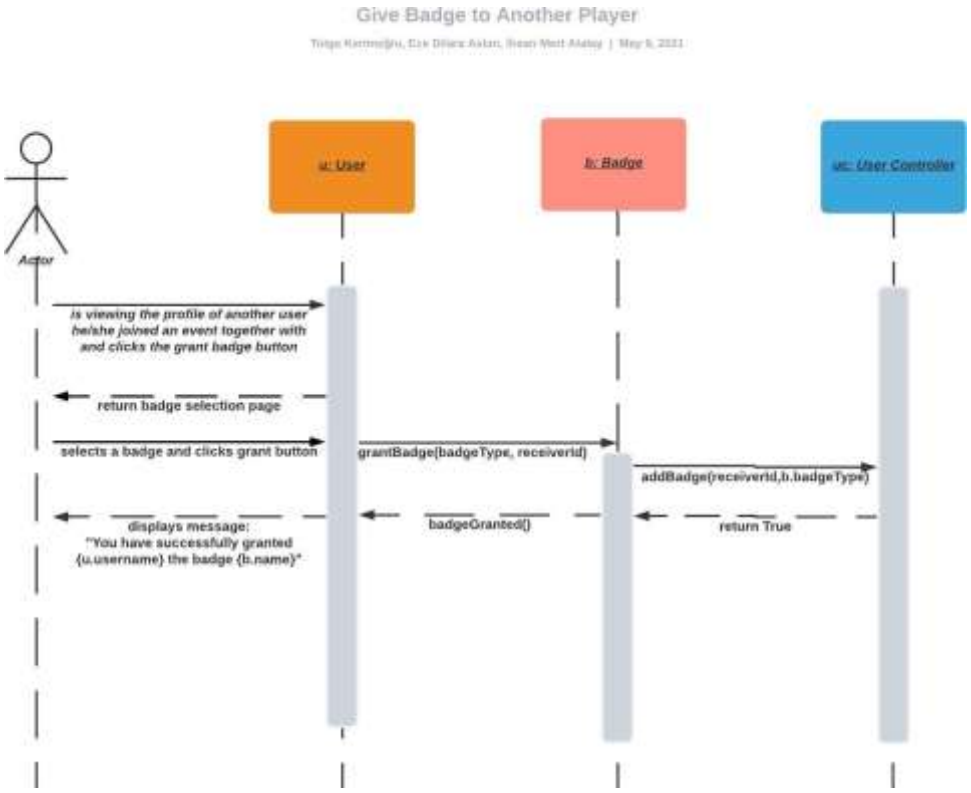
## 8. Comment on Equipment

Shows the sequence of interactions between associated objects when a user submits a comment for an equipment while he/she is already viewing the equipments post.



## 9. Give Badge to Another Player

Shows the sequence of interactions between associated objects when a user gives a badge to another user he/she has joined an event together with while he/she is already viewing the users profile.



## Scenarios and Mockups

### Scenario 1 & Mockup

User and Their Persona

- Ayşen Gruda
- 28 years old
- Lives in Etiler, Istanbul
- Currently an economist working for an investment company.
- Has been playing tennis for a while.

Story

Ayşen serves as an accountant for big firms to direct their investments. She's been playing tennis for some time, but all her friends are busy like her and they can share no common time to enjoy group activities. That's why she downloaded our application a while ago, and now she intends to find an opponent to play a 1v1 tennis match.

## Preconditions

- Ayşen is a registered user in the system.
- Ayşen is already logged in.

## Goals

- Ayşen generally wants a consistent supply of tennis opponents.
- Ayşen initially wants to join a person for a tennis match.

## Actions

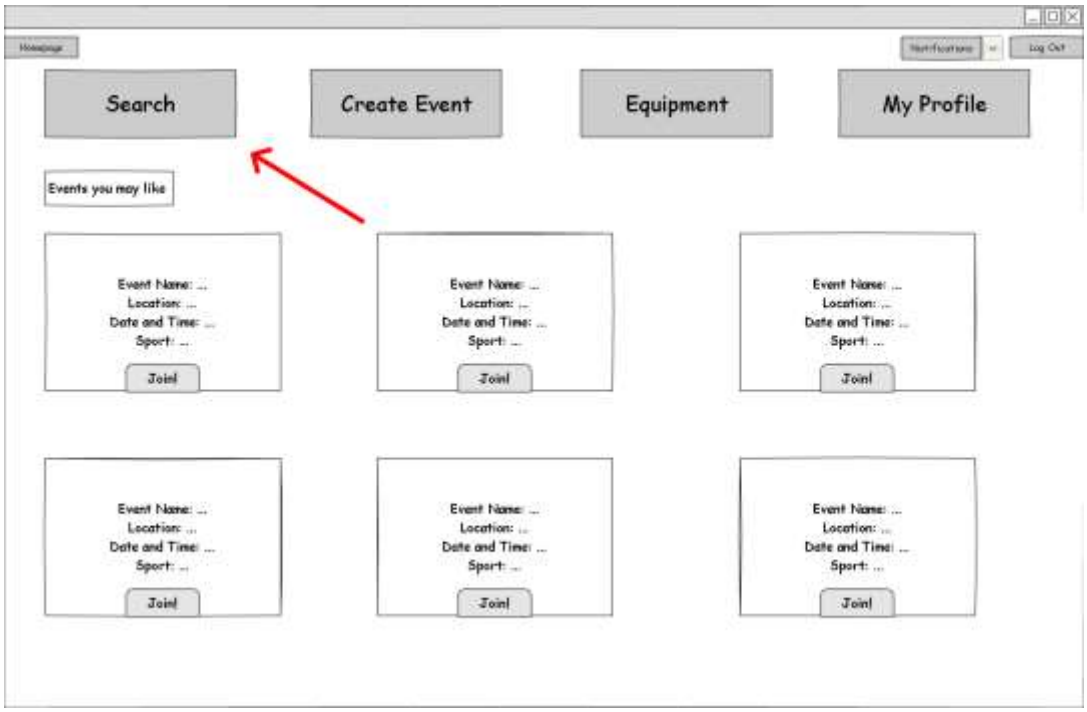
1. She opens the app and clicks 'Search' on the homepage.
2. She selects the sport type "tennis" from the options provided.
3. She enters the location, and specifies a range of date and time in the form displayed. Clicks "find".
4. She receives a list of tennis players organising a match, corresponding dates and locations.
5. She picks a tennis match she likes and visits the event page. Likes the event and clicks "apply".
6. After some time, she receives notifications informing their opponent accepted their application or the event time coming close.

## Acceptance Criteria

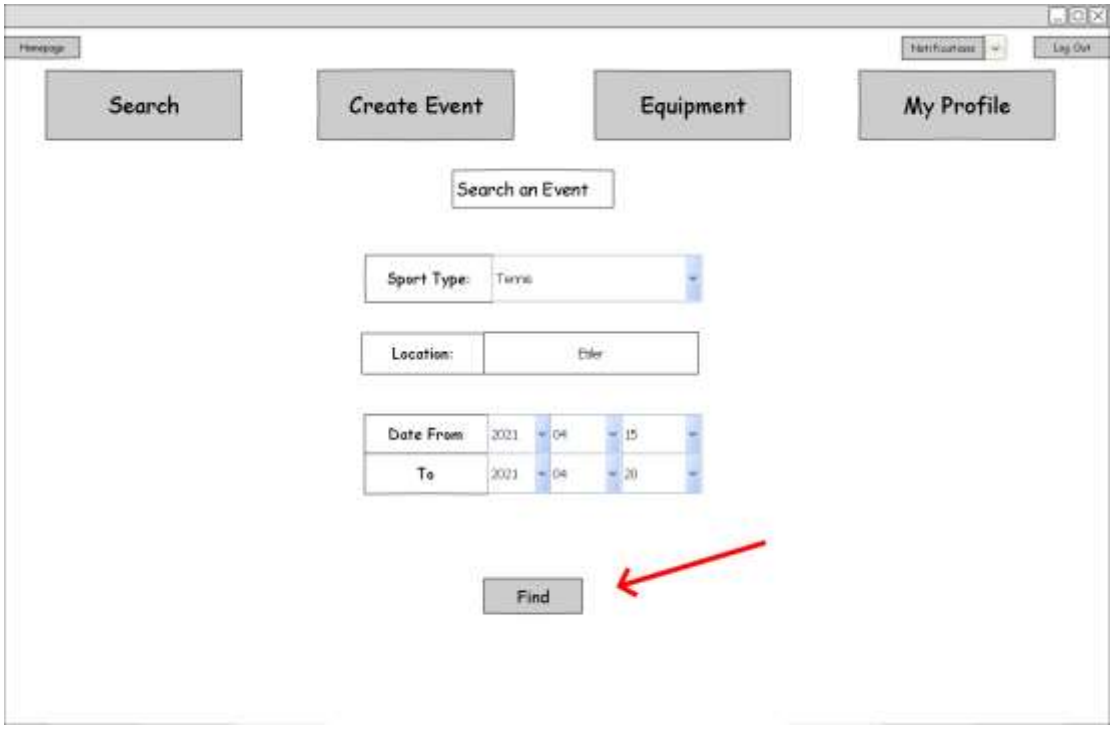
- 3.1.2.3.1 The system shall provide information about the events such as event name, location, date, sport and the number of players.
- 3.1.1.5.3 User shall be able to apply to participate in or spectate an event.
- 3.1.2.3.3 The system shall allow users to request joining an event.
- 3.1.1.5.4 User shall be informed on whether he/she was accepted to the event.
- 3.1.2.5.2 The system shall send notifications to users who are selected or not selected for a specific event.

Web Mockup

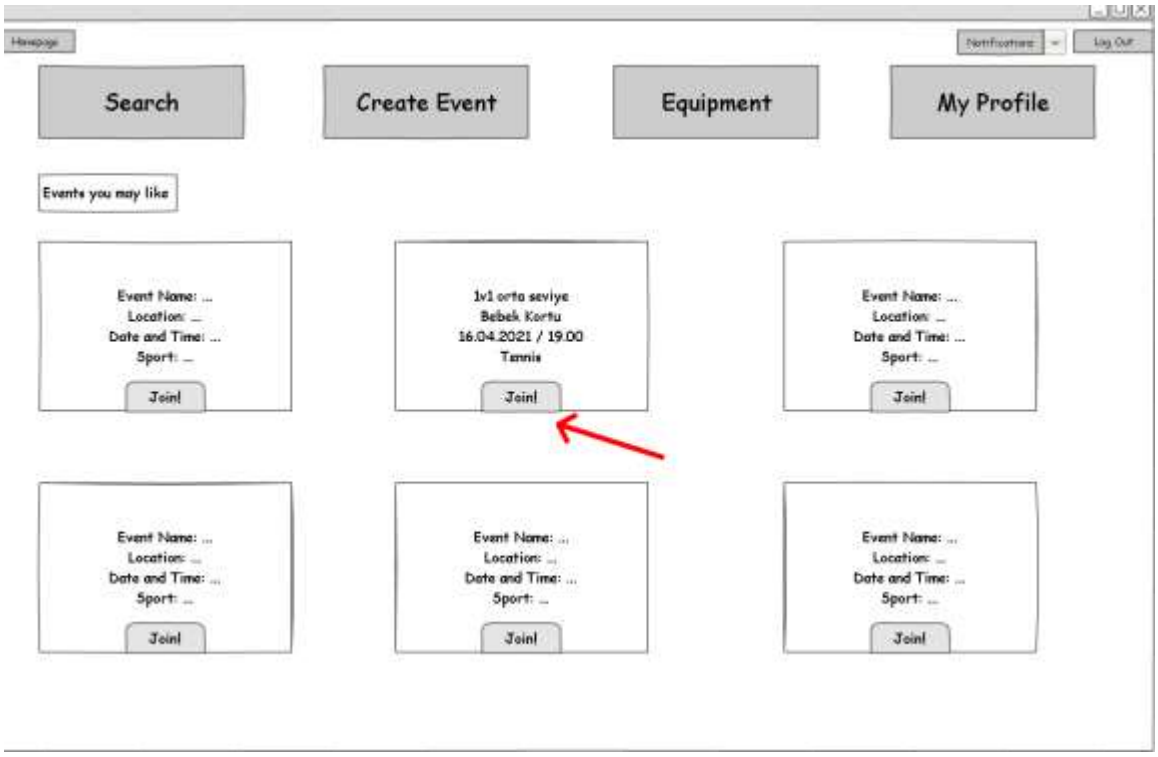
1. She opens the app and clicks 'Search' on the homepage.



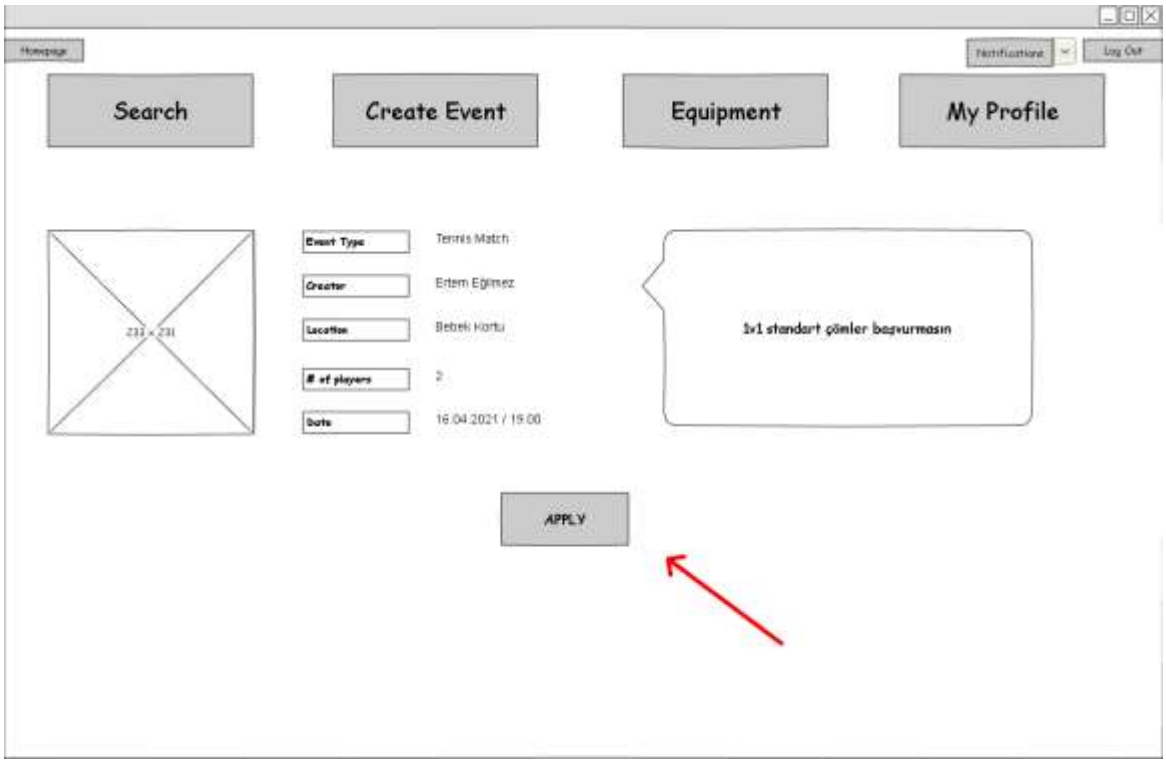

2. She selects the sport type "tennis" from the options provided.
3. She enters the location, and specifies a range of date and time in the form displayed. Clicks "find".



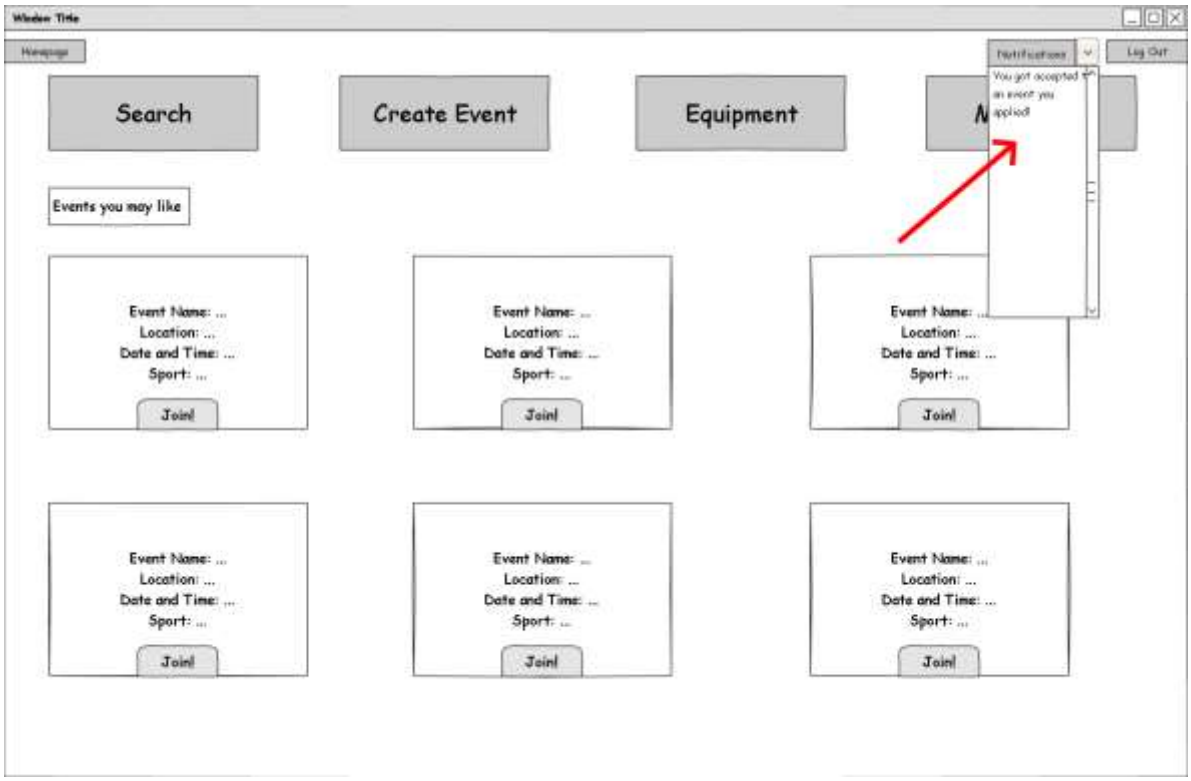

4. She receives a list of tennis players organising a match, corresponding dates and locations.




5. She picks a tennis match she likes and visits the event page. Likes the event and clicks "apply"




6. After some time, she receives notifications informing their opponent accepted their application or the event time coming close.


Window Title
Homepage
Notifications
Log Out
You got accepted to an event you applied
Search
Create Event
Equipment
Events you may like
Event Name: ...
Location: ...
Date and Time: ...
Sport: ...
Join!

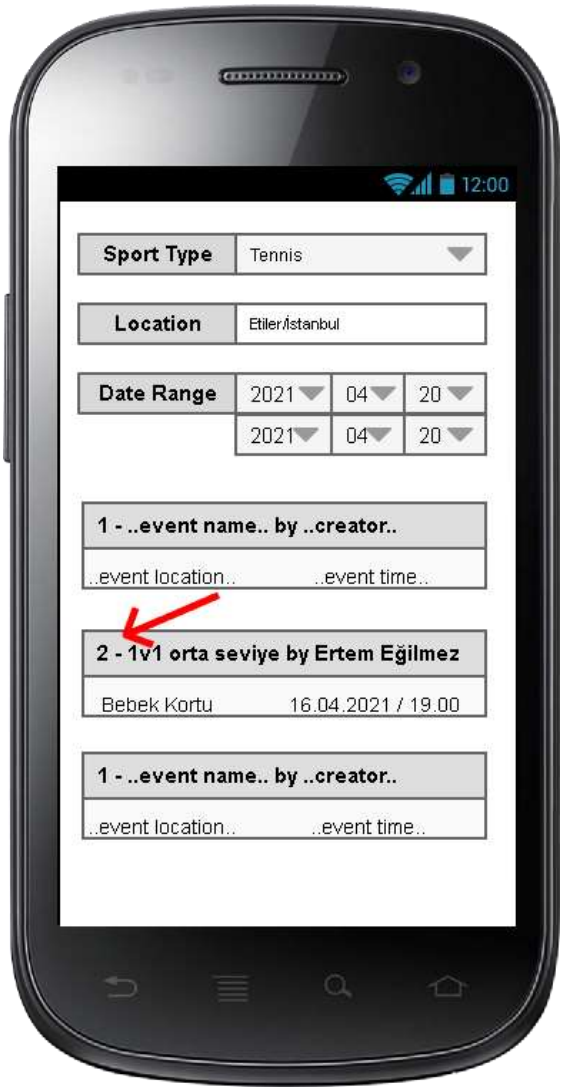
Android Mockup

1. She opens the app and clicks 'Search' on the homepage.

2. She selects the sport type "tennis" from the options provided.

3. She enters the location, and specifies a range of date and time in the form displayed. Clicks "find".

4. She receives a list of tennis players organising a match, corresponding dates and locations.



5. She picks a tennis match she likes and visits the event page. Likes the event and clicks "apply".

6. After some time, she receives notifications informing their opponent accepted their application or the event time coming close.

**Scenario 2 & Mockup**

User and Their Persona

- Hasan
- 32 years old
- Lives in Etiler, Istanbul
- Currently a software engineer working at a big finance firm
- Likes to play soccer

Story

Hasan is a software engineer, waiting for his next promotion. He's a fairly social person, likes to have fun and exercise to get rid of the stress of his worklife. He has discovered our website/application a few months back when one of his friends recommended. He has joined a couple soccer games in his neighborhood, and now he wants to organize his own game.

## Preconditions

- Hasan is a registered user in the system.
- Hasan is already logged in.

## Goals

- He wants to organize a soccer game in the local soccer field near his house.
- He wants to have a 5 vs. 5 game, so he needs to find 9 other players.

## Actions

1. Hasan is in the application homepage and clicks the button for event creation.
2. In the event creation page he types in the event name.
3. He selects the sport type as soccer from the default options provided.
4. He enters the location, number of players, date and time in the form displayed.
5. He clicks the "complete" button.
6. He receives a pop-up which states that event creation is successful, he leaves the website/application.
7. He checks his notifications from time to time to see who have applied to join the game.
8. He views the profile of the user and either accepts or rejects the user to his game by clicking on the corresponding buttons.
9. He does 7-8 until there are enough players for the game.

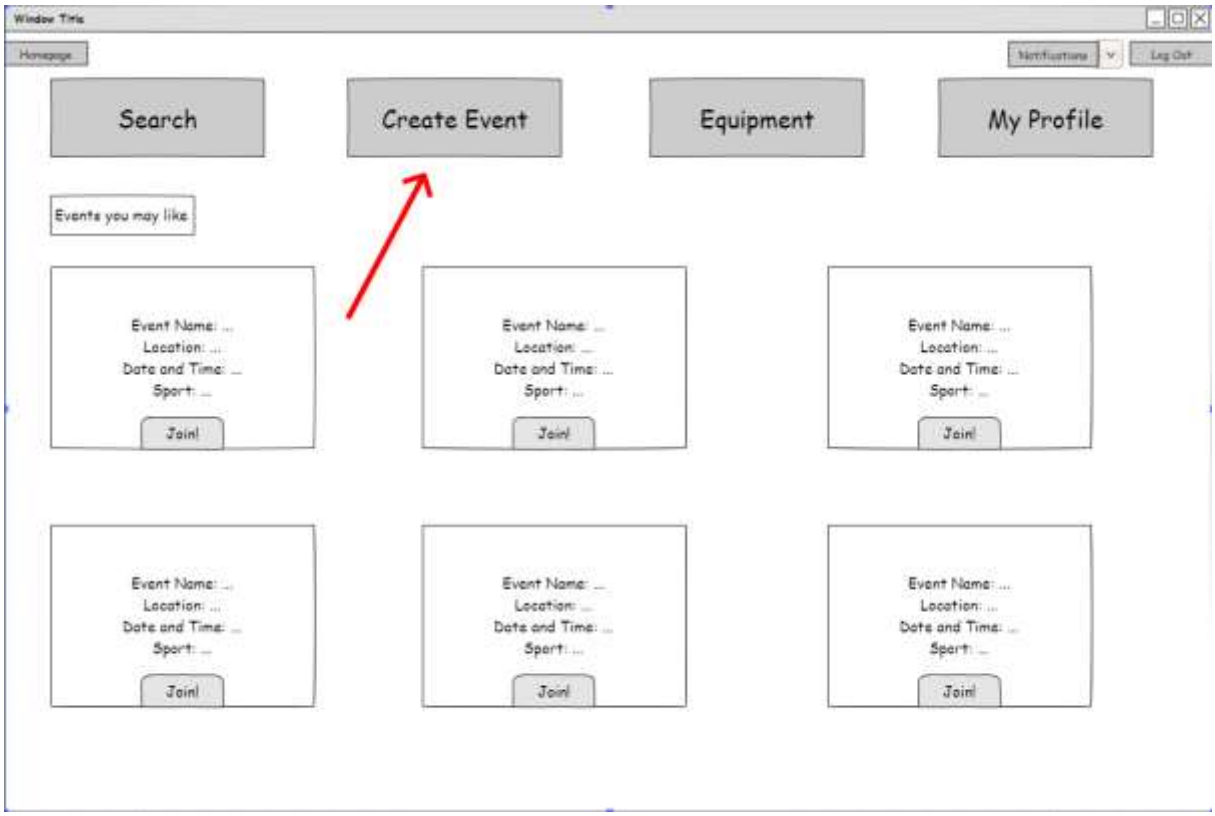
## Acceptance Criteria

- 3.1.1.4.1 Any user shall be able to create events.
- 3.1.2.3.4 The system shall allow users to create events by specifying event name, location, date and sport and the number of players.
- 3.1.2.3.5 The system shall provide default sport types for the event creators to select from.
- 3.1.2.3.7 The system shall send a pop-up message after a user creates an event.

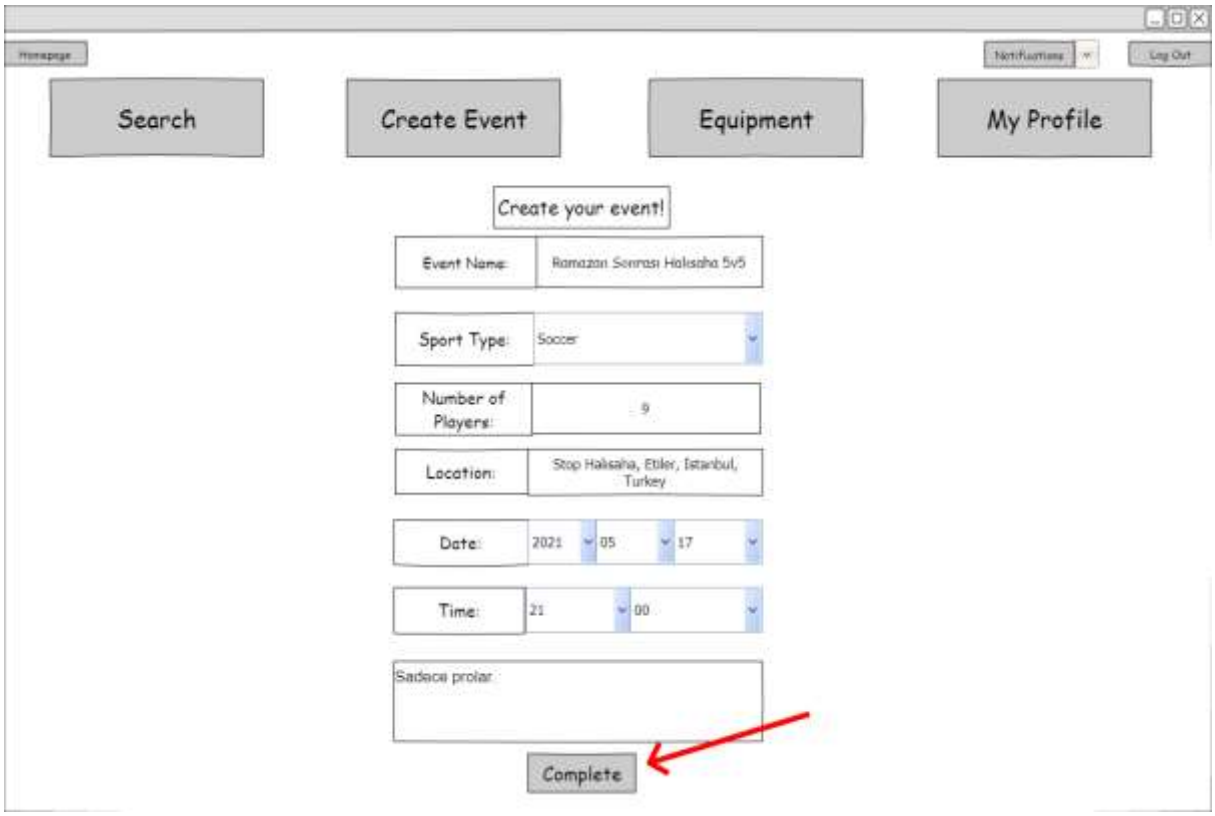
- 3.1.2.5.1 The system shall send notifications to event creators when a user sends a request to one of their events.
- 3.1.1.4.5 Event creator shall be able to check the appliers' badges or related information for whether to accept them or not.

Web Mockup

1. Hasan is in the application homepage and clicks the button for event creation.

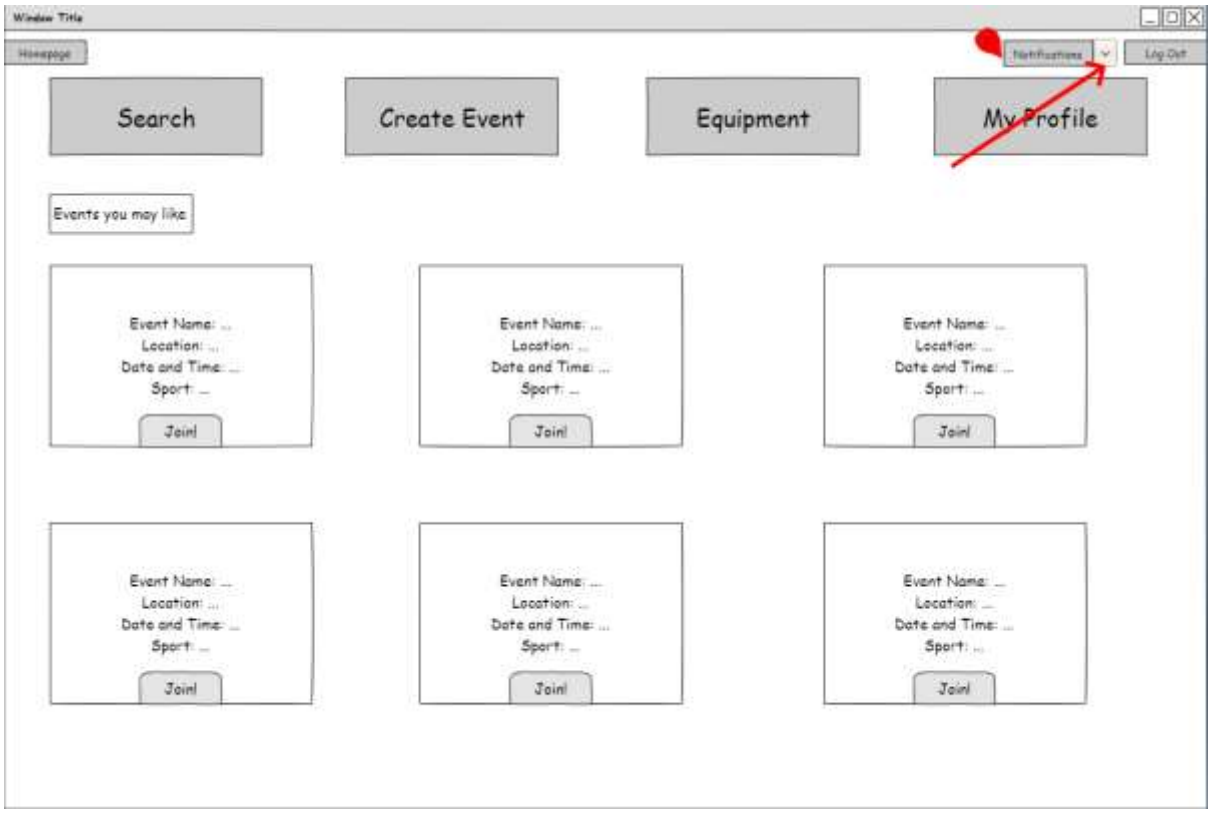


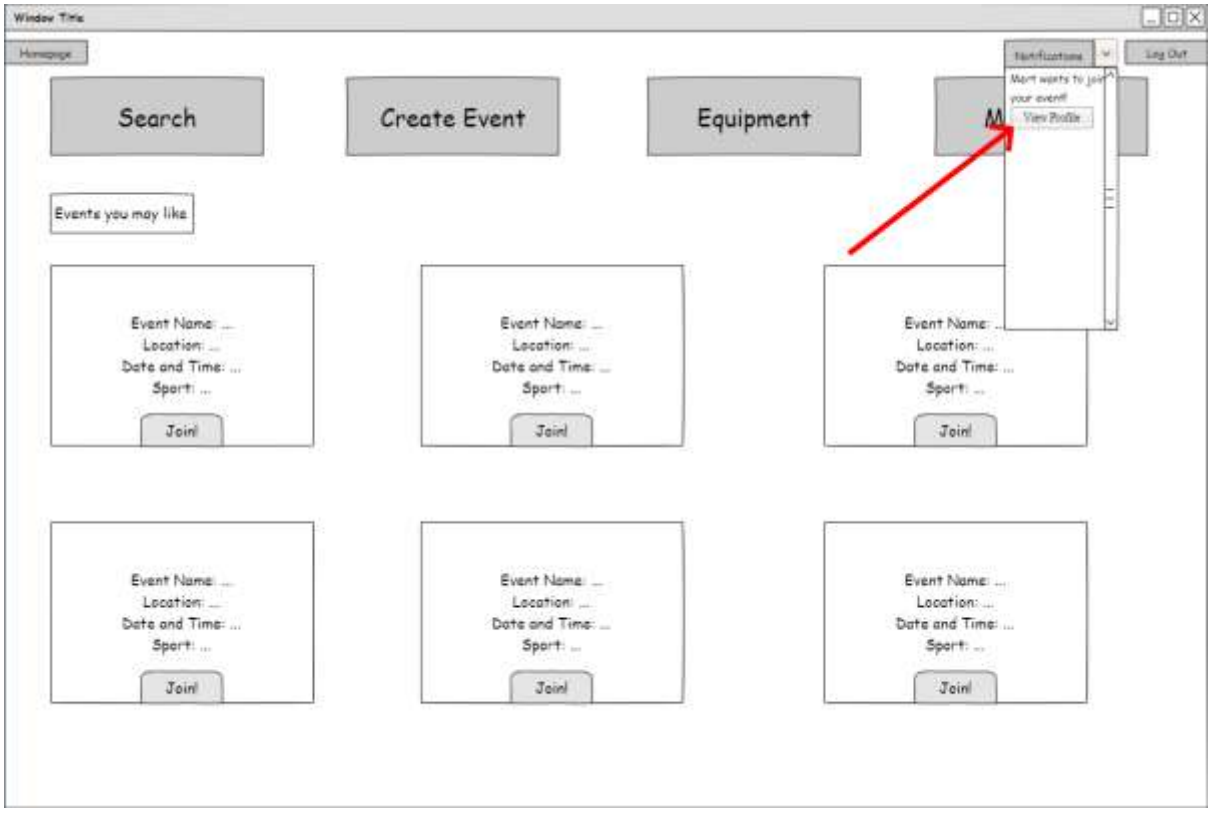

2. In the event creation page he types in the event name.
3. He selects the sport type as soccer from the default options provided.
4. He enters the number of players, location, date and time in the form displayed.
5. He clicks the "complete" button.

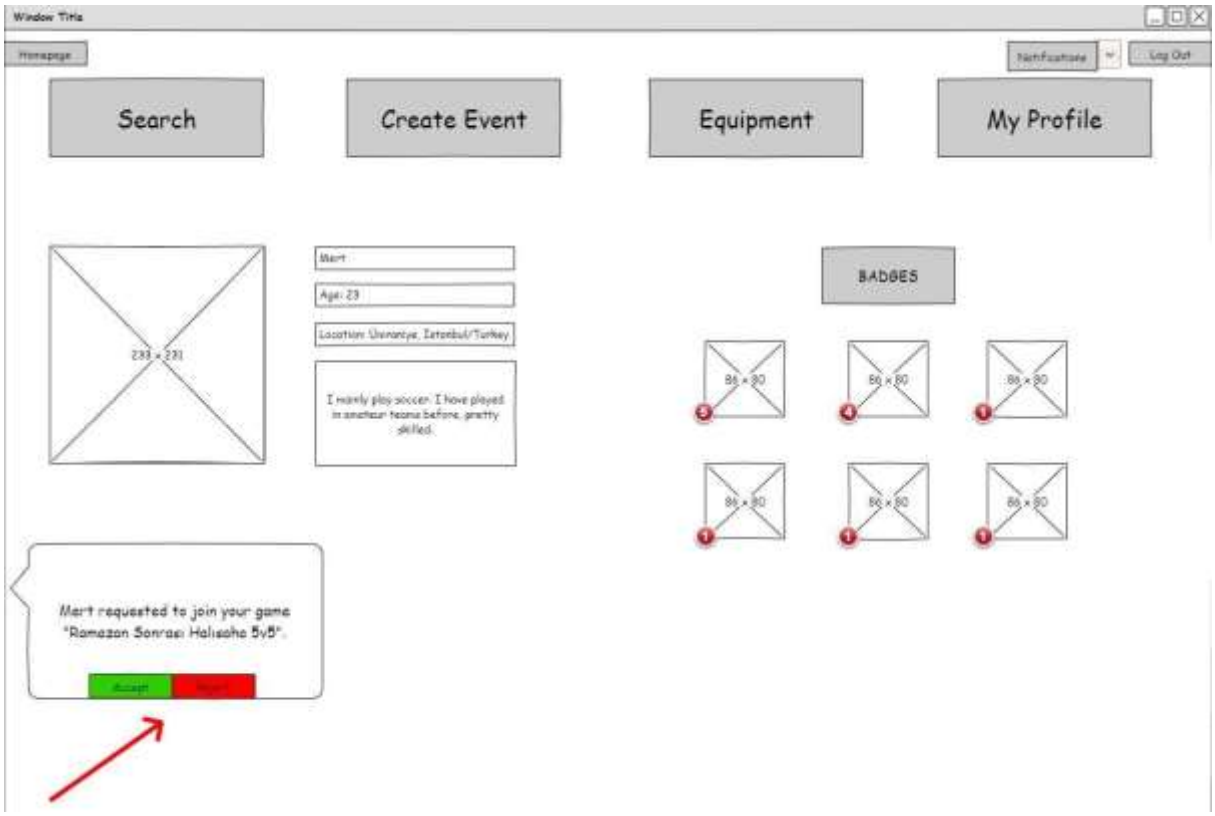



6. He receives a pop-up which states that event creation is successful, he leaves the website/application.

7. He checks his notifications from time to time to see who have applied to join the game.

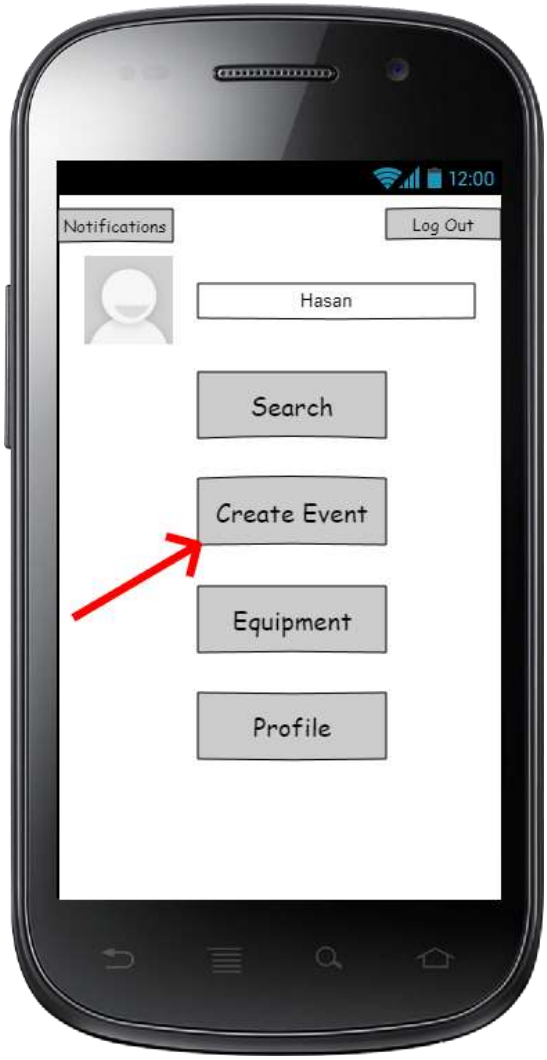

Window Title
Homepage
Notifications
Log Out
Search
Create Event
Equipment
My Profile
Events you may like
Event Name: ...
Location: ...
Date and Time: ...
Sport: ...
Join!


Window Title
Homepage
Notifications
Log Out
Search
Create Event
Equipment
Mart wants to join your event!
View Profile
Events you may like
Event Name: ...
Location: ...
Date and Time: ...
Sport: ...
Join!


Window Title
Homepage
Notifications
Log Out
Search
Create Event
Equipment
My Profile
233 x 231
Mert
Age: 23
Location: Umraniye, Istanbul/Turkey
I mainly play soccer. I have played in amateur teams before, pretty skilled.
BADGES
86 x 80
Mert requested to join your game "Ramazan Sonrası Halısaha 5v5".
Accept
Reject

Android Mockup

1. Hasan is in the application homepage and clicks the button for event creation.




2. In the event creation page he types in the event name.
3. He selects the sport type as soccer from the default options provided.
4. He enters the number of players, location, date and time in the form displayed.

5. He clicks the "complete" button.

6. He receives a pop-up which states that event creation is successful, he leaves the website/application.

7. He checks his notifications from time to time to see who have applied to join the game.

8. He views the profile of the user and either accepts or rejects the user to his game by clicking on the corresponding buttons.

**Scenario 3 & Mockup**

User and Their Persona

- Ferit Şahin
- 22 years old
- Lives in Levent, Istanbul
- Currently a senior computer engineering student at Boğaziçi University
- Likes to ski and participate in community events

Story

Ferit enjoys skiing and he joined the university's ski club in the first year of college. He goes to ski resorts with his friends on holidays. He wants to ski in Uludağ with his friends in the next semester. But he needs to buy a new snowboard because his old one is broken. While wandering around campus, he saw our ads on the wall and it seems interesting to him. Then he visited our site by reading the QR code in the ad and registered our website.

Precondition

- Ferit is a registered user of our website and logged in.
- He has already given his location information.

Goals

- Ferit wants to go to the ski event he signed up to on our website.
- He wants to buy a snowboard for this event.

Actions

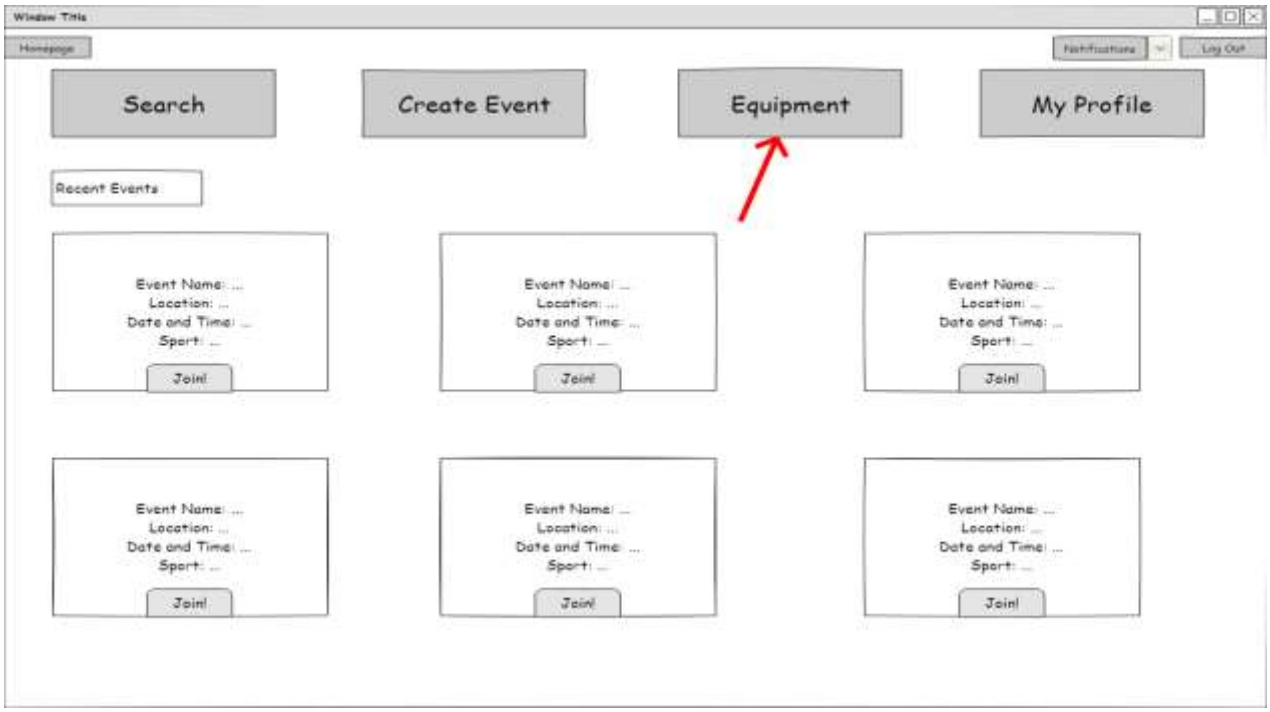
1. Ferit visits our application homepage 'bounswe_2021springgroup4.com'.
2. He clicks on 'Equipment' on the home page.
3. He clicks on 'Find Equipment' on 'Equipment' page.
4. He clicks on 'Skiing' on 'Sport Category' page
5. He sees several types of skiing equipment like snowboards, helmets, gloves, etc.
6. He clicks on 'Snowboard' from the types.
7. He sees various Snowboard equipment post pages ( their photo, title, etc.) on this page. Then he chooses 'Google Map' option to filter the results.
8. Snowboard equipment posts that only selected area on the map are visible on this page. He chooses one of them and clicks on link.
9. He now sees the equipment page. In this page, he could see equipment photos, equipment description, comment and give a badge to the seller.

Acceptance Criteria

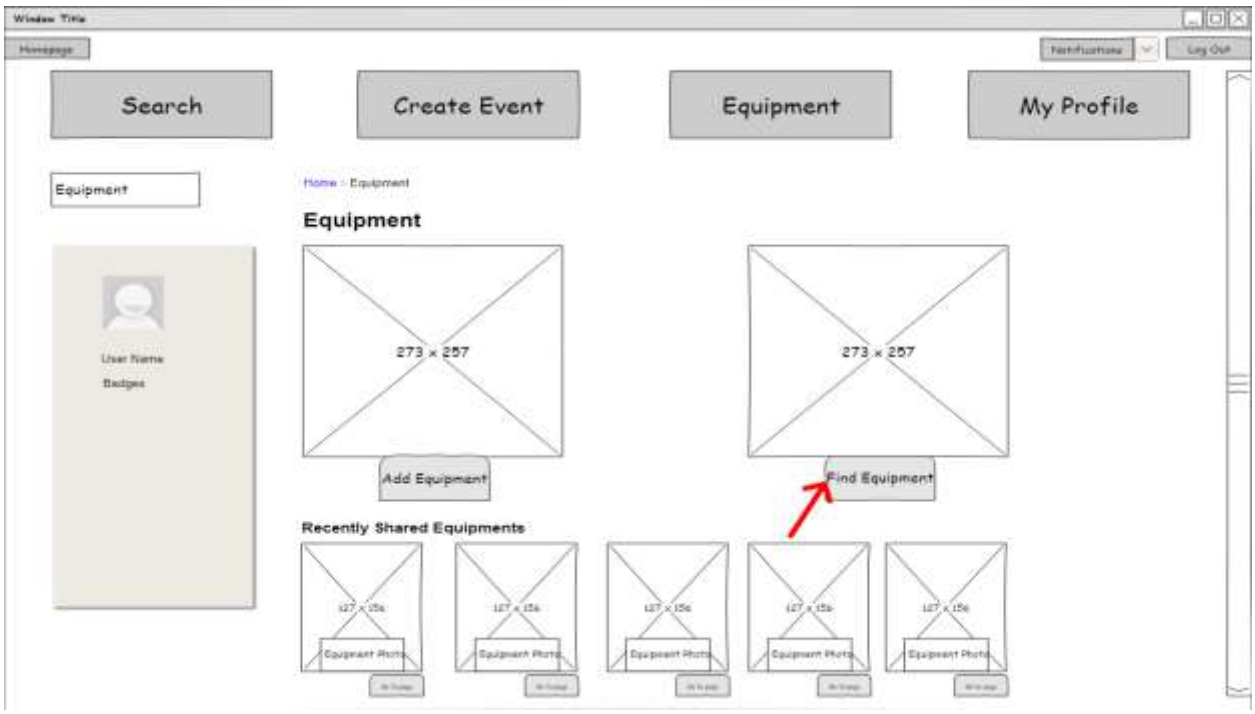
- 3.1.1.6.1 User shall be able to search for equipment sales by sport and location.
- 3.1.1.6.2 User shall be able to check information of equipment sellers and read descriptions written by them.
- 3.1.2.4.3 The system shall recommend sport-related content (gadgets, clothing, tools, merchandise) to users for the sports they are interested in.

Web Mockup

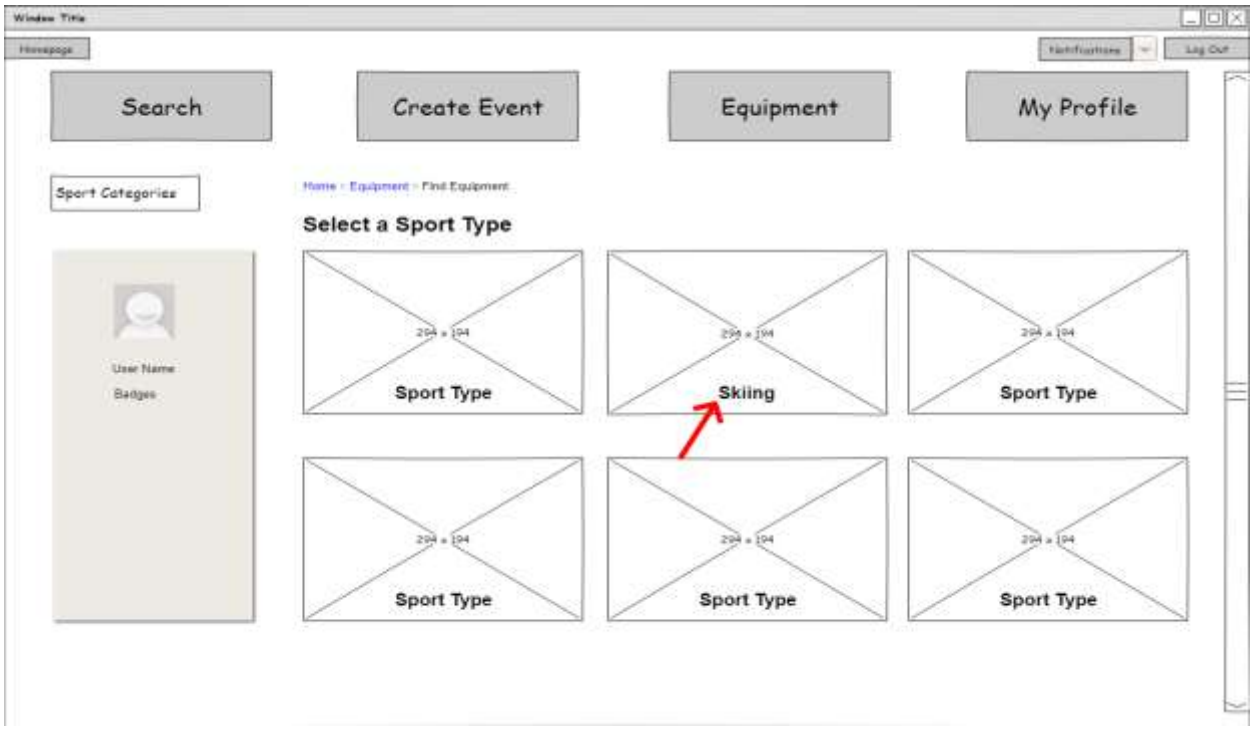
1. Ferit visits our application homepage 'bounswe_2021springgroup4.com'.
2. He clicks on 'Equipment' on the homepage.



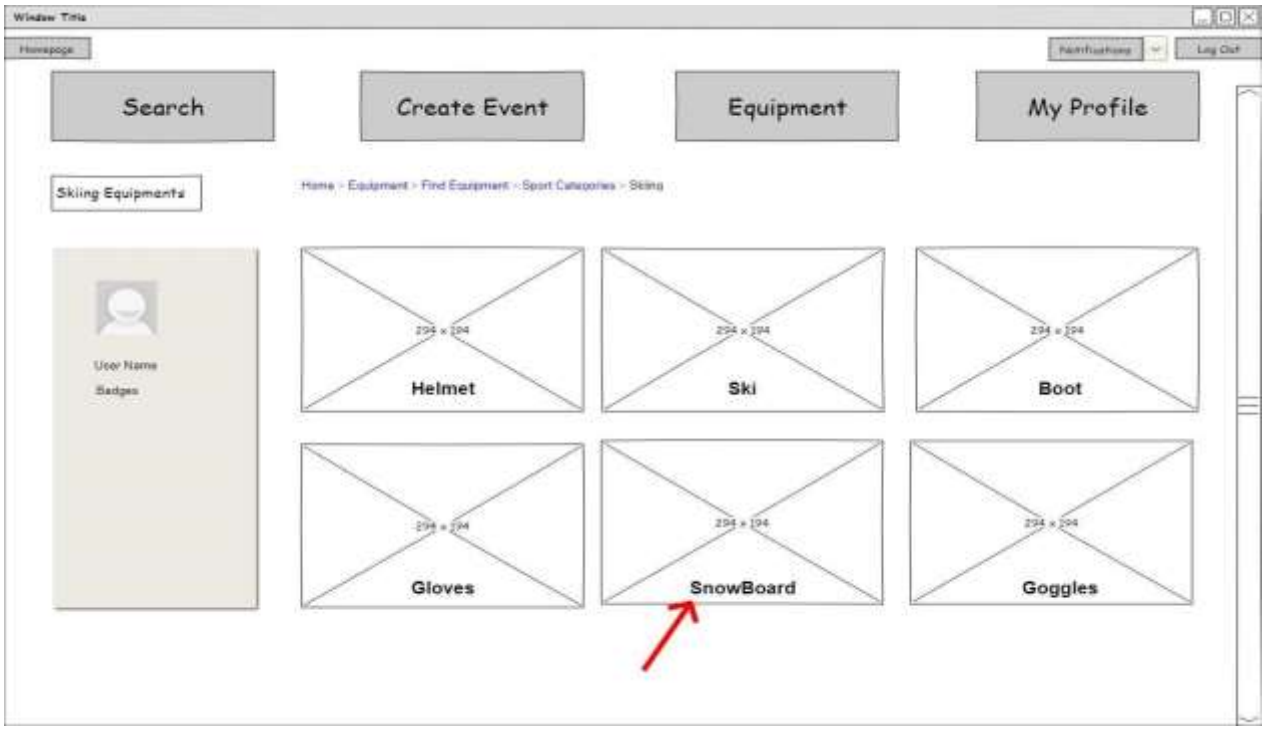

3. He clicks on 'Find Equipment' on the 'Equipment' page.



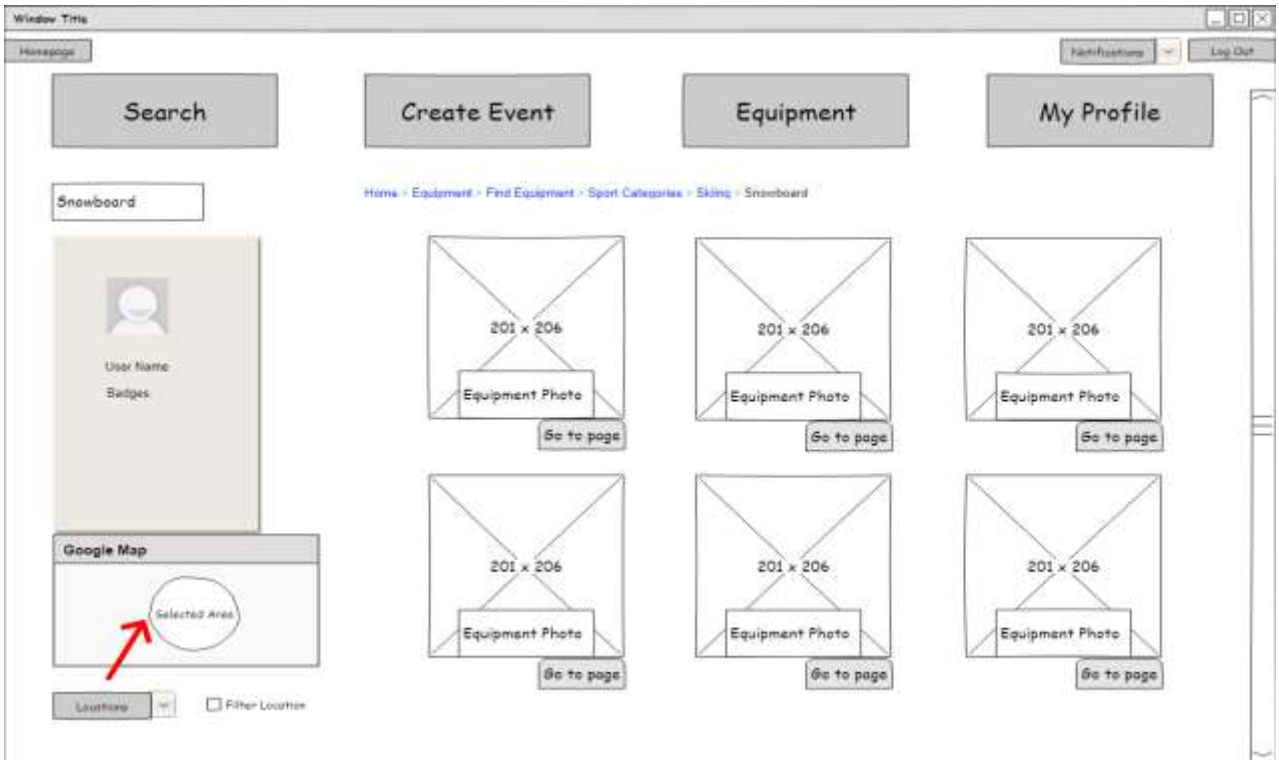
4. He clicks on 'Skiing' on the 'Sport Categories' page.



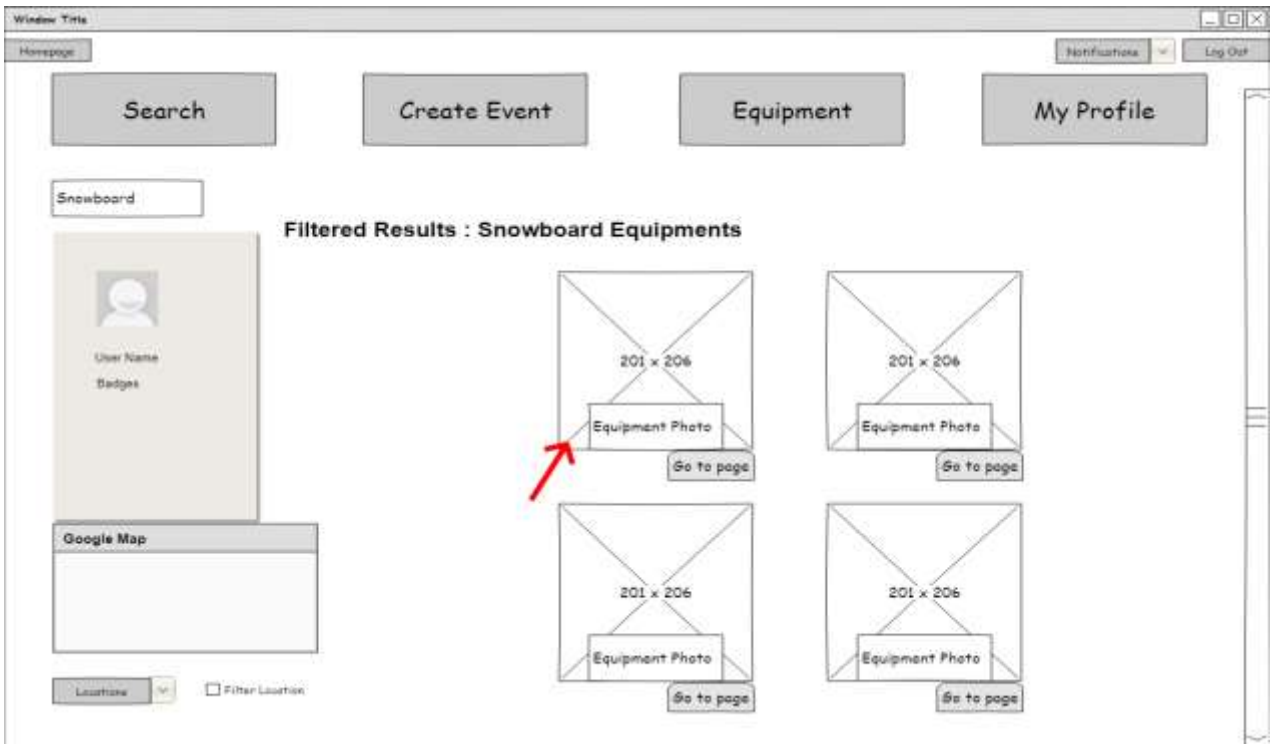

5. He sees several types of skiing equipment like snowboards, helmets, gloves, etc.
6. He clicks on 'Snowboard' from the types.



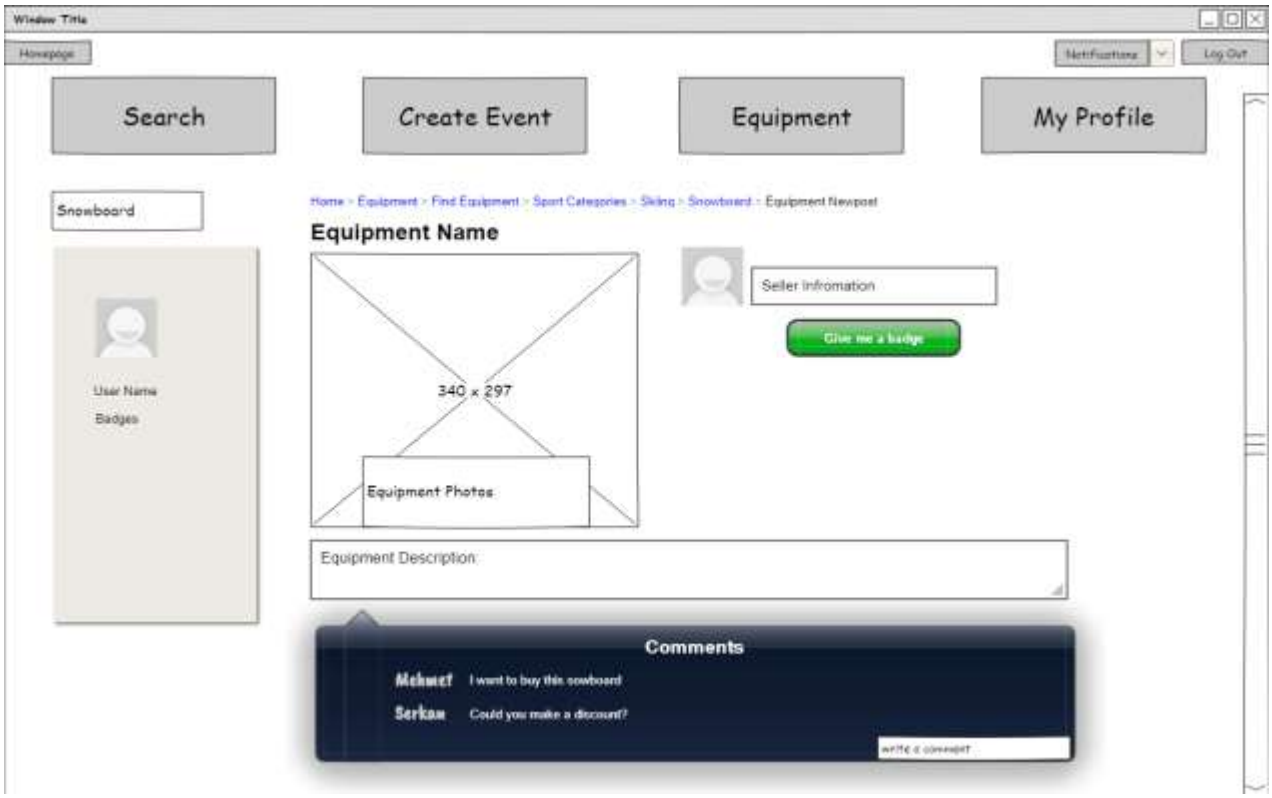

7. He sees various snowboard equipment posts (their photo, title, etc.) on this page. Then he clicks the 'Select Location' option to filter the results.




8. Snowboard equipment posts from the selected area on the map are visible on this page. He chooses one of them and clicks on their link.




9. He now sees the post. In this page, he can see photos and a description, comment and give a badge to the seller.

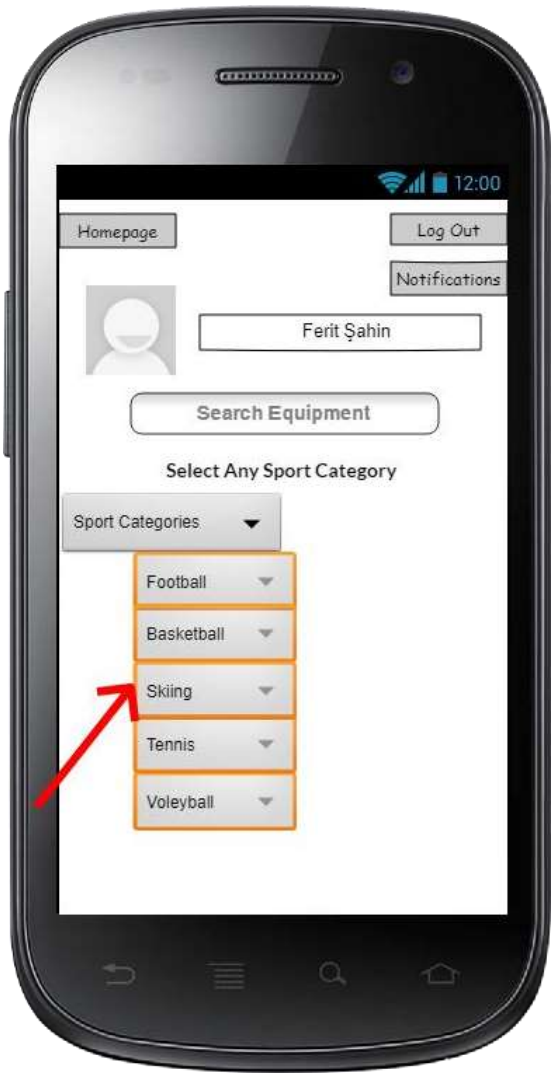

Window Title
Homepage
Notifications
Log Out
Search
Create Event
Equipment
My Profile
Snowboard
Home > Equipment > Find Equipment > Sport Categories > Skiing > Snowboard > Equipment Newpost
Equipment Name
User Name
Badges
340 x 297
Equipment Photos
Seller Information
Give me a badge
Equipment Description
Comments
Mehmet I want to buy this sowboard
Serkan Could you make a discount?
write a comment

Android Mockup

1. Ferit downloaded our application, and is a registered user of our app. He opens the application from his phone. He sees the homepage.
2. He clicks on 'Equipment' on the homepage.

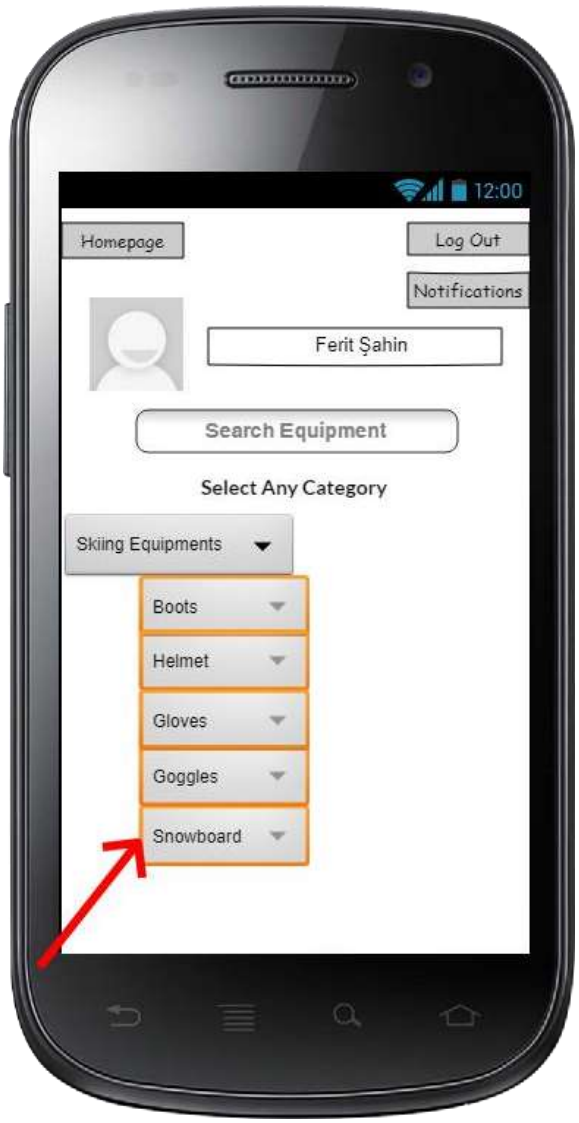
3. He clicks on 'Find Equipment' on the 'Equipment' page.

4. He clicks on 'Skiing' on the 'Sport Categories' page.

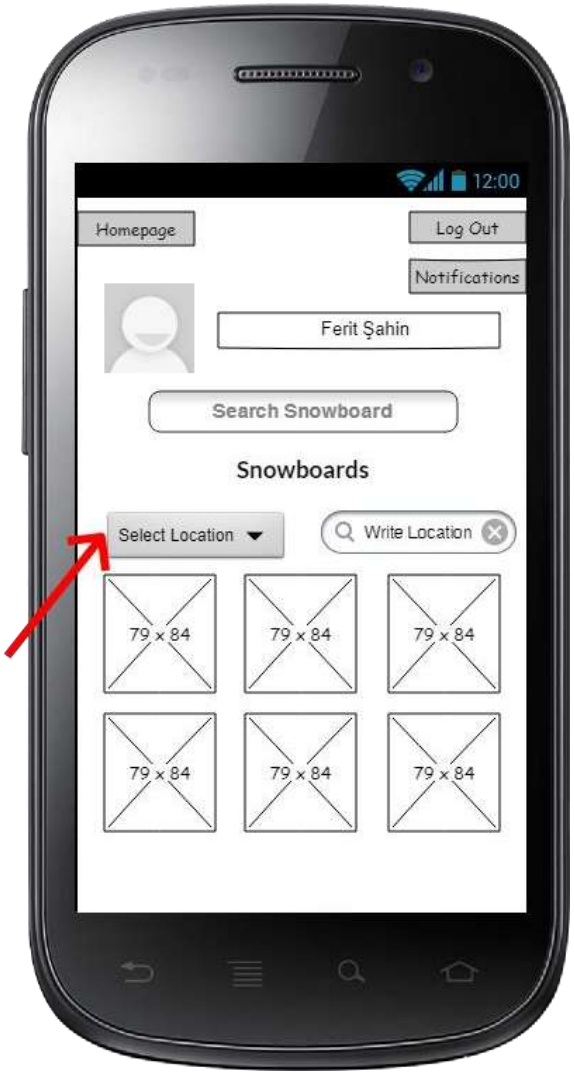



5. He sees several types of skiing equipment like snowboards, helmets, gloves, etc.

6. He clicks on 'Snowboard' from the category.

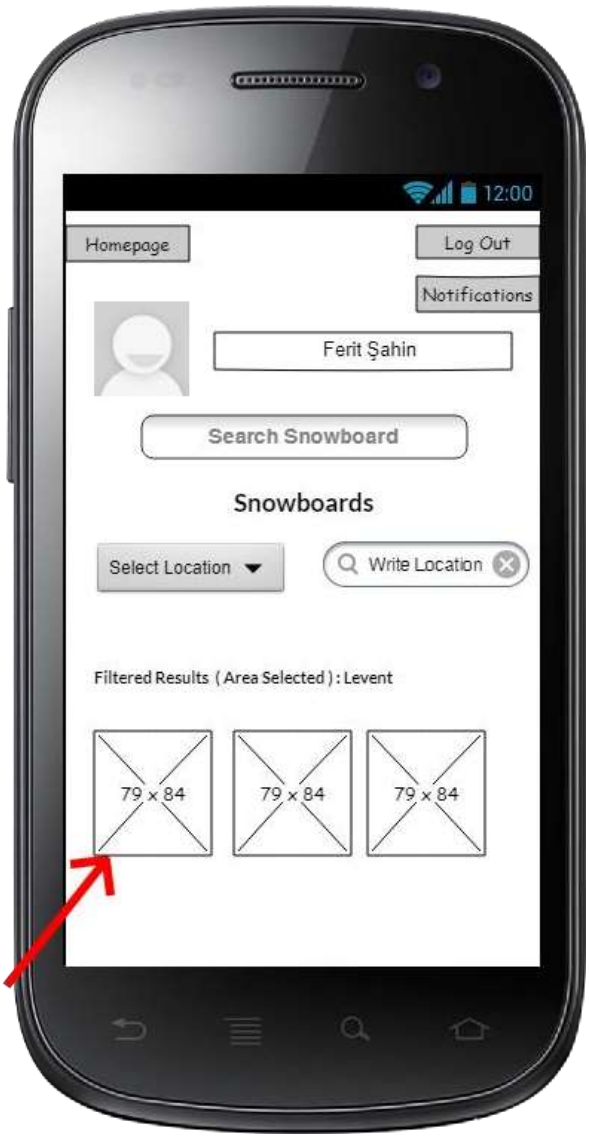


7. He sees various snowboard equipment posts (their photo, title, etc.) on this page. Then he clicks the 'Select Location' option to filter the results.

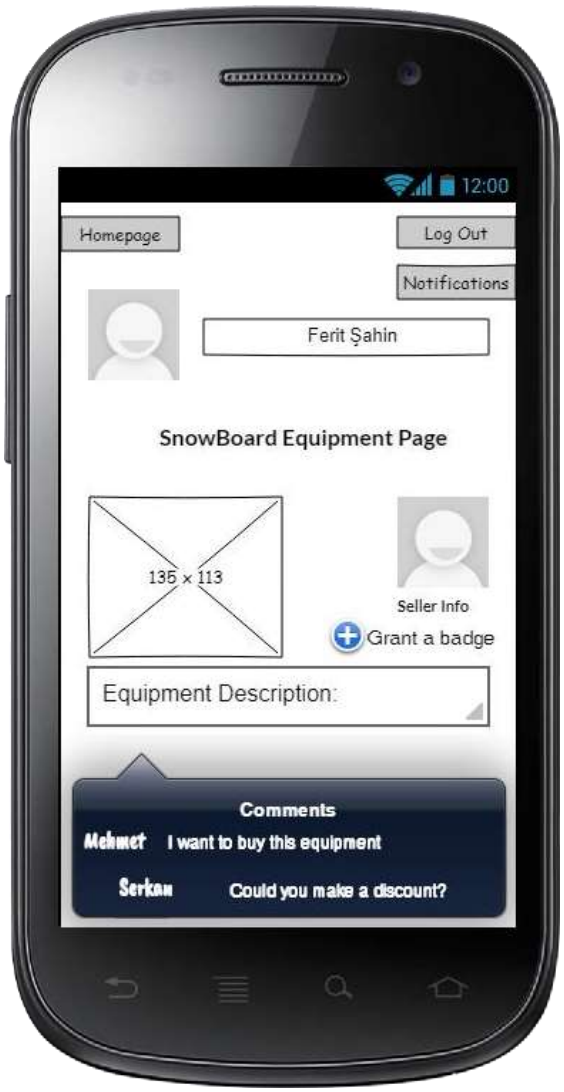


7.a. He selects an area on the map.

8. Snowboard equipment posts from the selected area on the map are visible on this page. He chooses one of them and clicks on their link.



9. He now sees the post. In this page, he can see photos and a description, comment and give a badge to the seller



# SportsHub

# 8. USER MANUAL

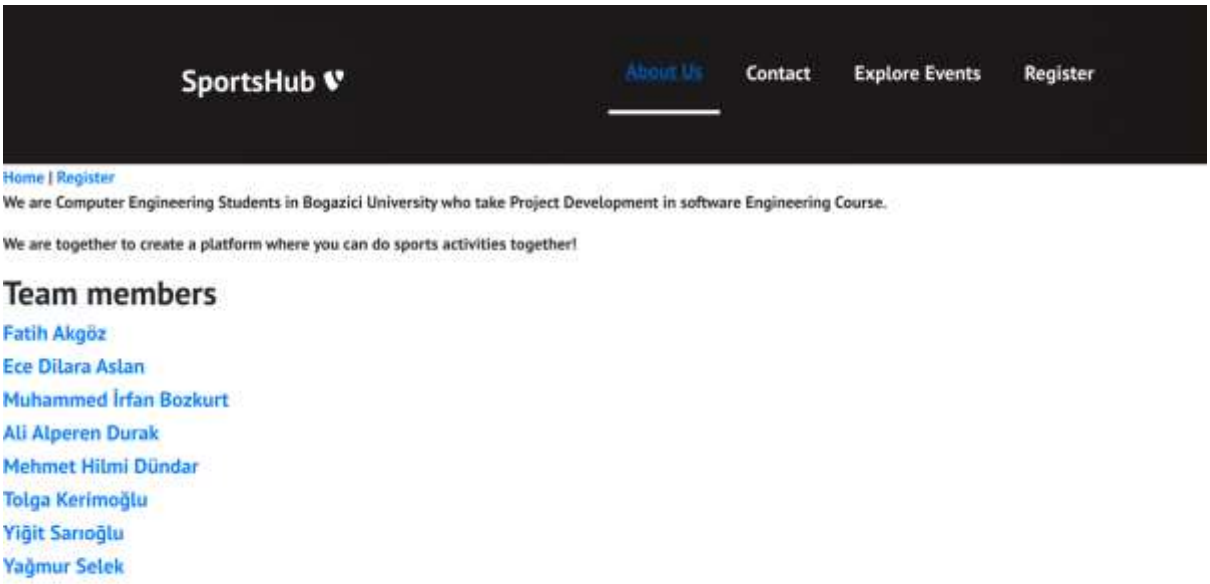
## 1. WEB

SportsHub is an amateur sports platform that brings together people who want to do sports with people nearby. This platform is prepared by the 4th group for Cmpe352 and Cmpe 451 courses in Bogazici University.

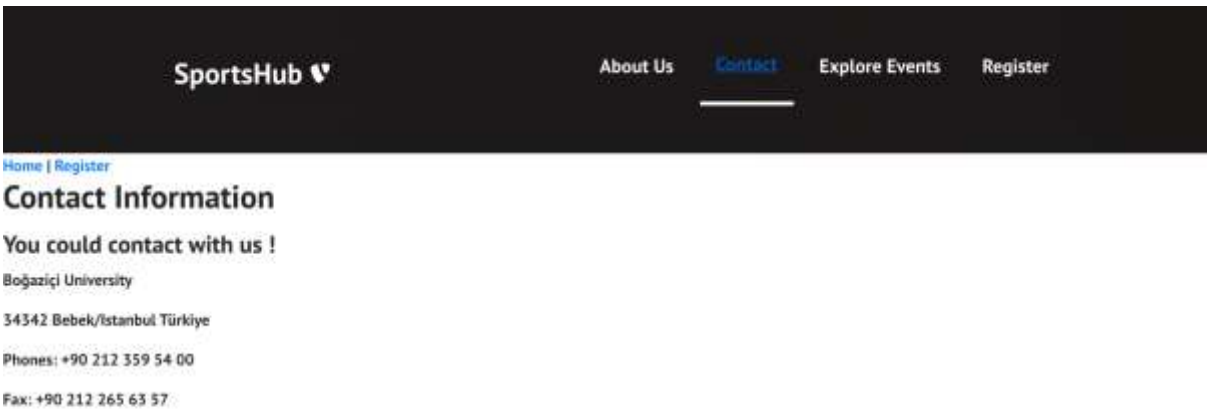
### Guest Users

If you haven’t registered yet, you can still use some features of Sportshub.

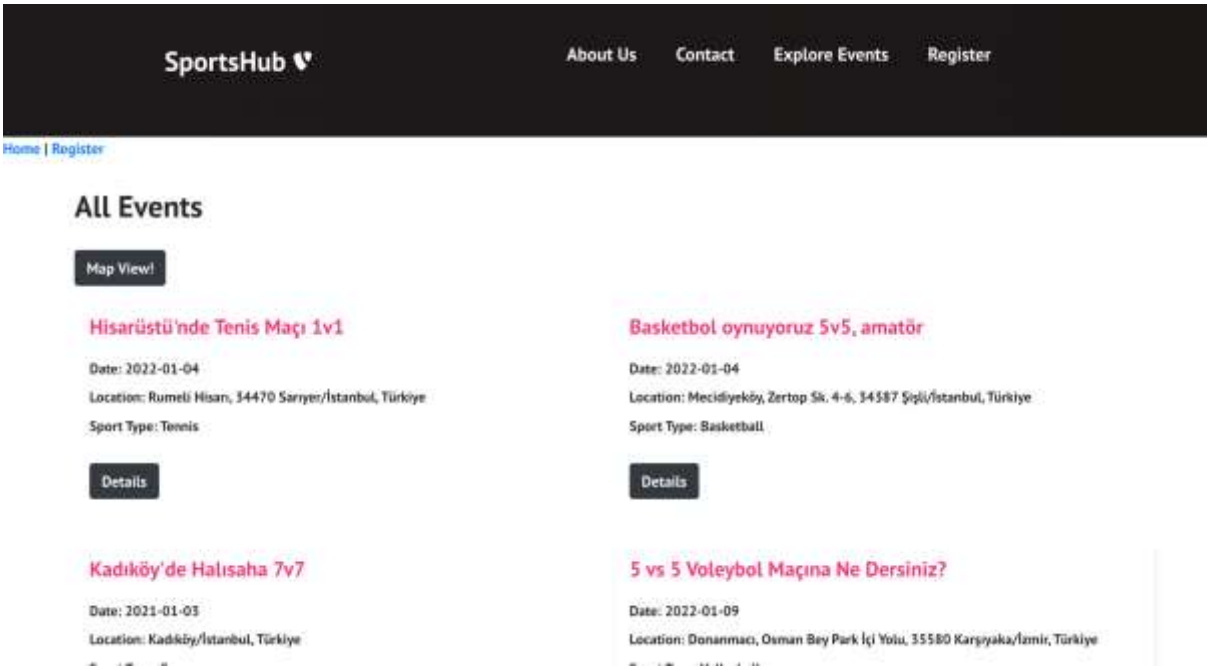
**-Guest users can see the About Us Page by clicking the About Us Button.**



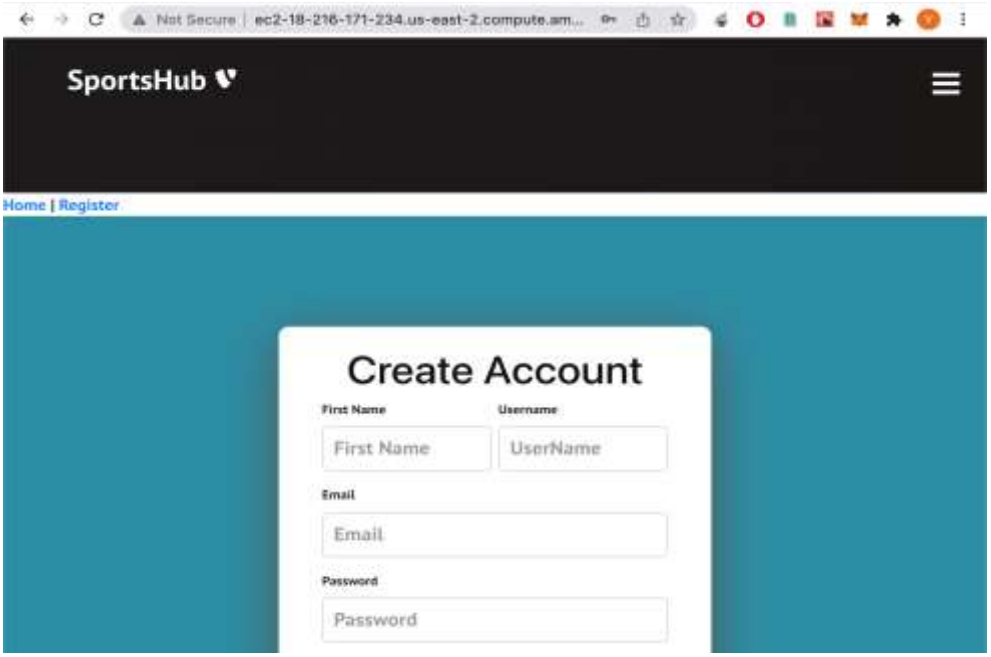

**-Guest users can see the Contact page by clicking the Contact button**



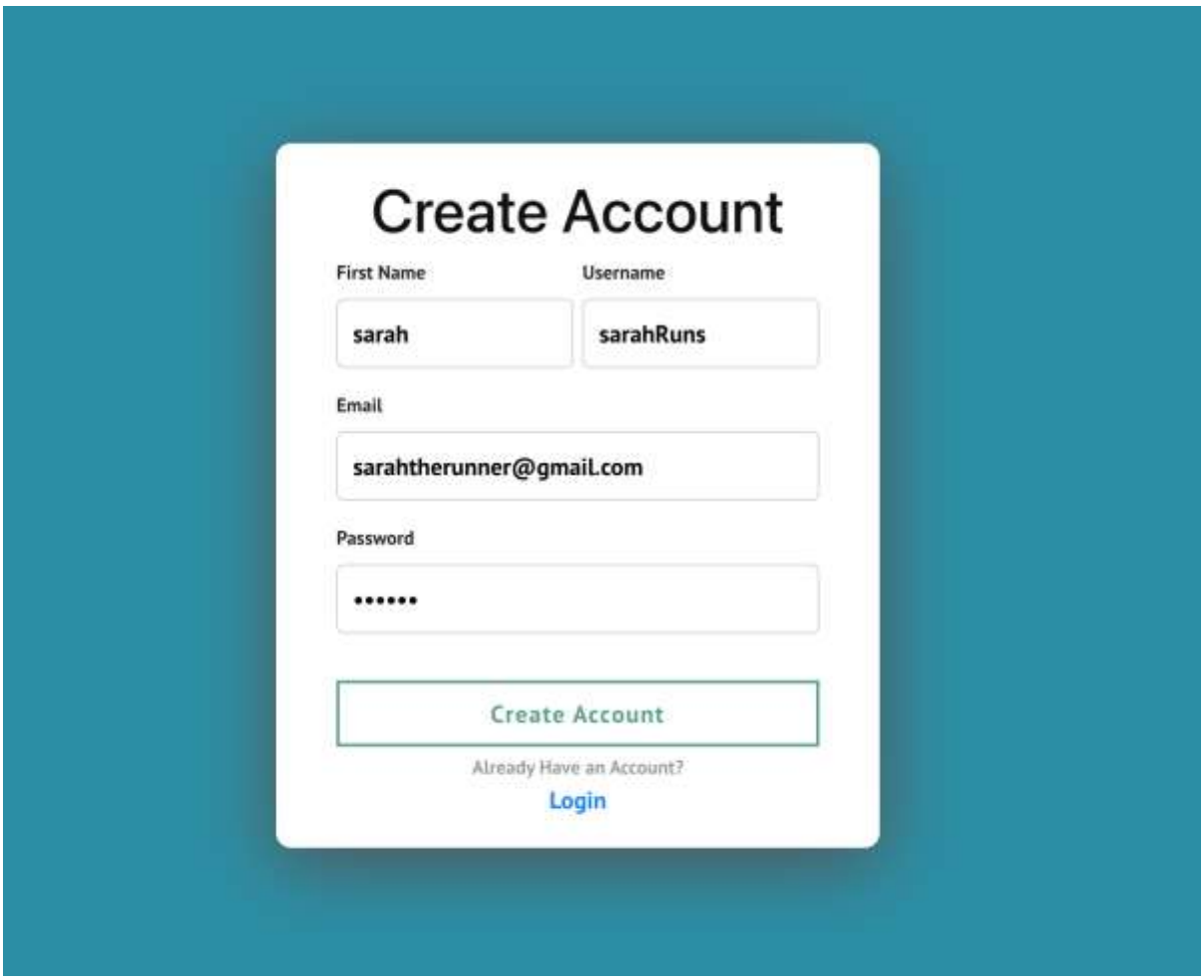

- **Guest users can visit the event page by clicking the details and then See the event page**



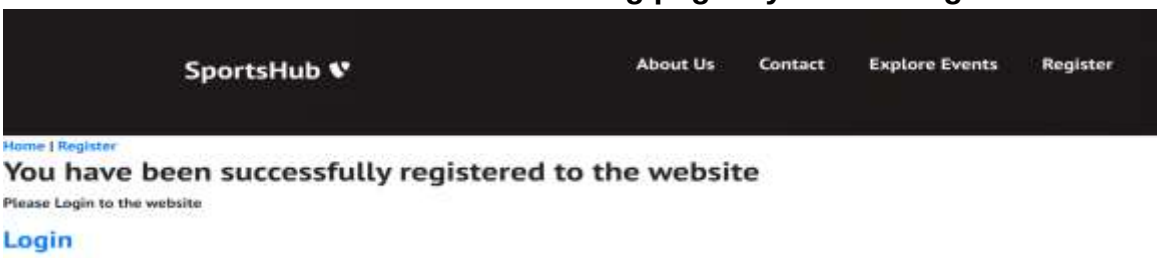
- **If you want to create an event or you have sports equipment to sell you should register from the following registration page:**




- **Fill the fields with your informations and then click the create account Button. You should provide a valid Email address and your password should be at least 6 characters long.**

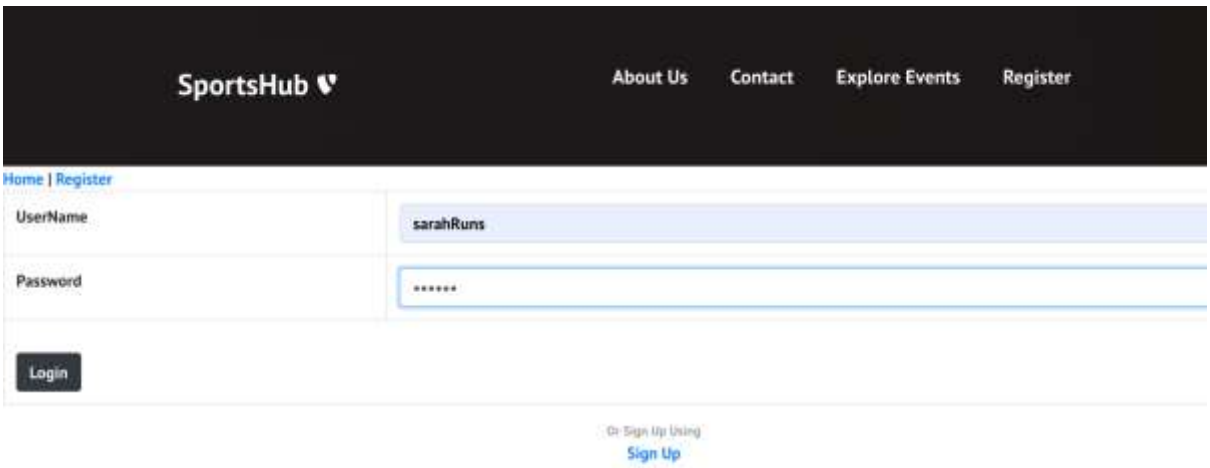



- **You will be directed to the following page if you have registered successfully:**

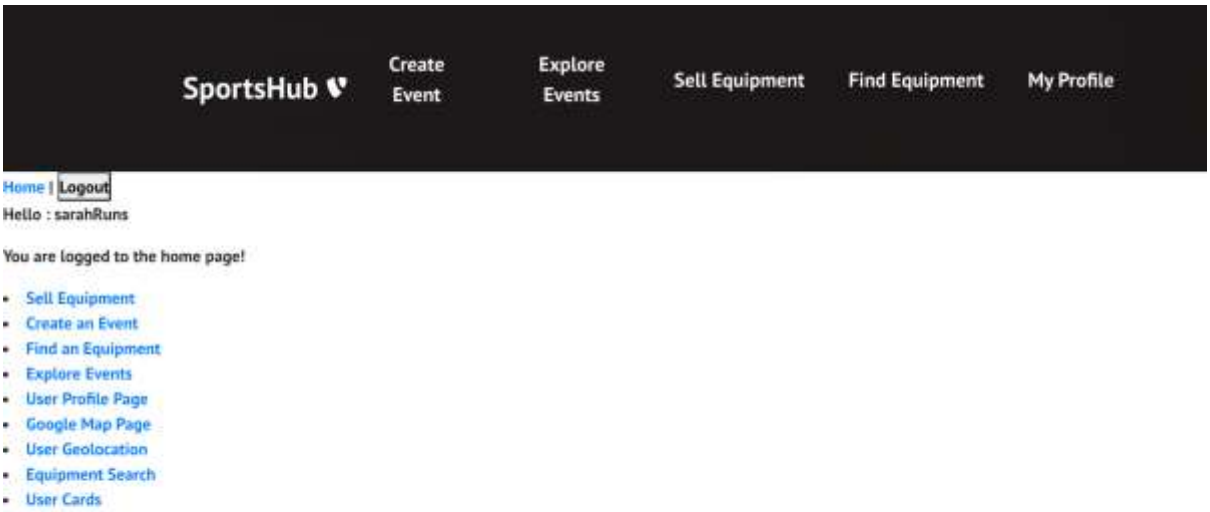



## Registered User

- **Registered Users should provide the credentials they provided during registration in order to Login.**

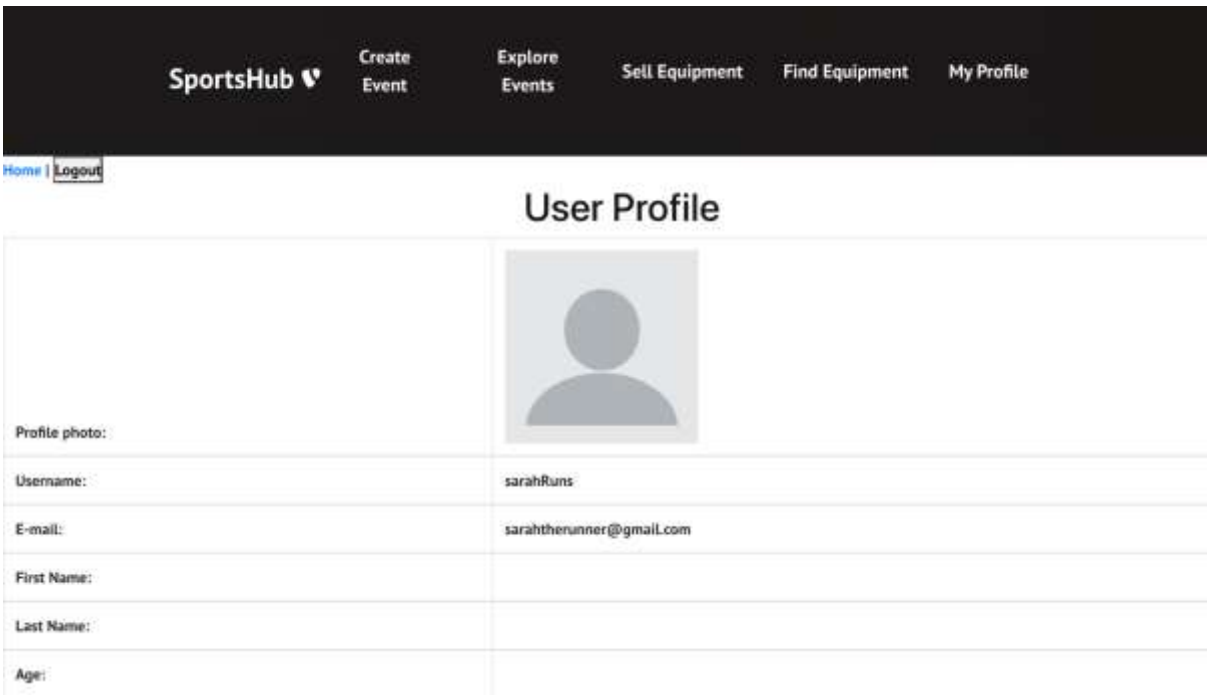



- **Users will be directed to the following main user page after they login:**



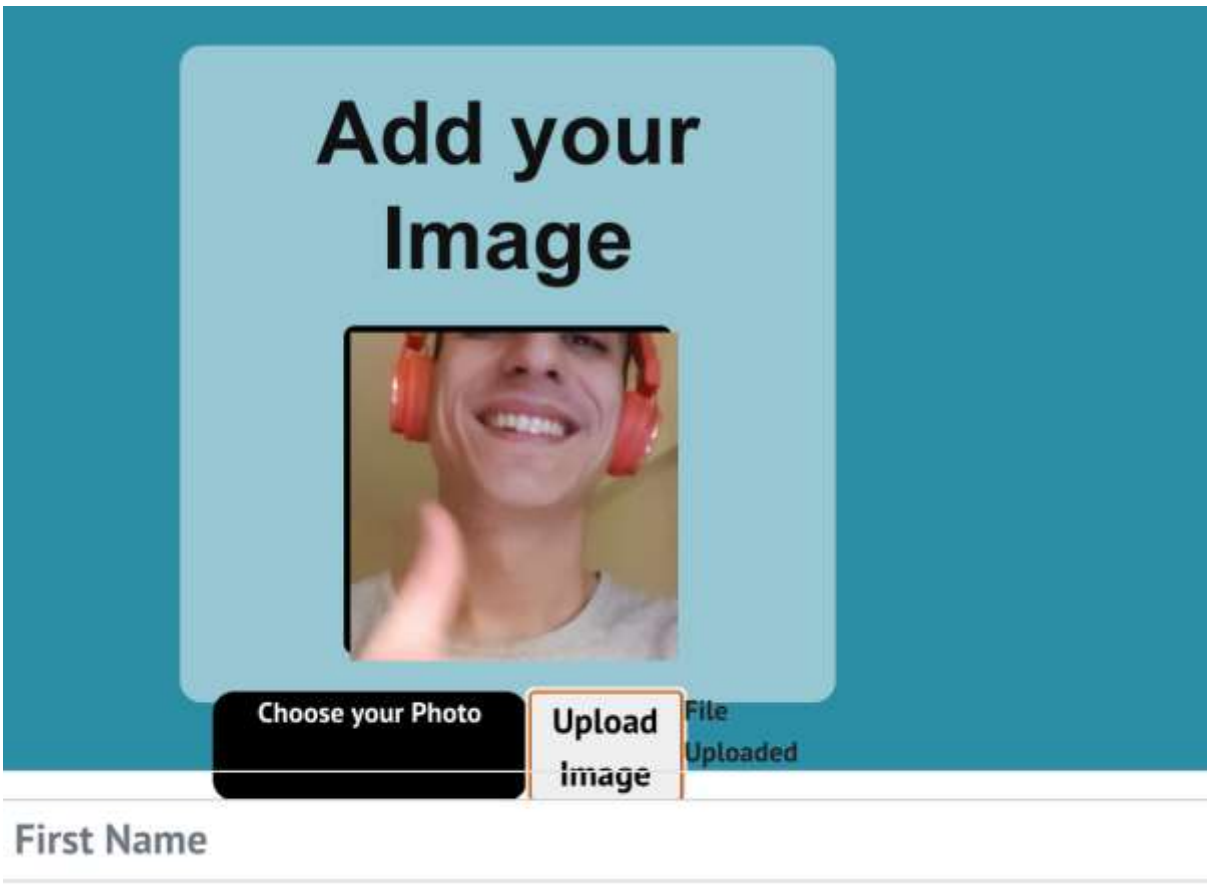

## User Profile Page

- **Registered users can see their profile pages**

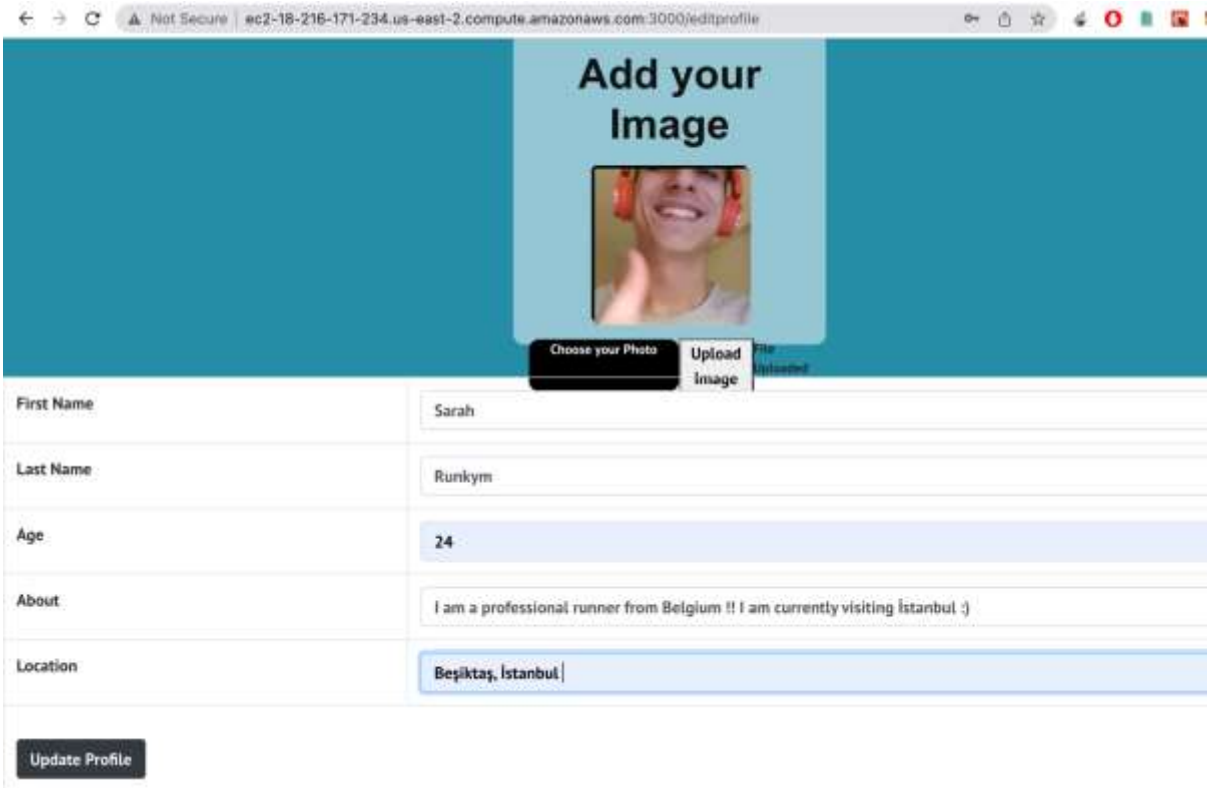



- **To edit your user profile click the edit profile button on the bottom of the User Profile page :**

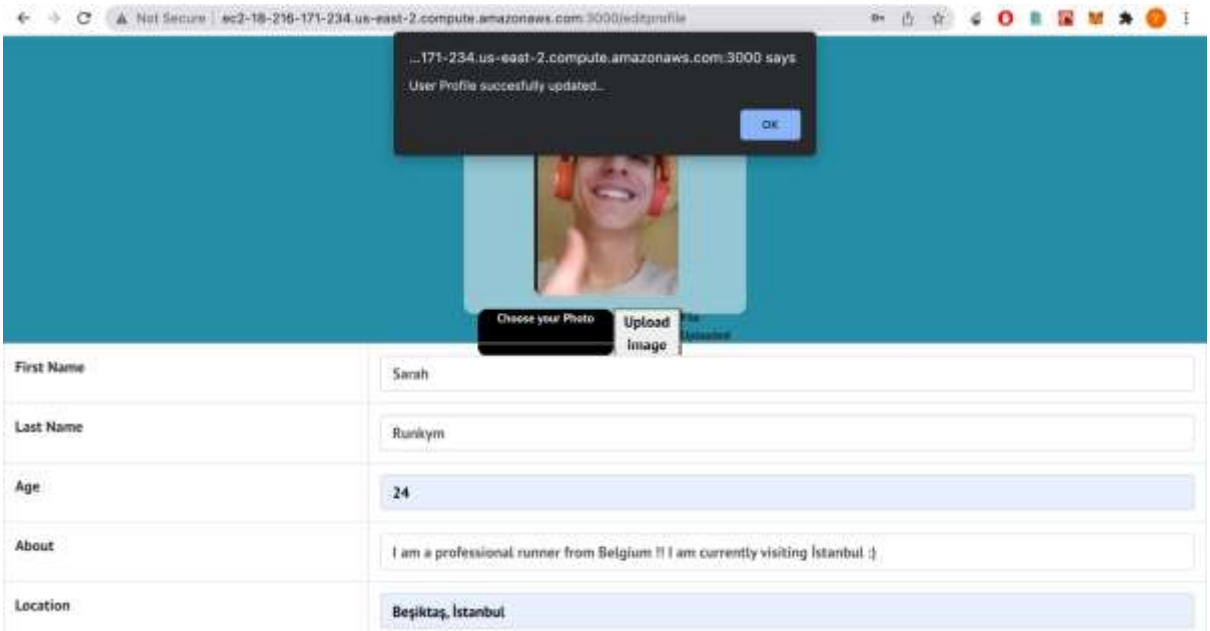
- **Users can upload a profile picture to their Profiles :**
  **Click the choose your photo button and select your picture from your computer. Then click the upload image button after you saw the writing “file uploaded” on the right of the buttons then your photo is uploaded**




- **Users can fill their profile with the given fields and then click the Update Profile button :**

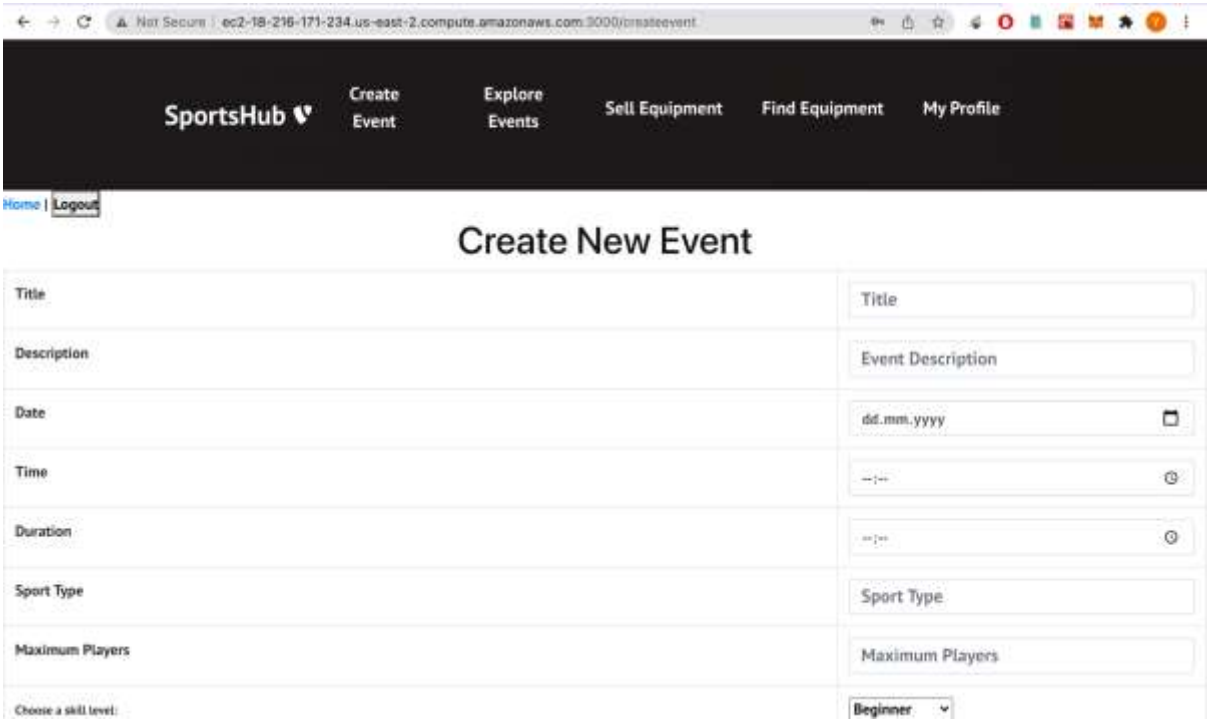



**- After the message that says User Profile is updated is seen at the top of the screen then user profile is updated successfully.**

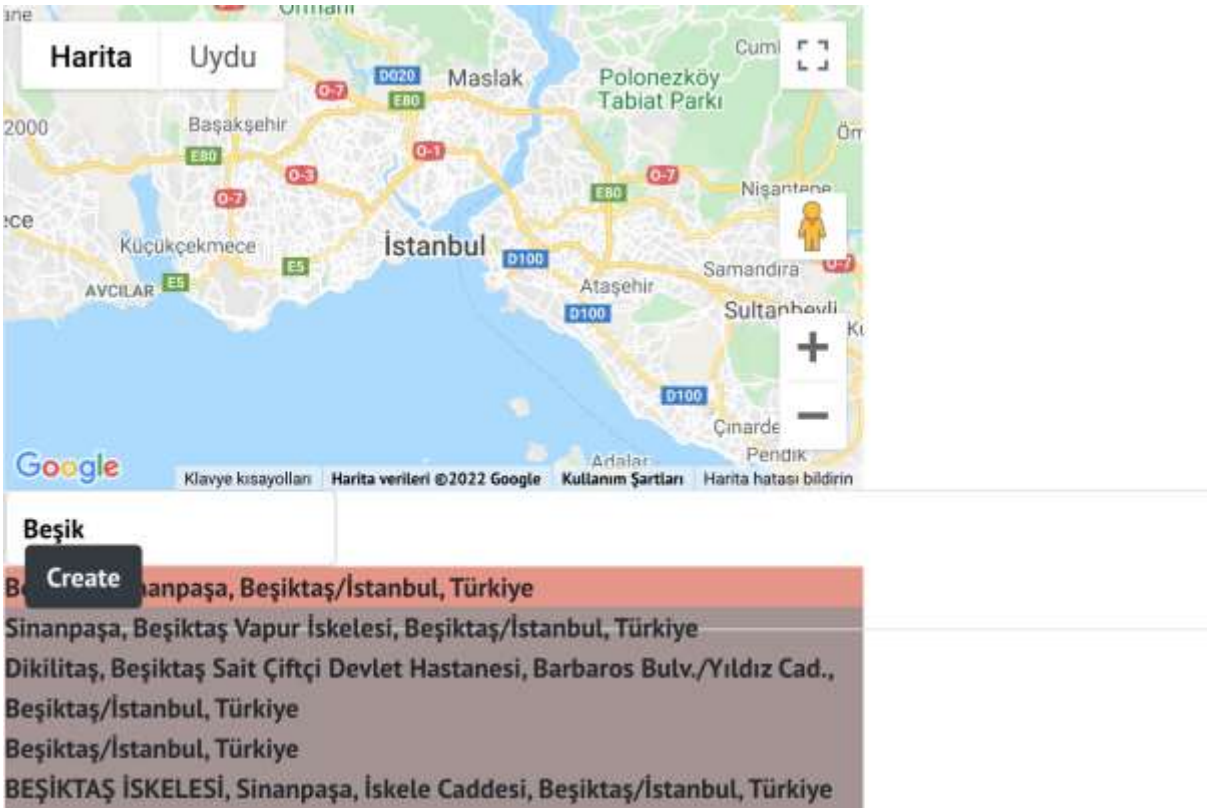



## Event Creation Page

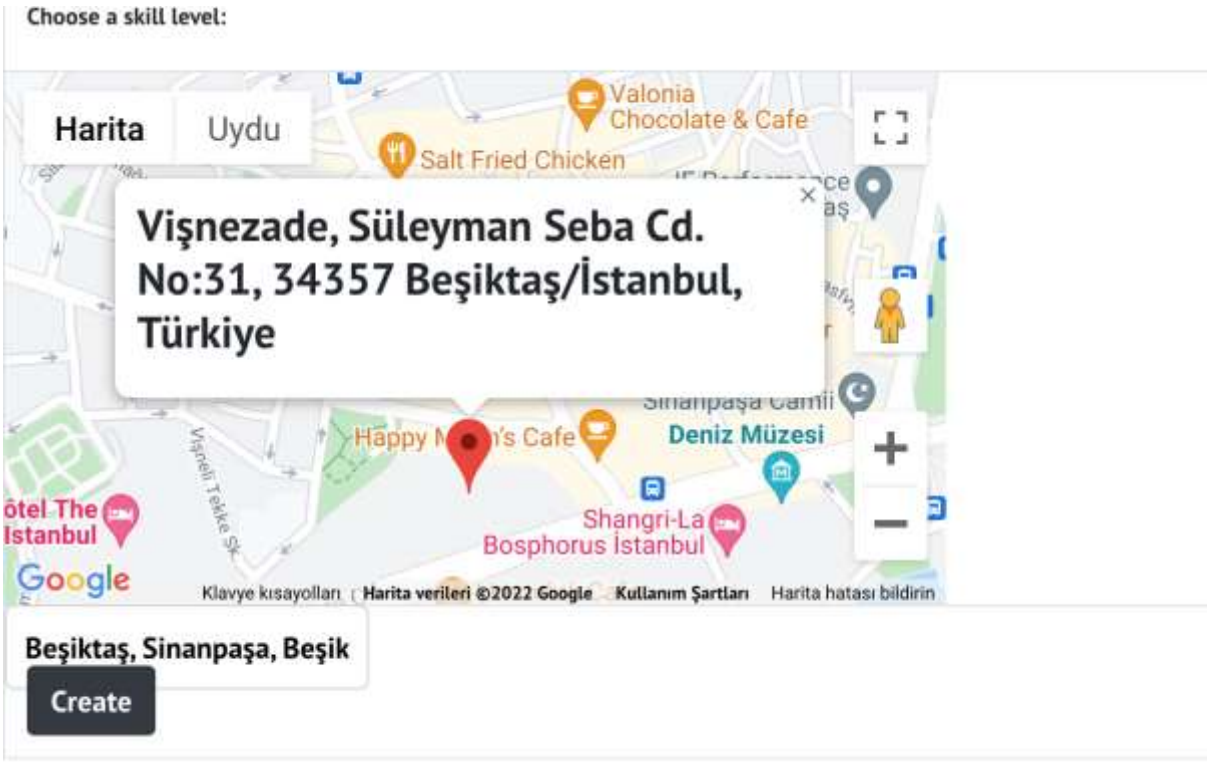
- **Registered Users can Create Event by going to create event page**



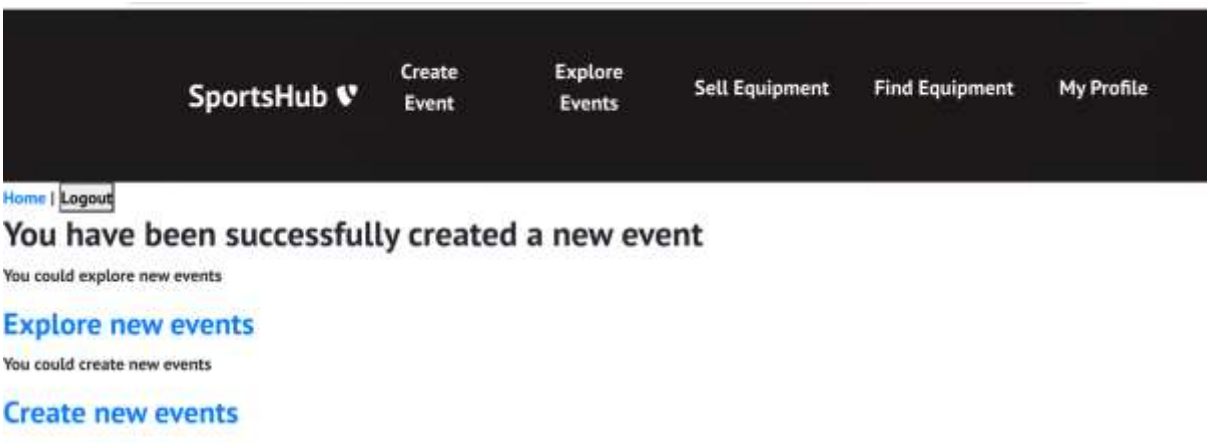

- **After you provided the informations about event you can write your event location using autofill :**




**-After you click the name from suggested places. the map will be close up and then you must select a place from map by clicking and putting marker on it :**

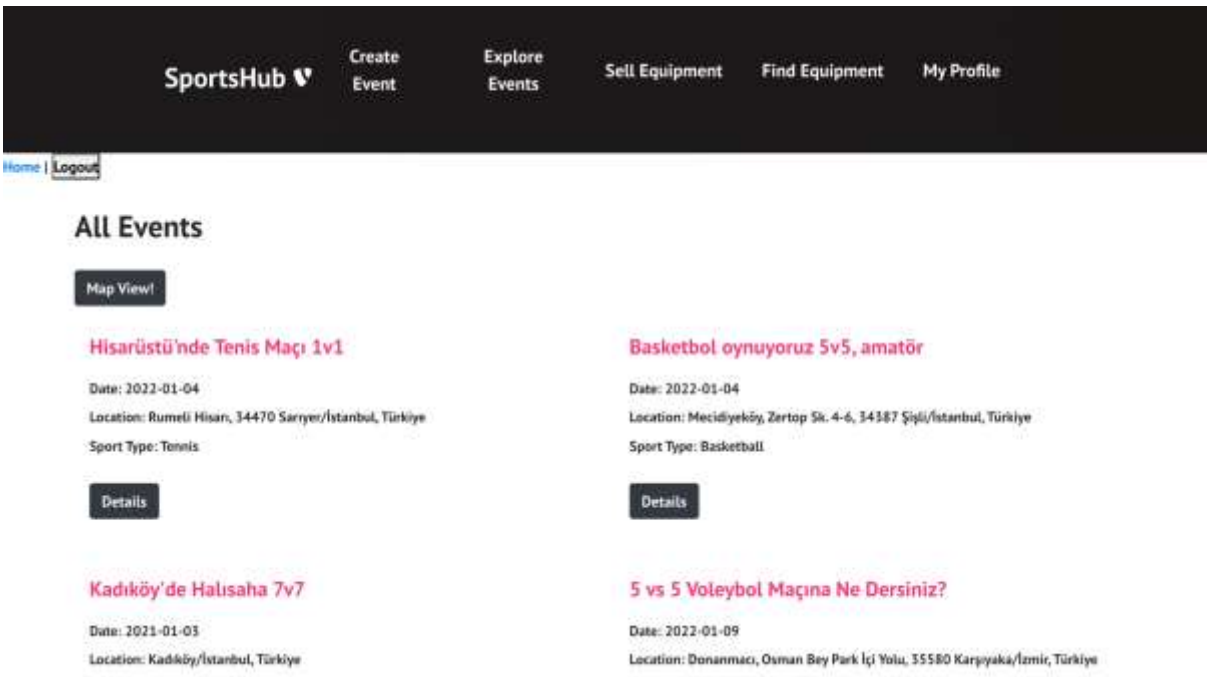



- **By clicking the Create button you will be directed to a Event Creation Success Page:**

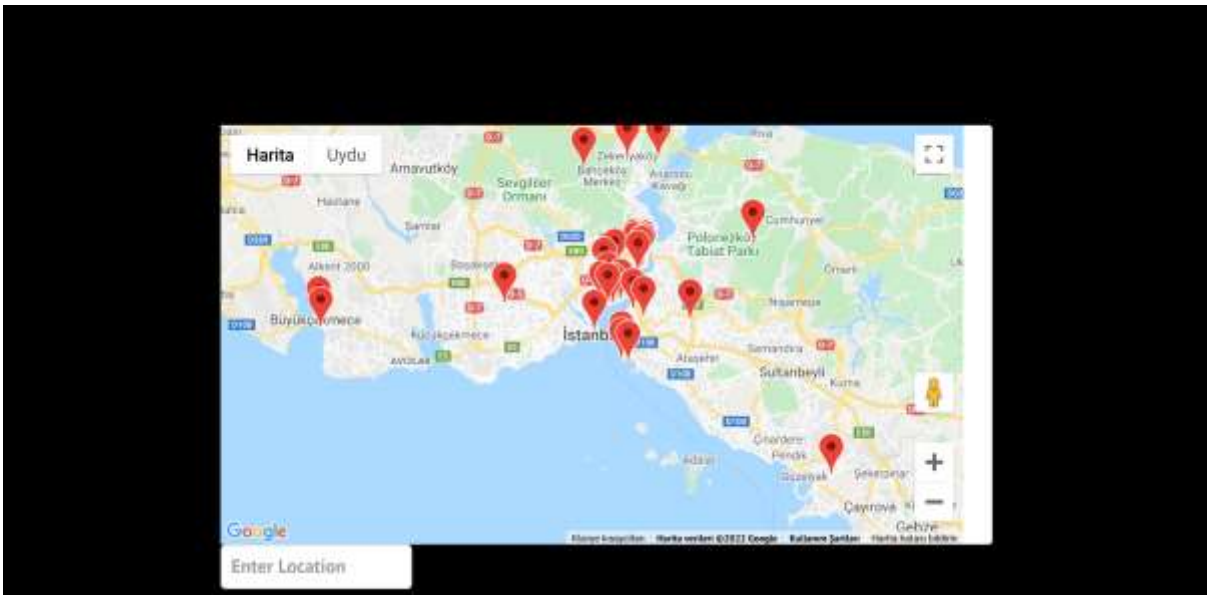



## Exploring Events

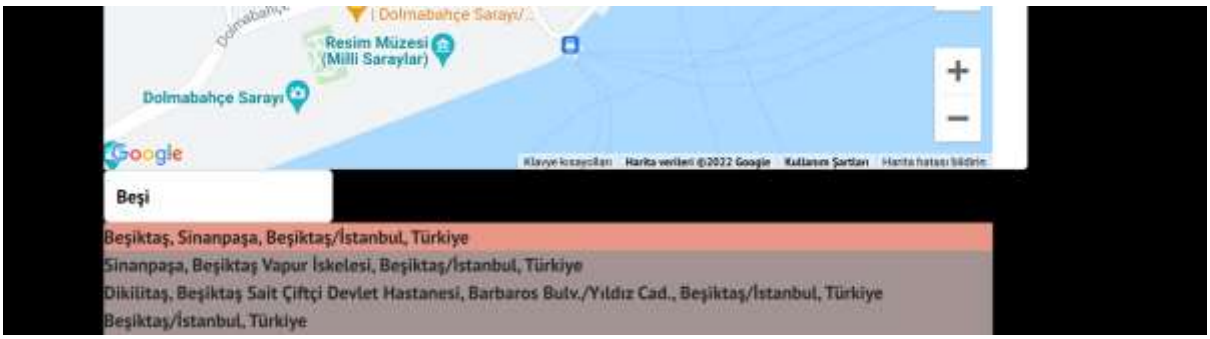
**-Users can explore new events by Clicking Explore events:**

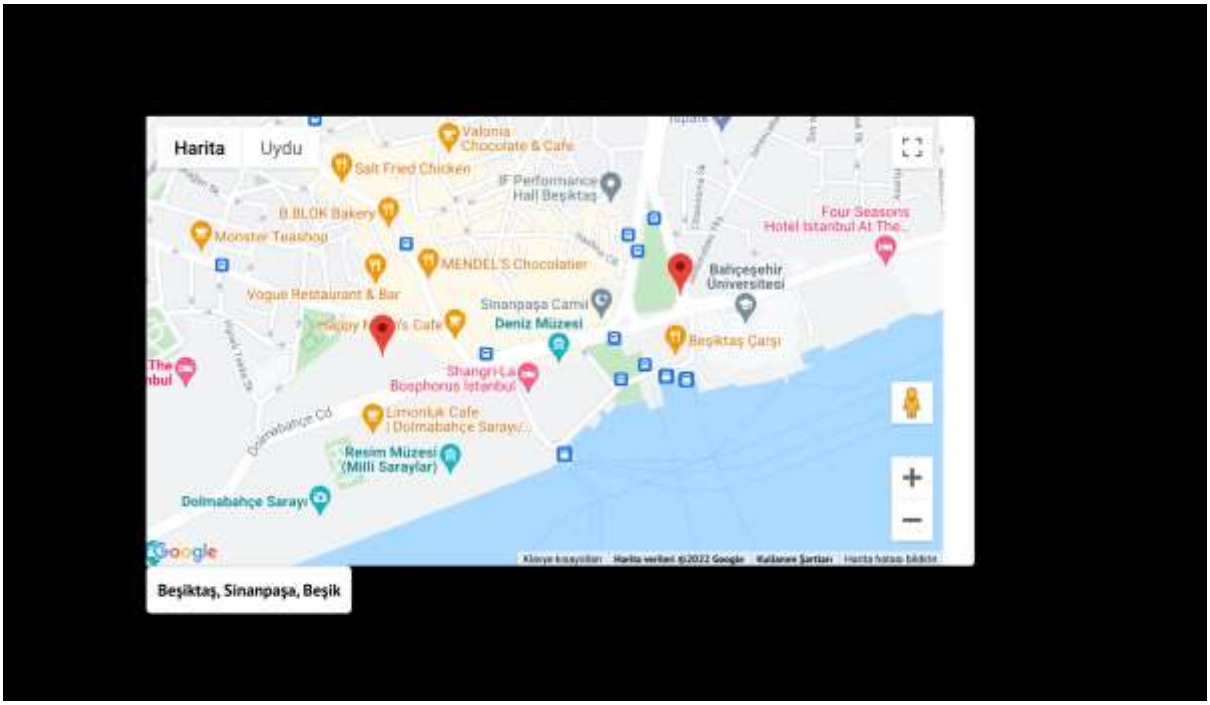



- **If you wanna see the events on the map, just click the button “Map View !”**

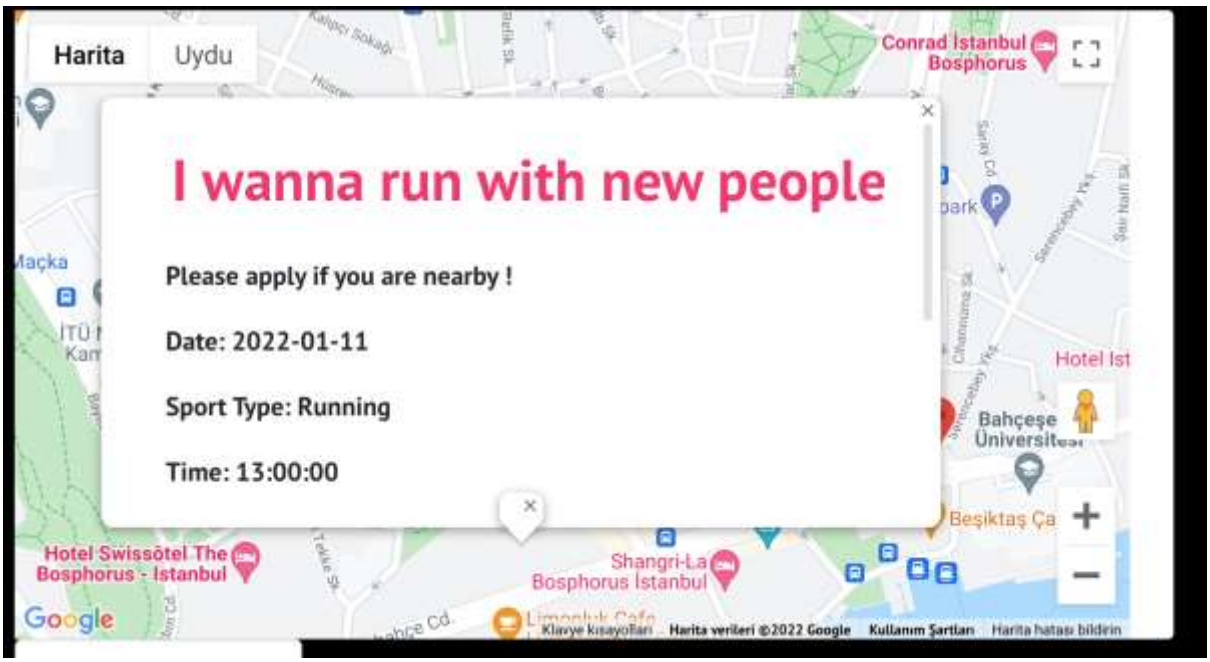



- **Using autofill functionality, you can write anywhere on the map you want to see an event**



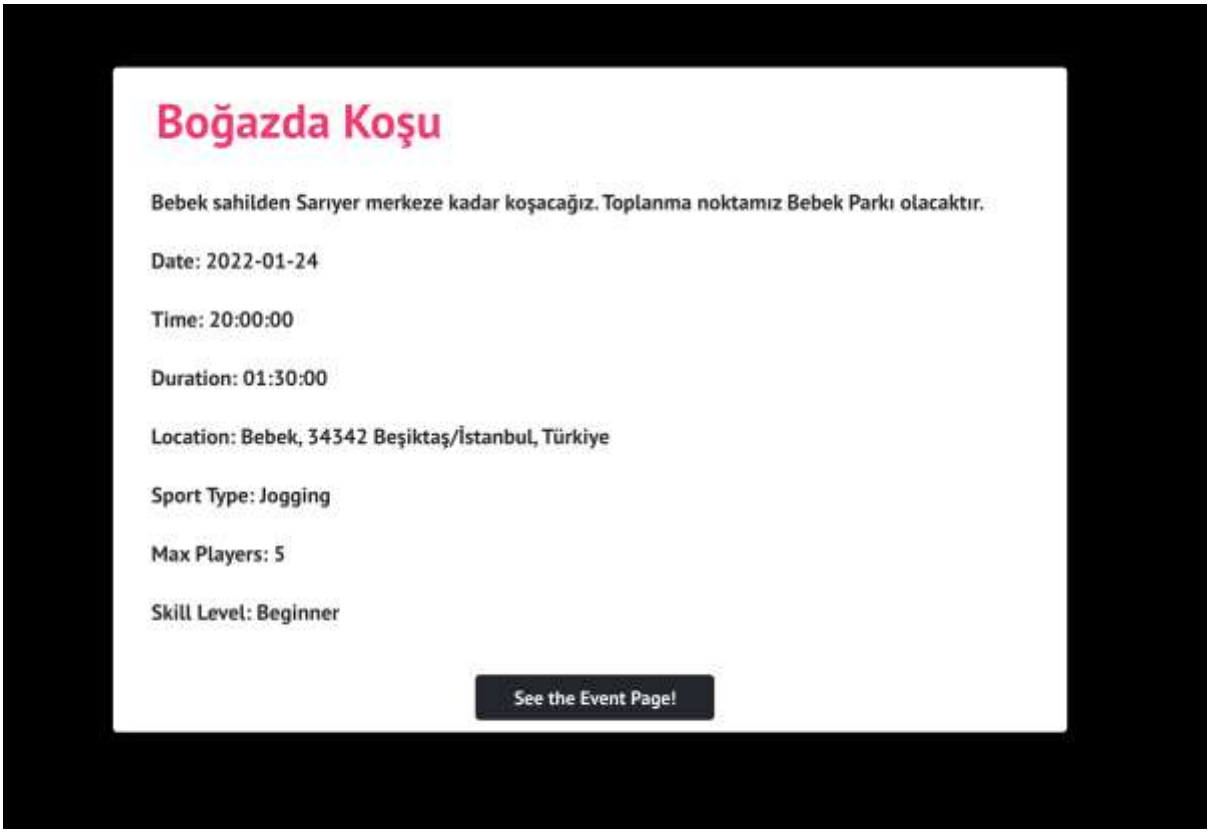




- **By clicking the red marker you can see the event details :**
-

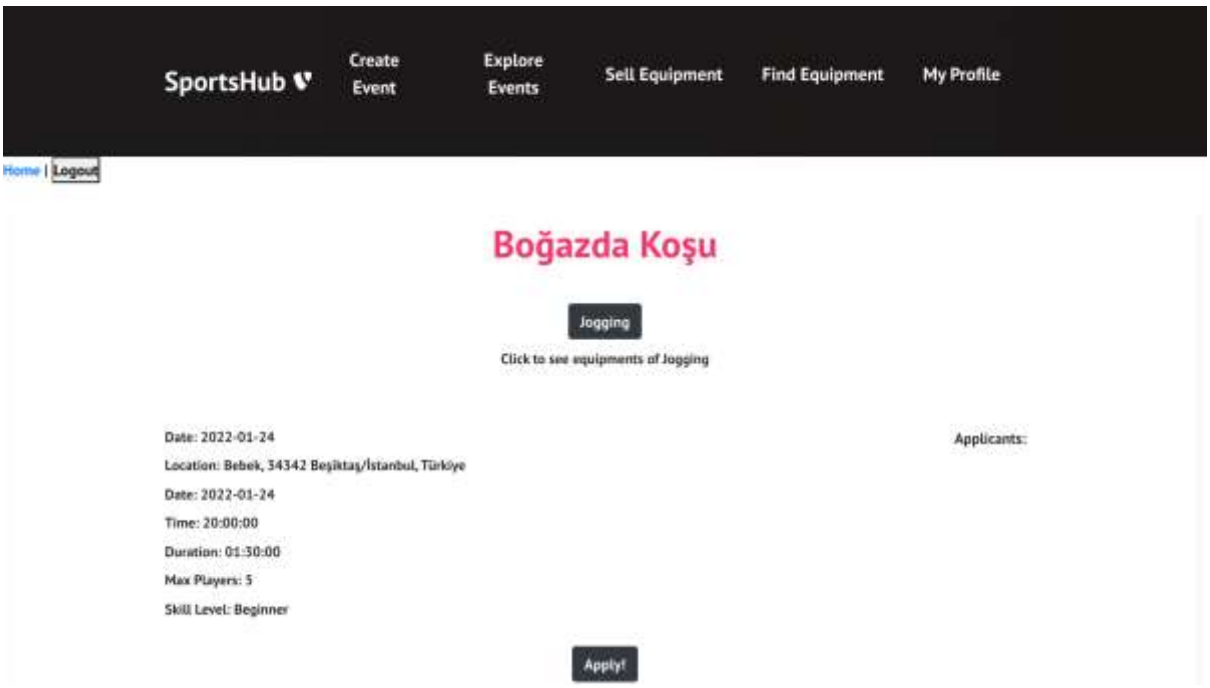



## Event Details Page

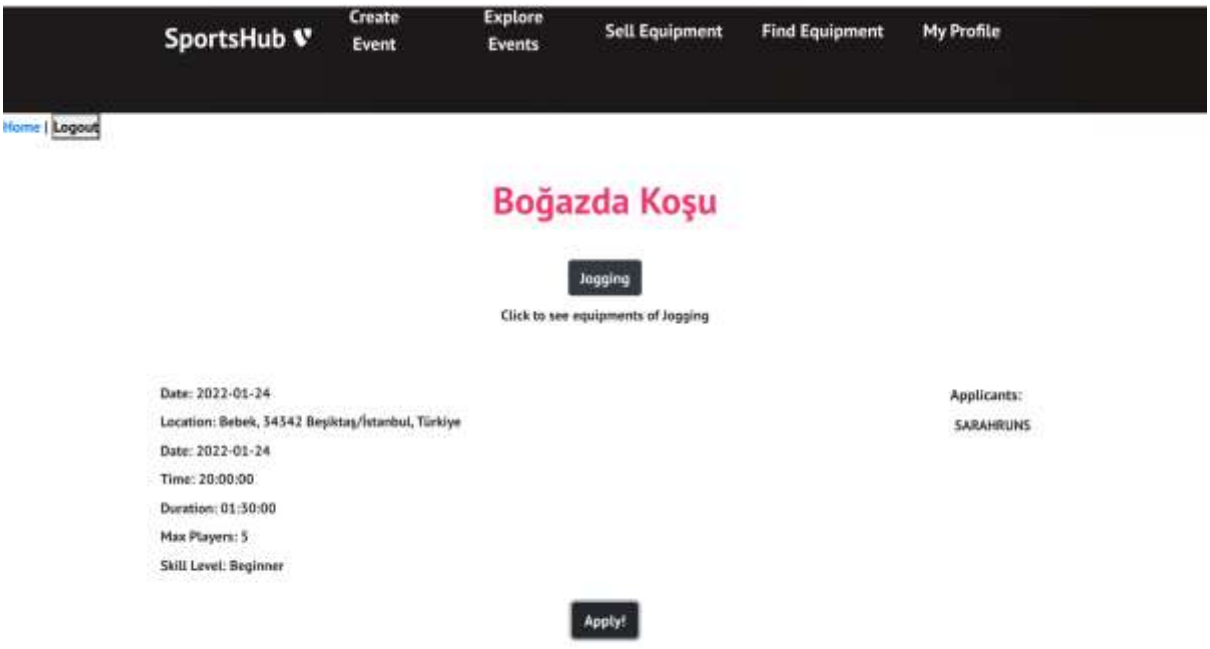
- **You can see the event more detaily by clicking details button from the normal view page:**
-




- **By clicking the See the event page you will be directed to Event Page:**

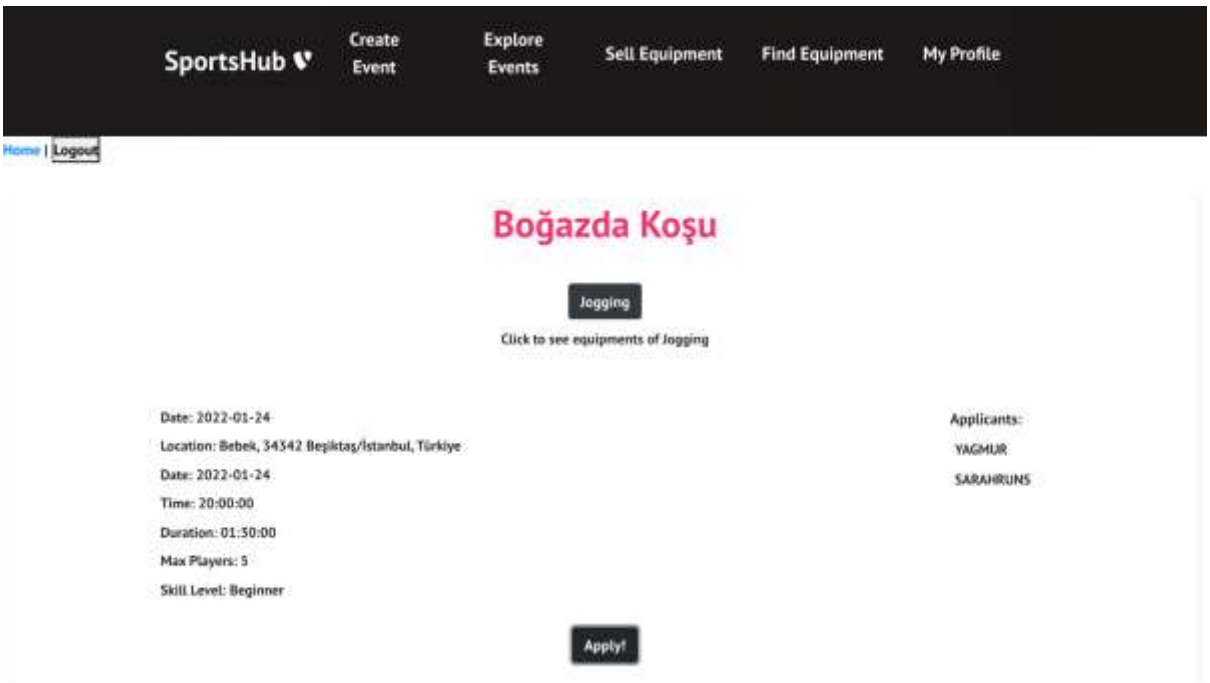



- **Users can Apply the Events from this window and applicants can be seen in this page also.**

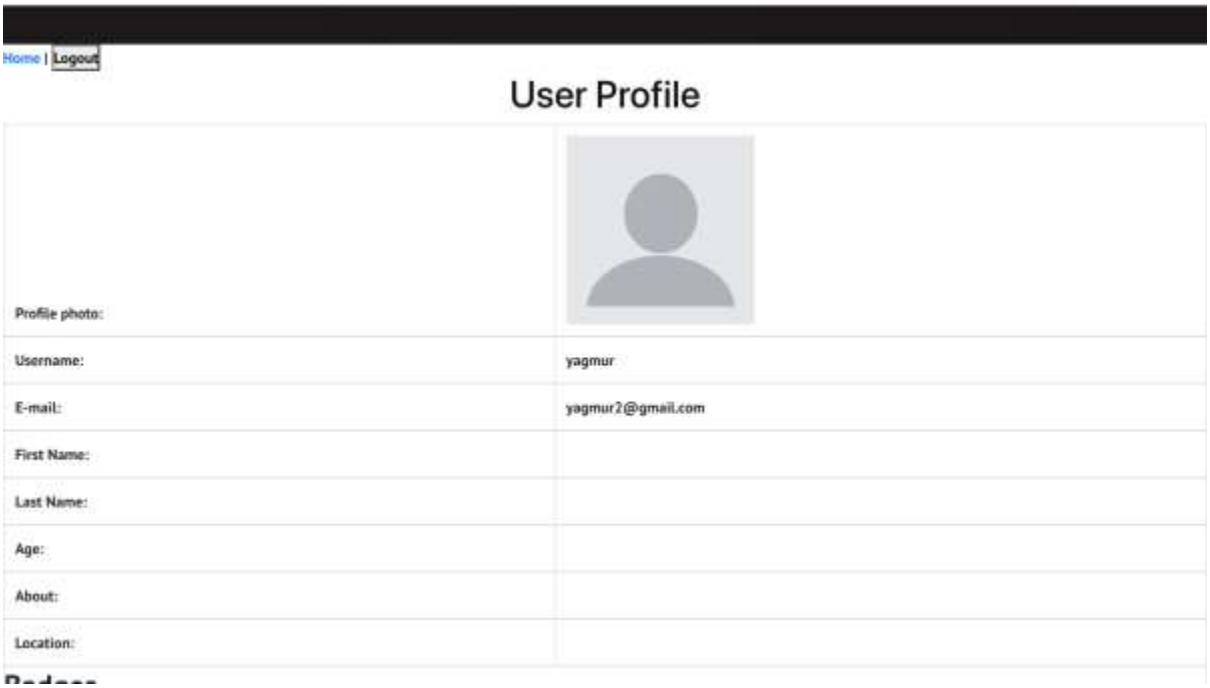



**Engaging with other profiles :**

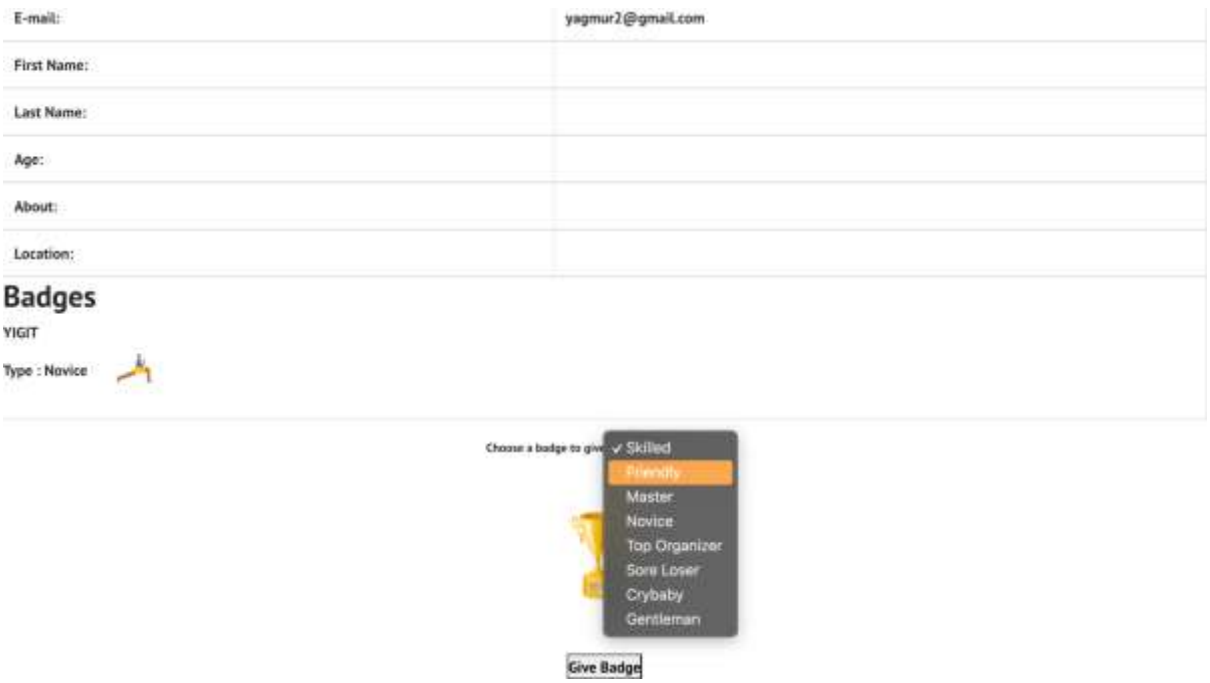
- **Users can reach applicant users for an event on the event detail page**




- **By clicking applicant name you can see its profile page**




- **You can give user badge from the bottom of the profile page.**




- **By choosing the badge type from the dropdown menu you can give the desired badge to the user.**

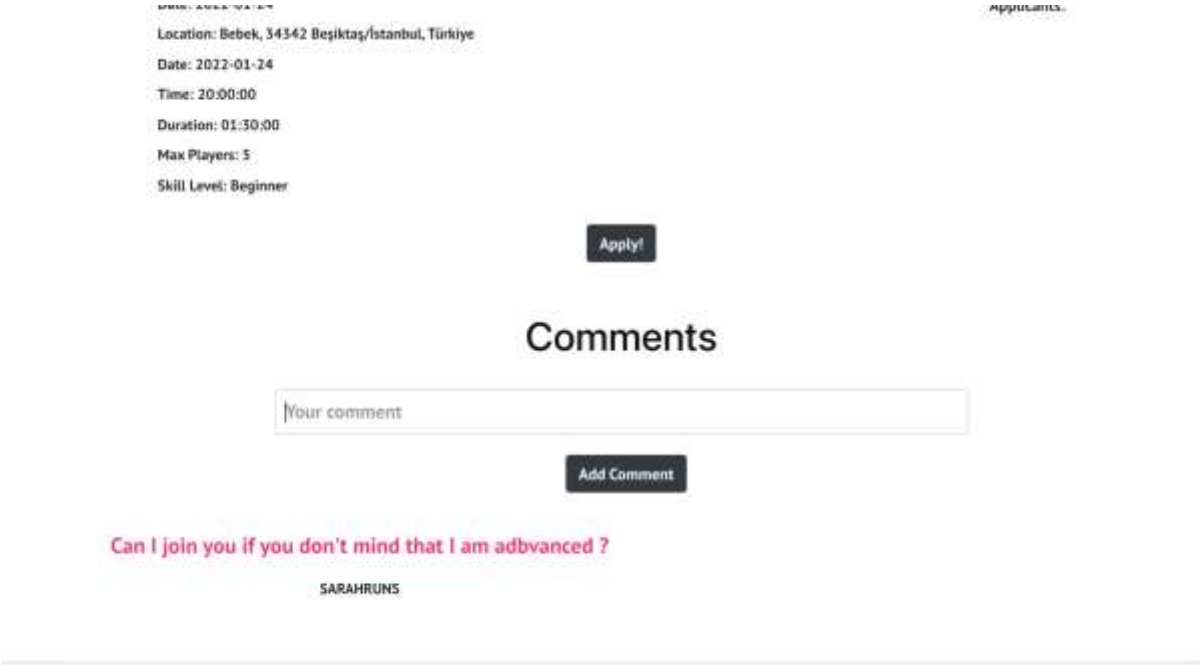
- **After you click the Give Badge button a pop up will be seen about successfully given badge.**

- **The given badge can be seen under the Given Badges on the user profile.**

## Comment to Events

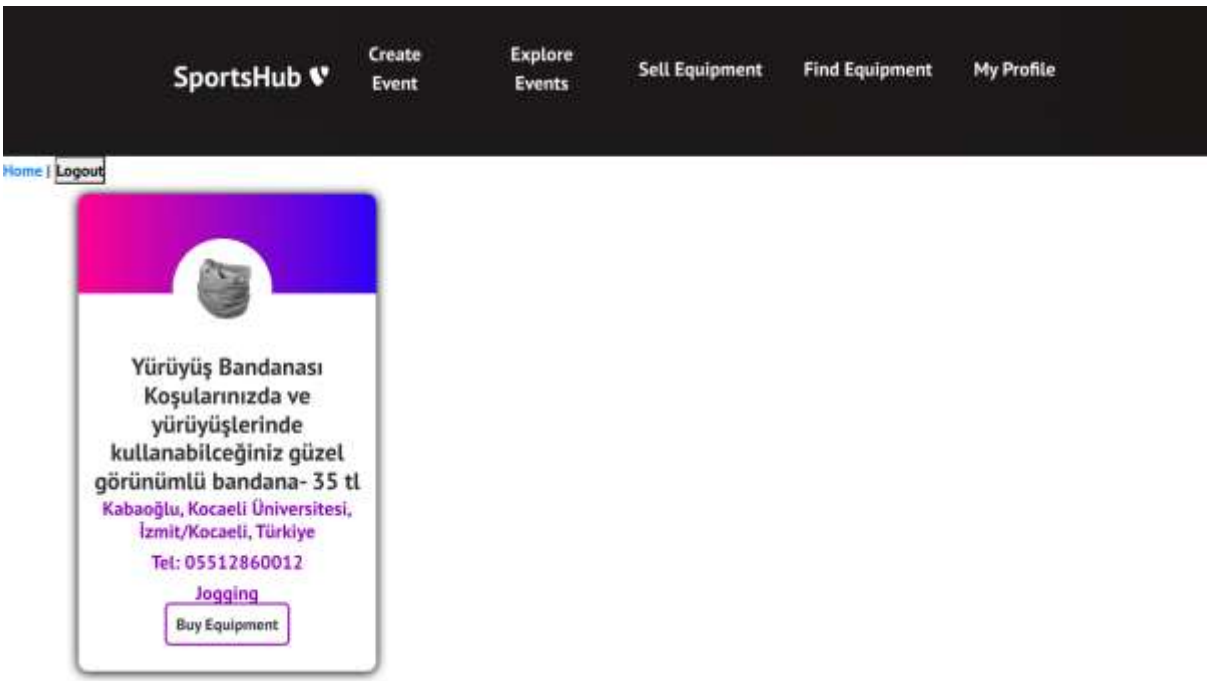
- **The comment section is available under the Event Detail window**

- **By writing your comment and clicking the add comment button, you can see your comment at the bottom of the Event Detail Page.**




## Viewing the Equipments needed for an Event's Sport Type

- **If users want to see the equipments that are related with event's sports type; They can reach the equipment page by clicking Jogging button and they will be directed to the equipments page that are related to the event's sports type**




## Viewing User Cards

- **Users can view the other registered users' profiles by reaching the User Cards Section from the Home Page.**

Home | Logout

Hello : sarahRuns

You are logged to the home page!

- Sell Equipment
- Create an Event
- Find an Equipment
- Explore Events
- User Profile Page
- Google Map Page
- User Geolocation
- Equipment Search
- User Cards

Home | Logout

tolga

tolga@gmail.com

İstanbul

Masa tenisinde iyiyimdir.

Visit Profile

Home | Logout

tolga
tolga@gmail.com
İstanbul

Masa tenisinde iyiyimdir.

Visit Profile

yigit
yigitsarioglu@hotmail.com
Istanbul

I am software developer - Boğazici University

Visit Profile

asd
asd@asd.asd

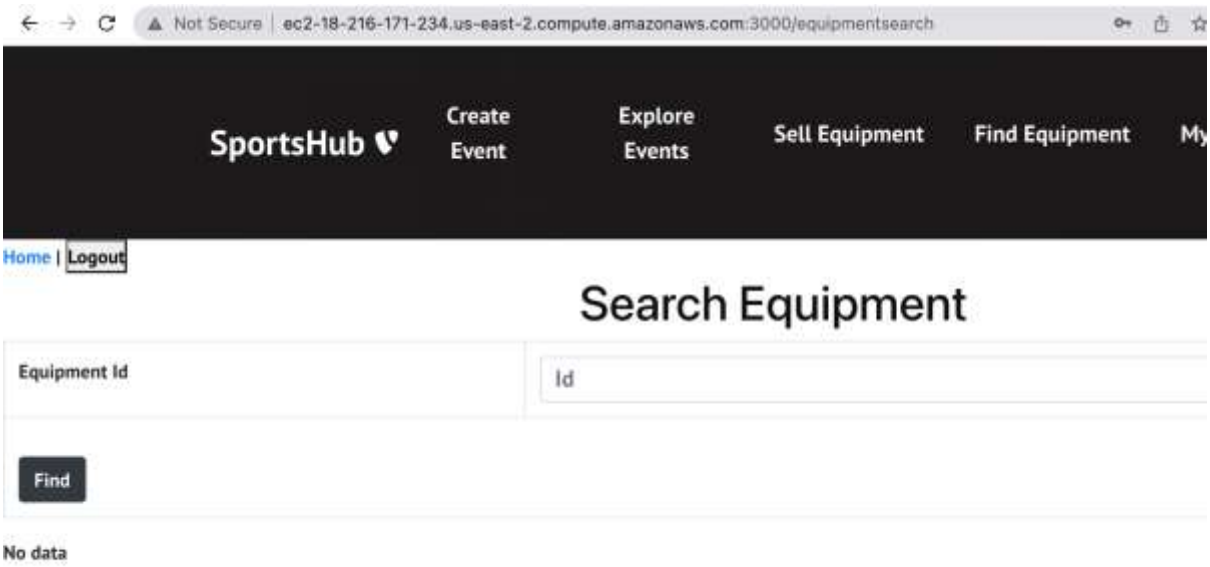
Visit Profile

fatih
asdasd@asdad.asdasd

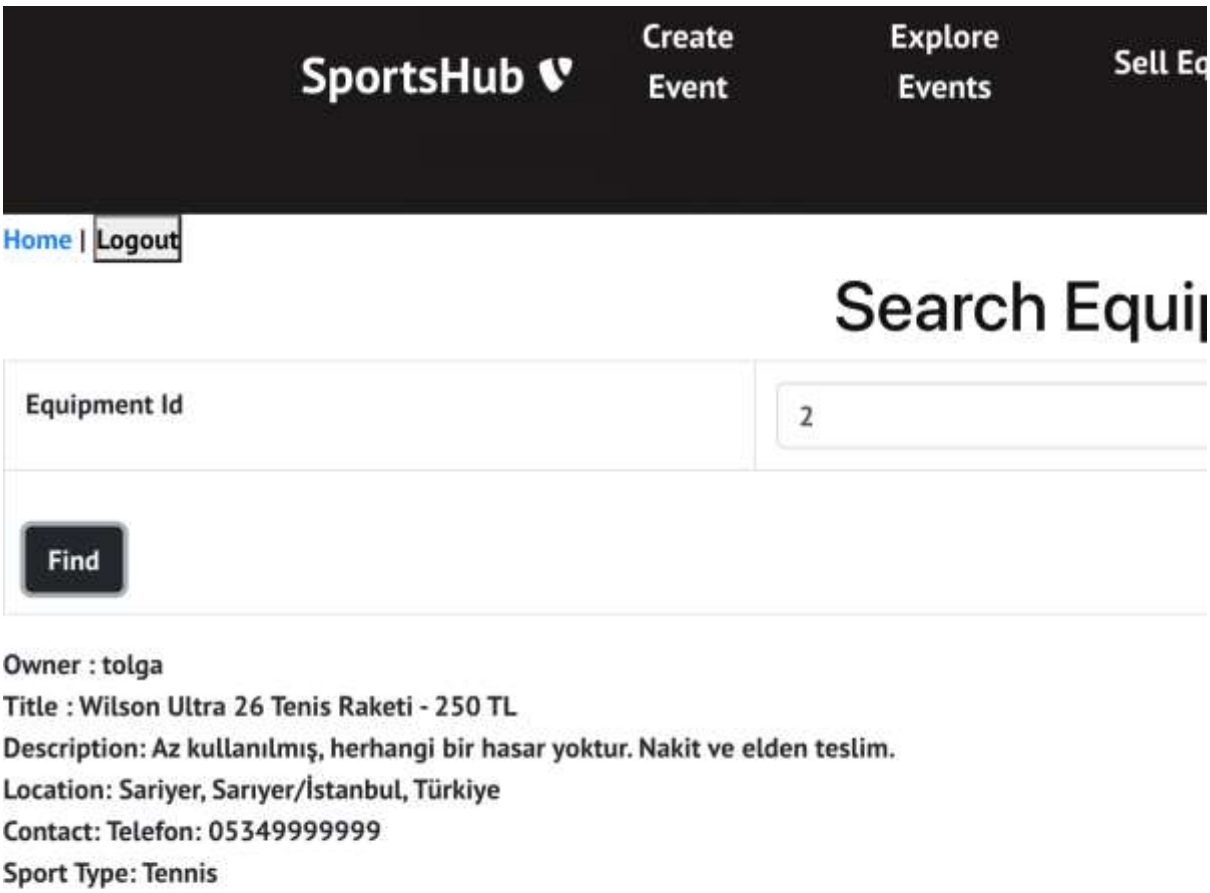
Visit Profile

## Search for Equipments

- **Users can Search Equipments by equipment id. Equipment search can be reached under the Home Page**

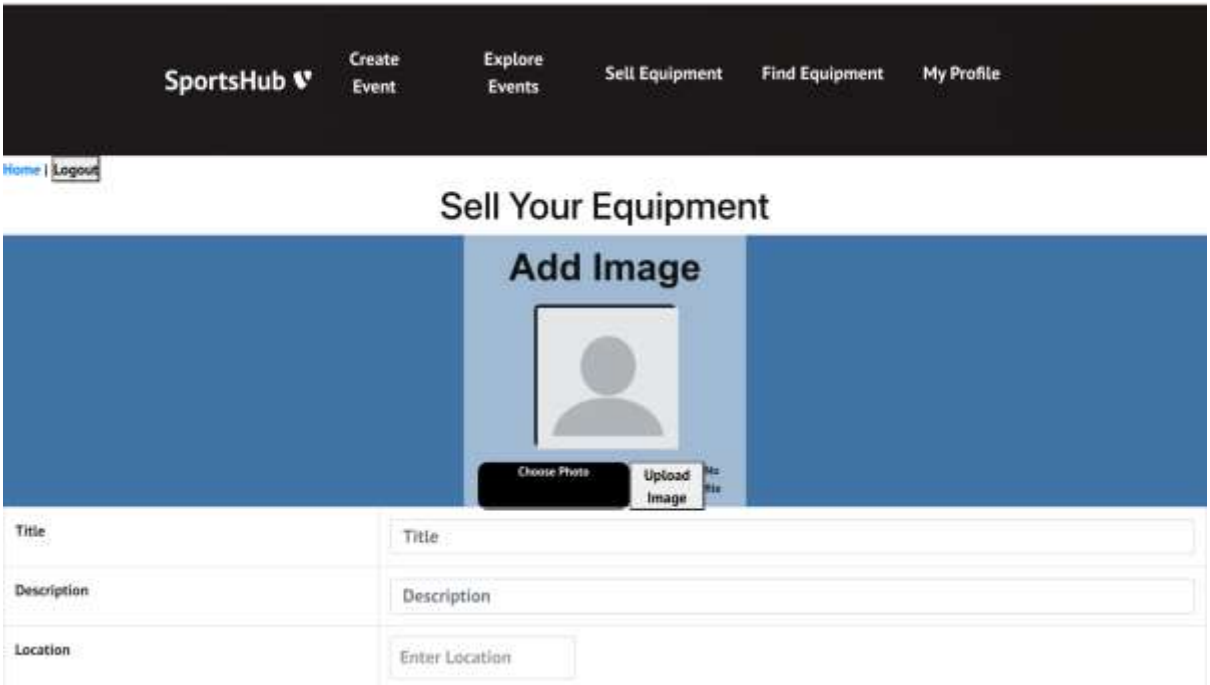



- **Equipment Detail informations can be seen after you gave the id of an equipment:**




## Create Equipment Page

- **Users can create equipment from the equipmentcreate window. This window can be reached under the Home Page.**




- **Users can upload a picture about to the equipment they are selling :**
  **Click the choose photo button and select your picture from your computer.**
  **Then click the upload image button after you saw the writing “file uploaded” on the right of the buttons then your equipment photo is uploaded.**

- **By filling the informations about the equipment you can create your equipment post. You can enter your location using the autofill; After the creation you will be directed to the equipment post success page:**

## Add Image

Choose Photo | Upload Image | File Uploaded

| | |
|---|---|
| Title | Yoga Matımı Satıyorum |
| Description | Hiçbir sorunu yoktur koşu ekipman ücretlerimi çıkarabilmek için satıyorum. |
| Location | Beş<br>Besançon, Fransa<br>Beşiktaş, Sinanpaşa, Beşiktaş/İstanbul, Türkiye<br>Sinanpaşa, Beşiktaş Vapur İskelesi, Beşiktaş/İstanbul, Türkiye<br>Dikilitaş, Beşiktaş Sait Çiftçi Devlet Hastanesi, Barbaros Bulv./Yıldız Cad., Beşiktaş/İstanbul, Türkiye<br>Bessemer, Alabama, Amerika Birleşik Devletleri |
| Contact | Contact |
| Sport Type | Sport Type |

SportsHub | Create Event | Explore Events | Sell Equipment | Find

Home | Logout

# You have been successfully created a new equipment post

You could find sport equipments

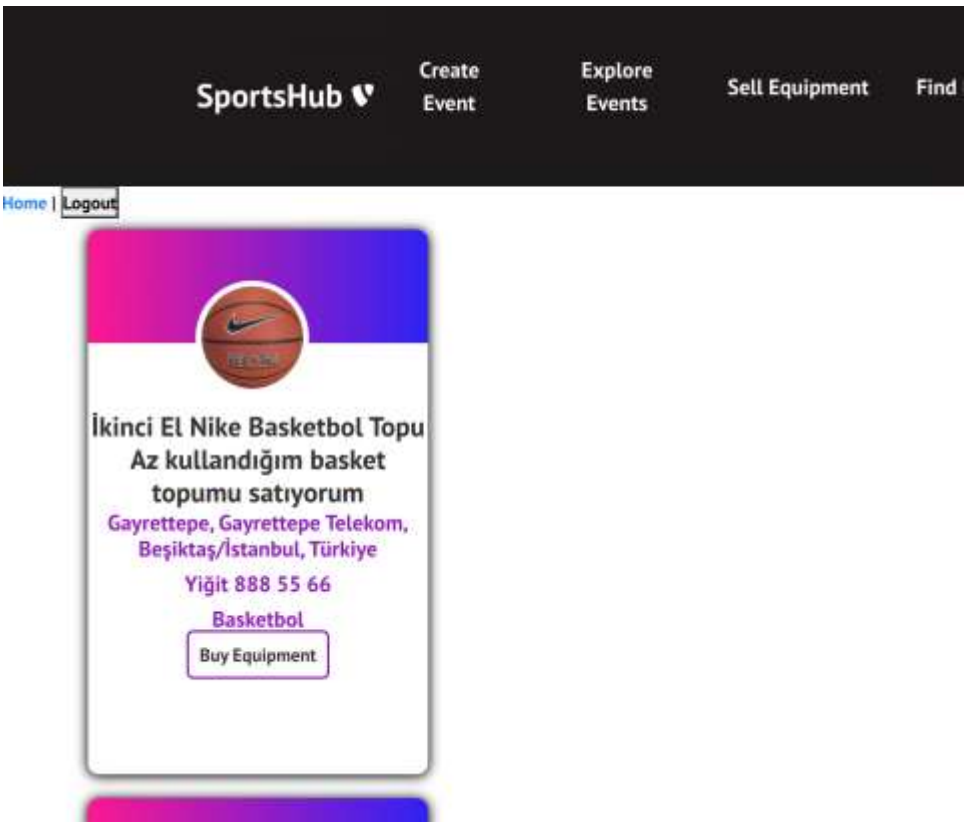
## Find/Buy Sport Equipment

You could sell other equipment

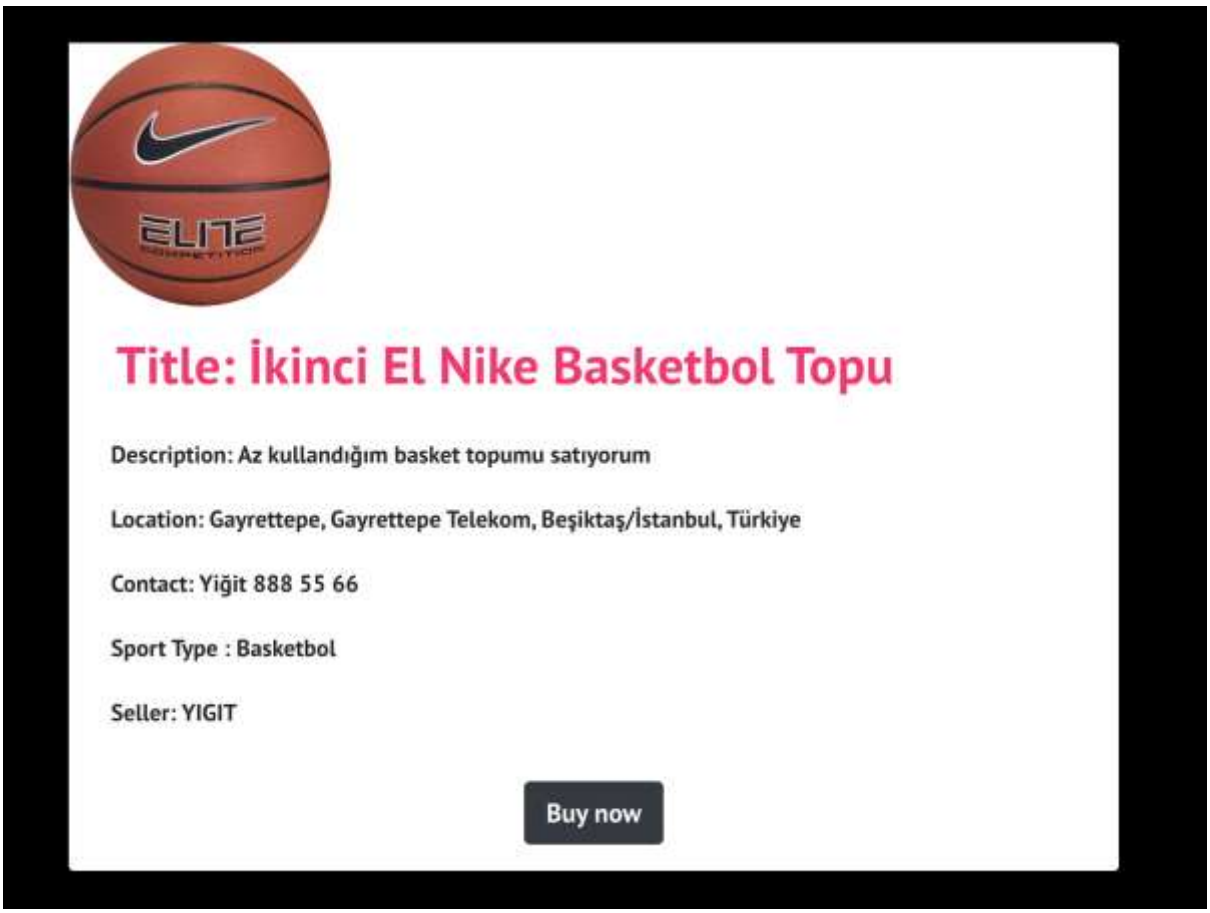
## Sell Equipment

## Find/Buy Sport Equipment

- **You can reach Find/Buy Sport equipment page from the page above as well as HomePage and Bar Window.**

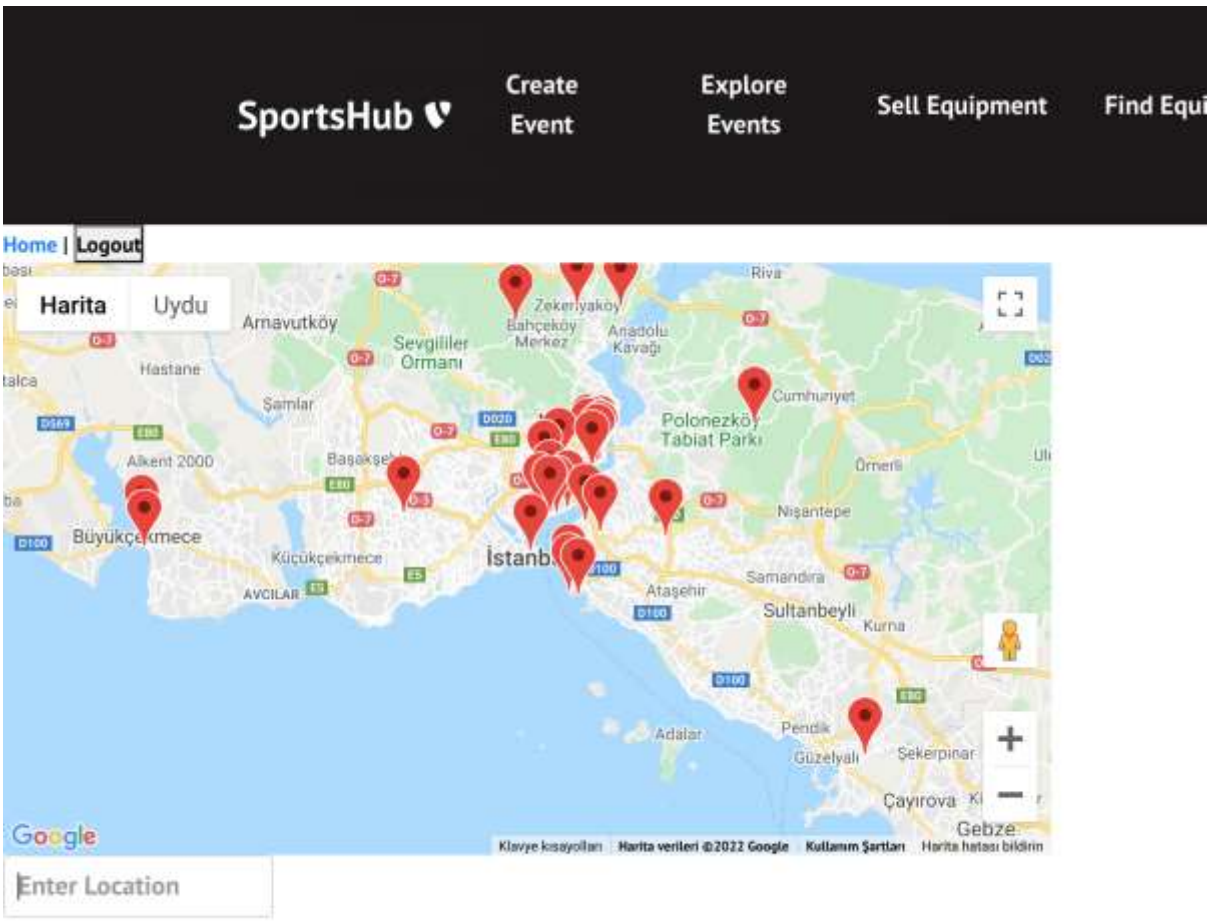


- **You can view the Equipment Posts more detaily by clicking the equipment post card.**

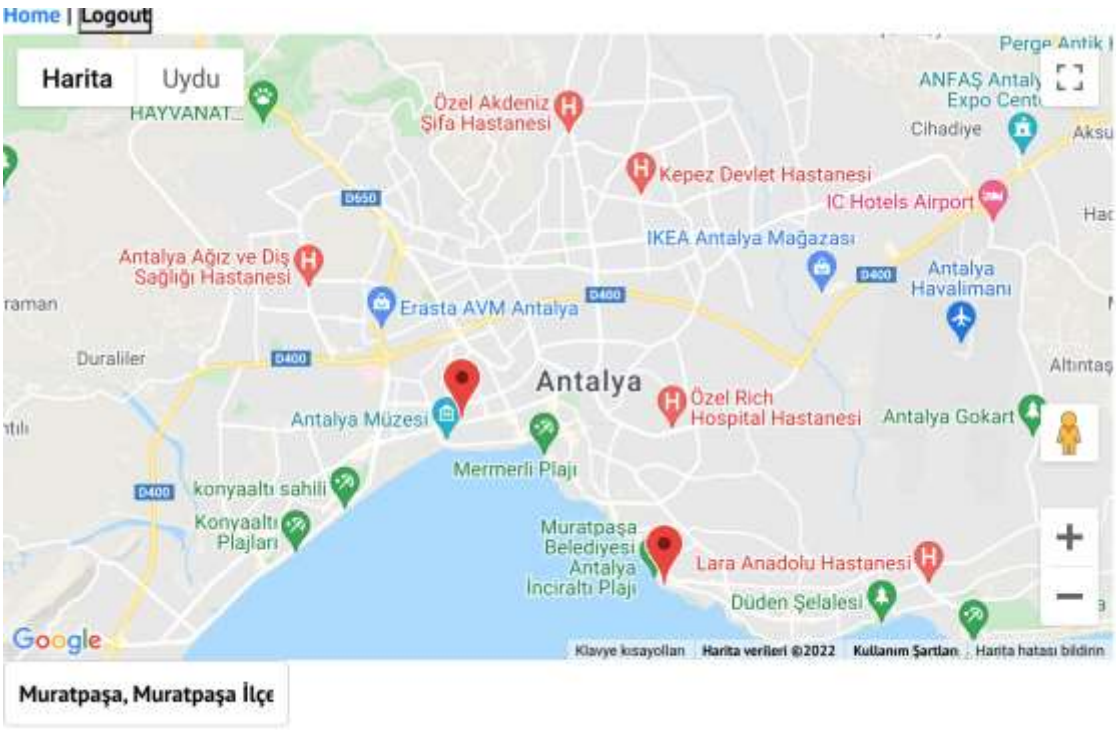


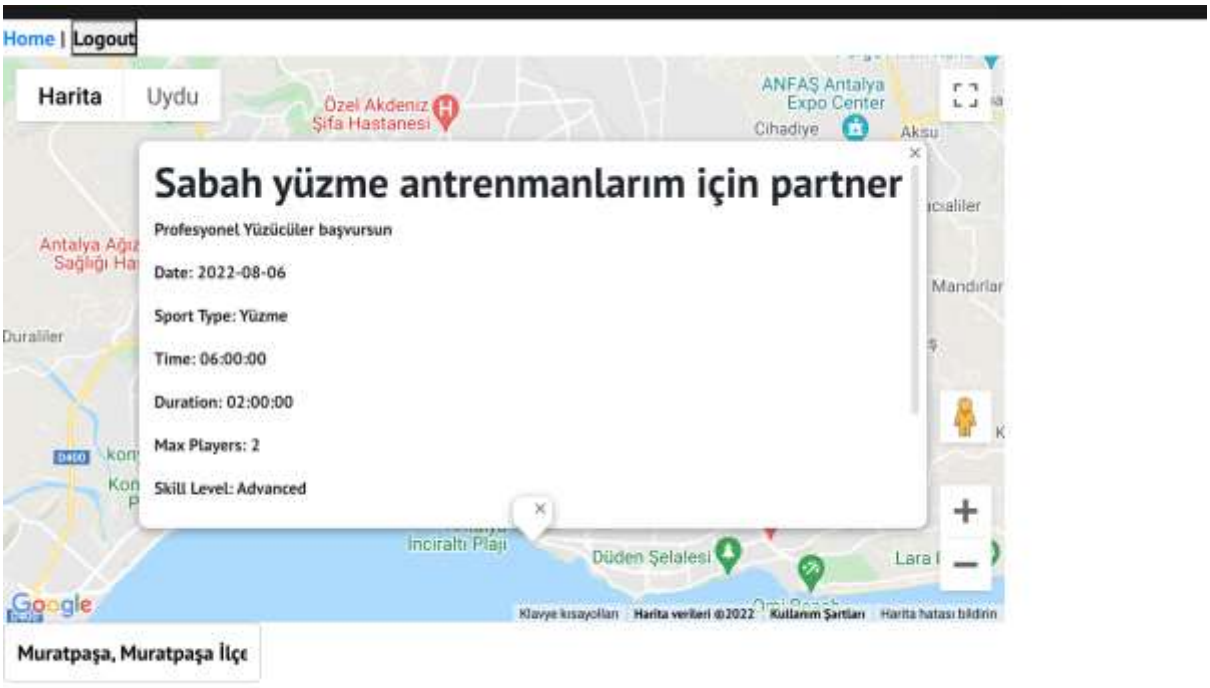

## Google Map Page

- **User can reach Google Map Page under the Home. Users can use autofill and search locations, also view the events in that location.**



- **The map will be updated after a place selected from autofill. Map center will be updated as the chosen location.**

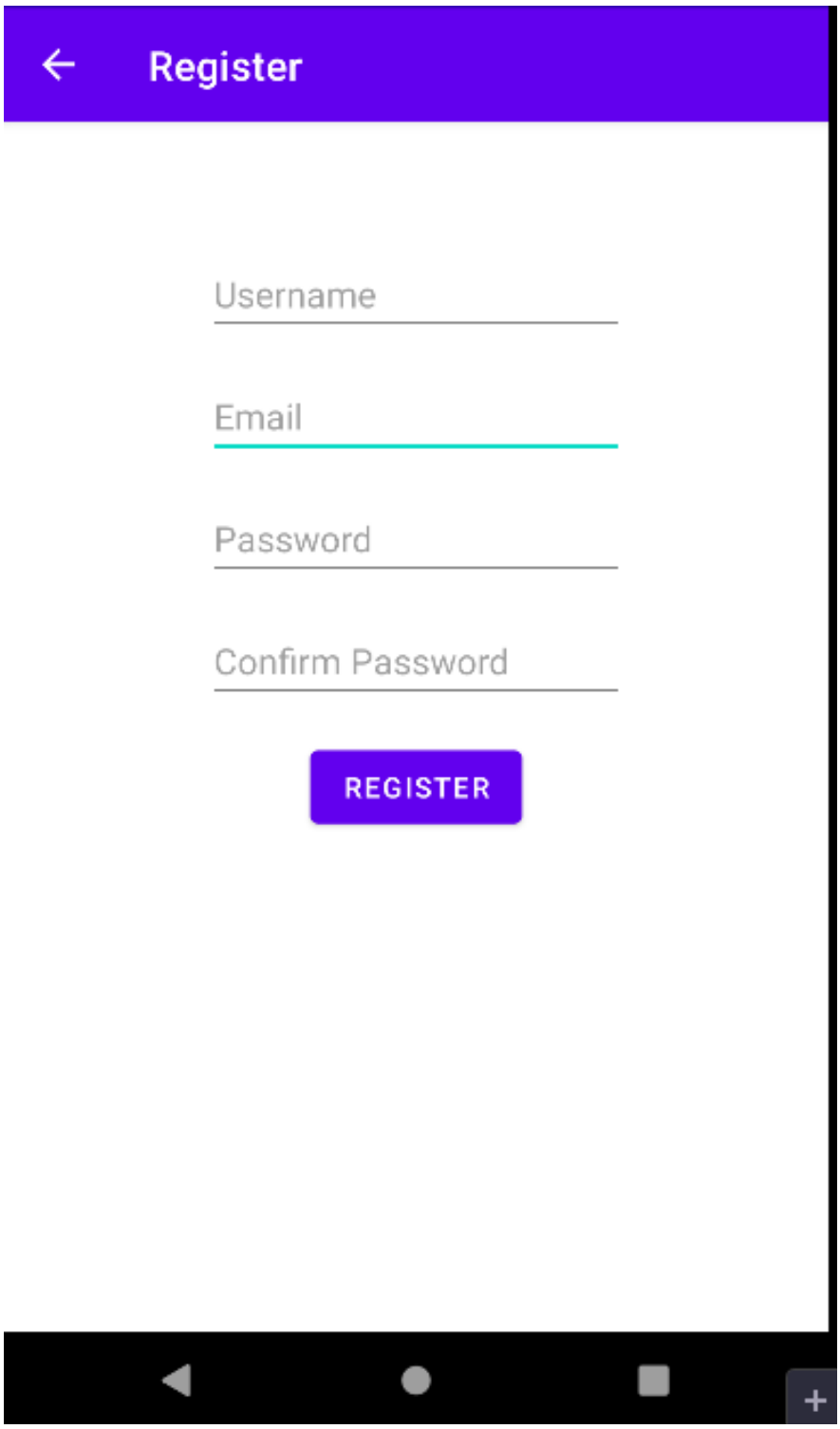



## 2. ANDROID

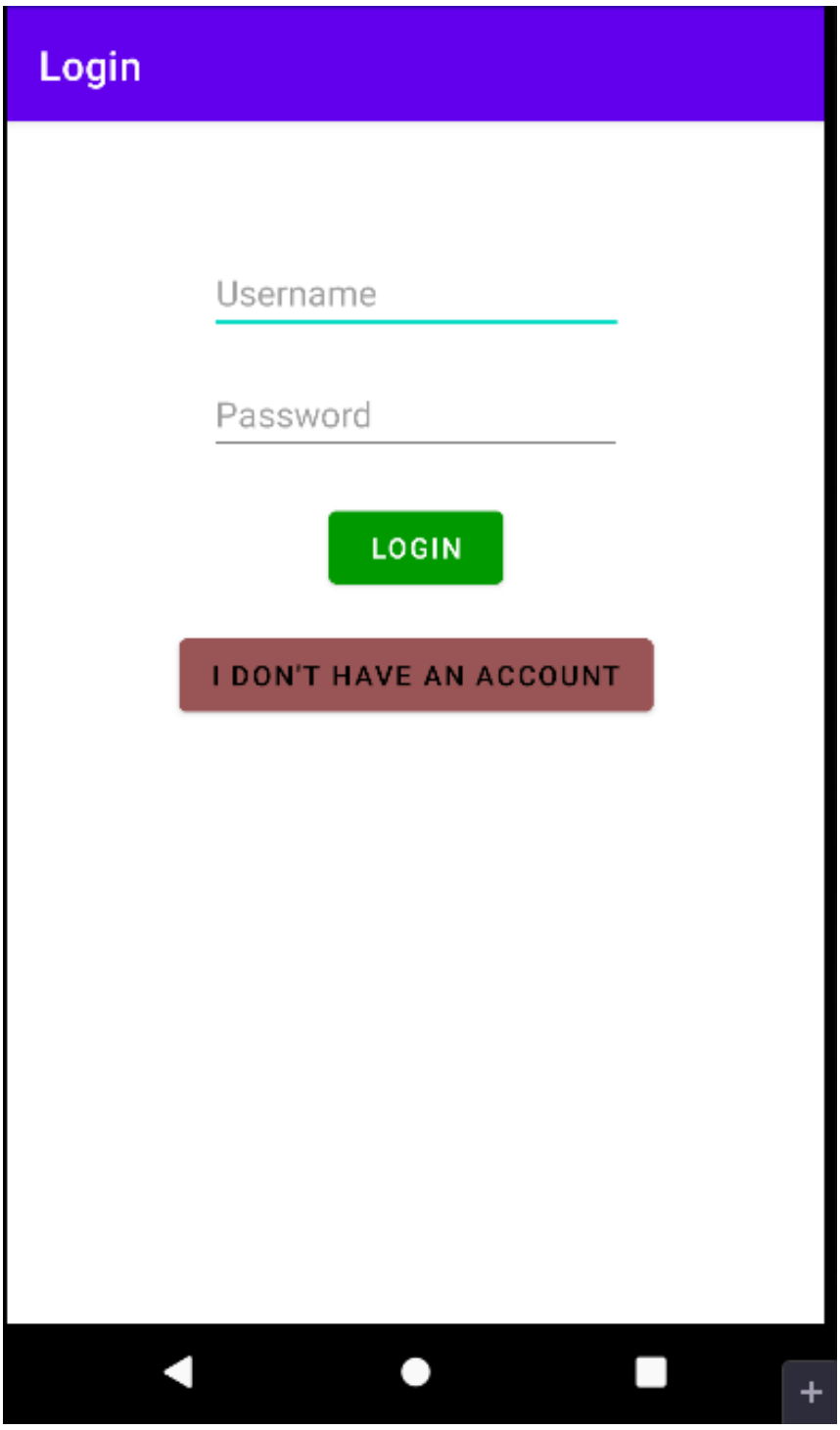
### Register Page

- New users register by filling username, email, password fields and clicking the register button.




Login Page

- Registered users login by filling username, password fields and clicking login button.
- User can go to the register page by clicking I don't have an account button.




## List Event Page

- Users view all of the events after login.
- View events by clicking the Event button on the bottom left.
- Users can create new events by clicking the + button which opens the create event page.
- Users can filter events by clicking Creator, Type and Level buttons filtering events by these parameters.
- Users can open the event detail page by clicking event cards.

## Event Detail Page

- Users view the details of event in this page.
- Users can view the related equipment by clicking related equipment button.
- Users can apply or withdraw their applications to events by clicking the apply button.
- Users can comment on events by filling the comment text box and clicking + button.
- Users can update the events by clicking the update button which opens the update event page or the events that they created.

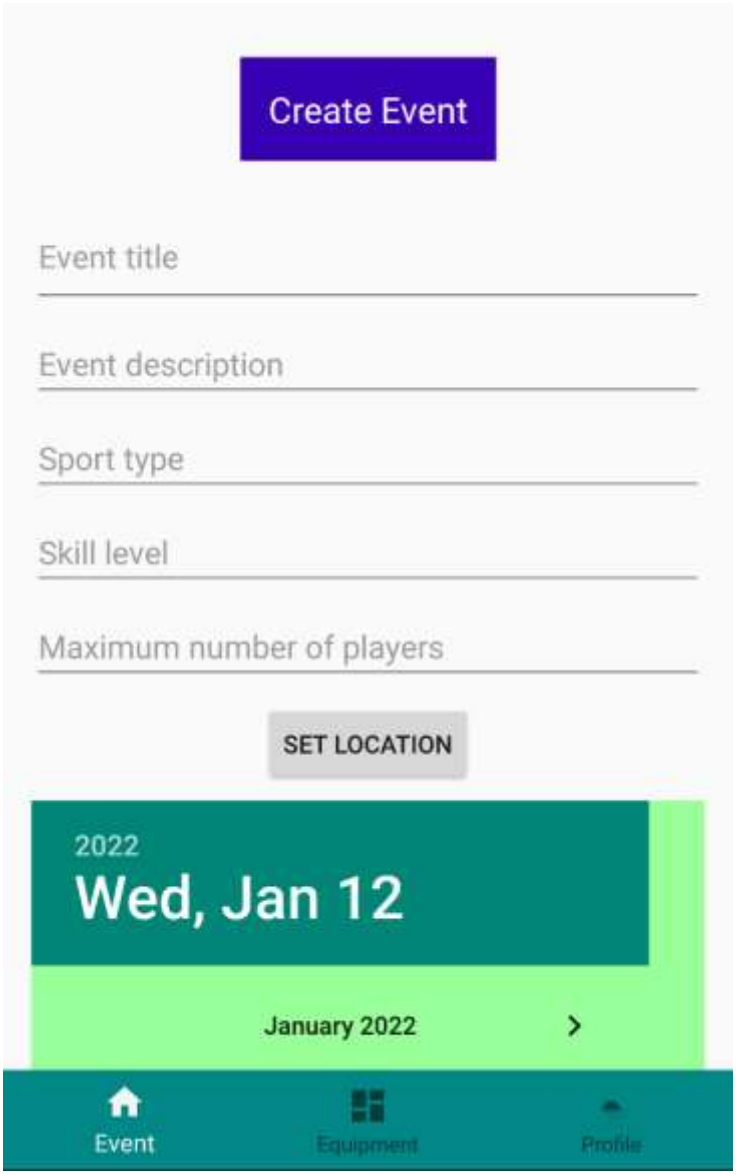
## Related Equipment Dialog

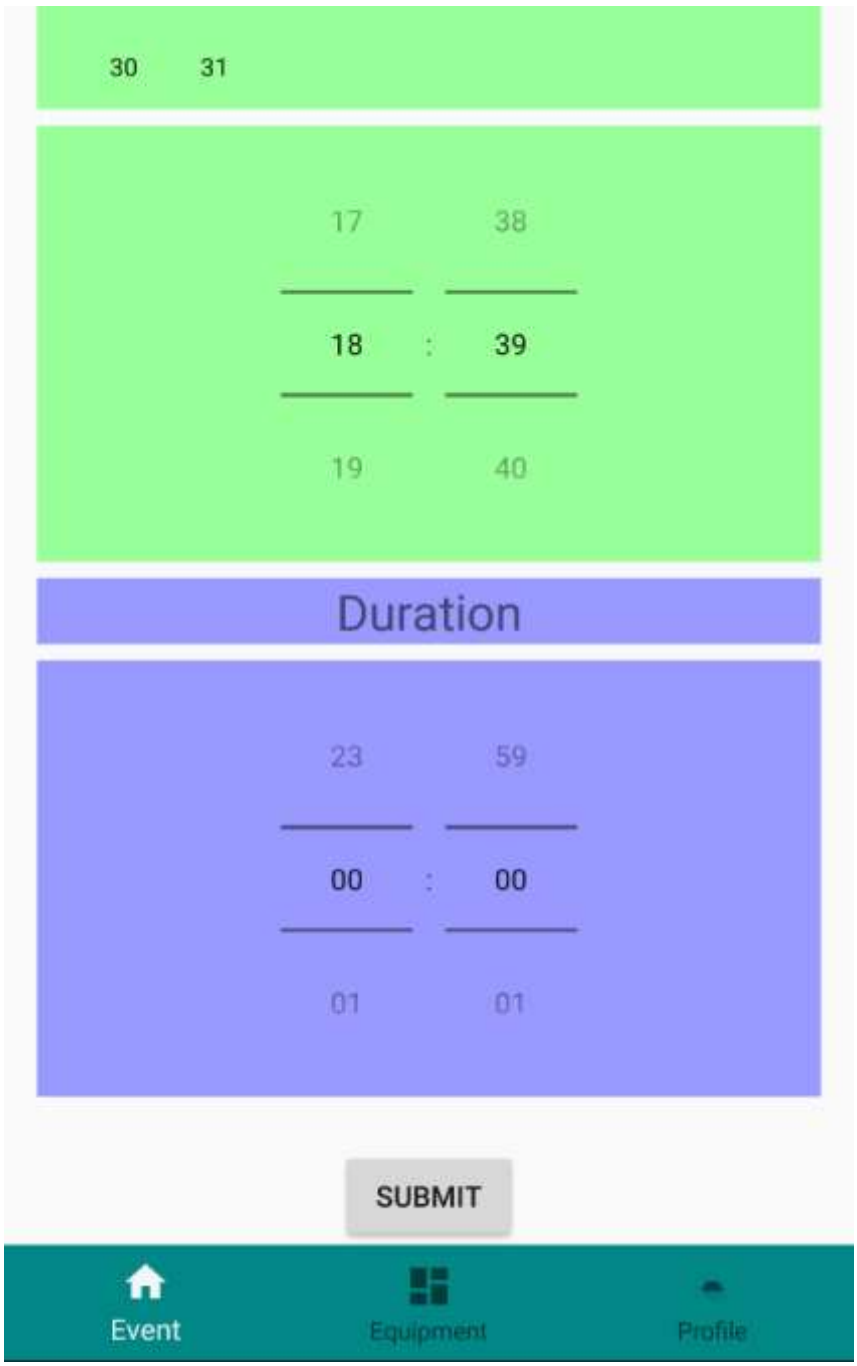
- **User views equipments matching the sport type of the event.**

## Create Event Page

- Create an event by
  - filling event title, event description, sport type, skill level and maximum number of players fields,
  - setting location by clicking SET LOCATION button,
  - selecting event date, time and duration and
  - clicking SUBMIT button.

- Event title, maximum number of players, location, date, time and duration are required.
- User will be notified if there are missing required fields.
- User will be redirected to the event list page after successful event creation.
- User will be notified if event creation is not successful.

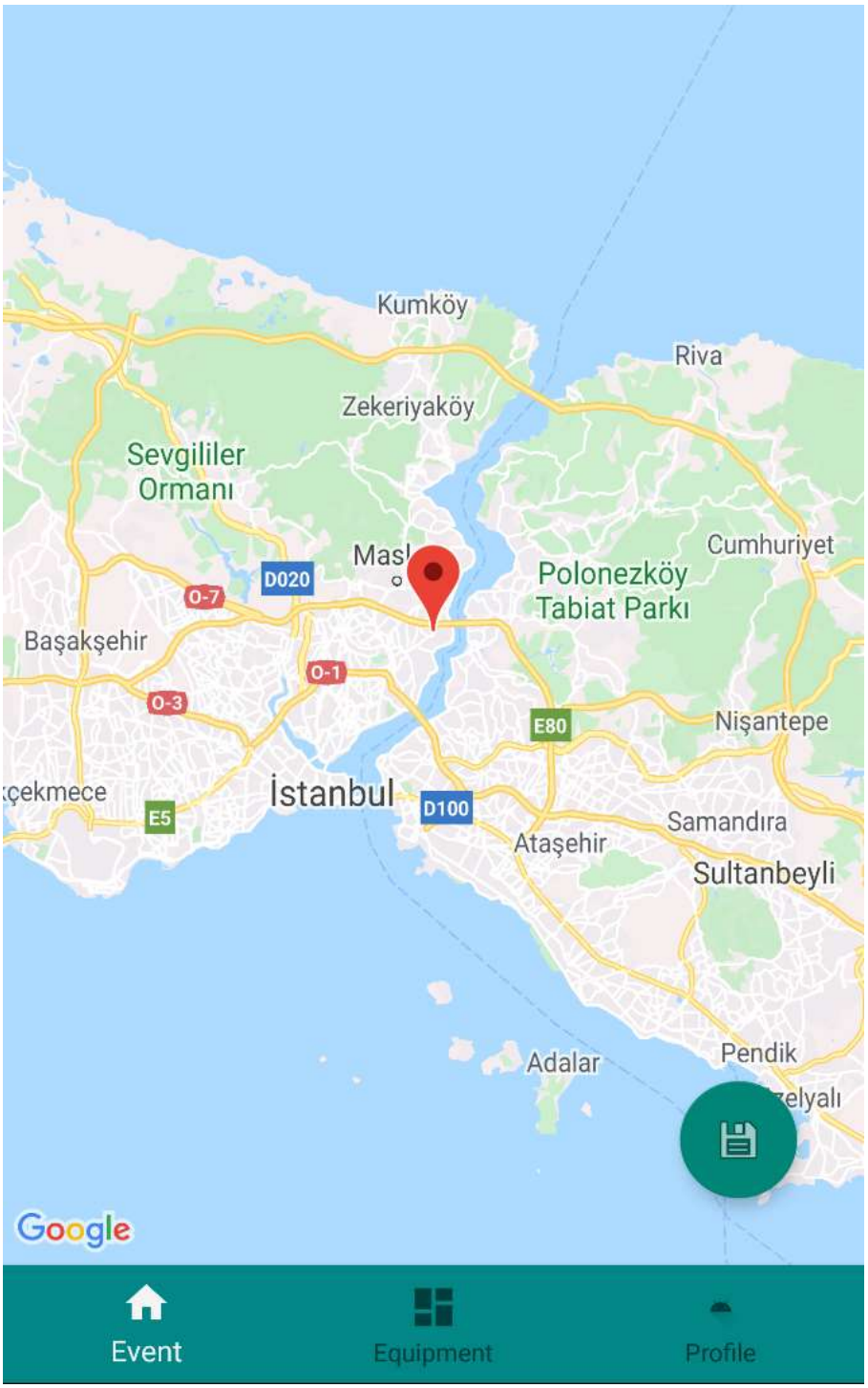





## Pick Location Page

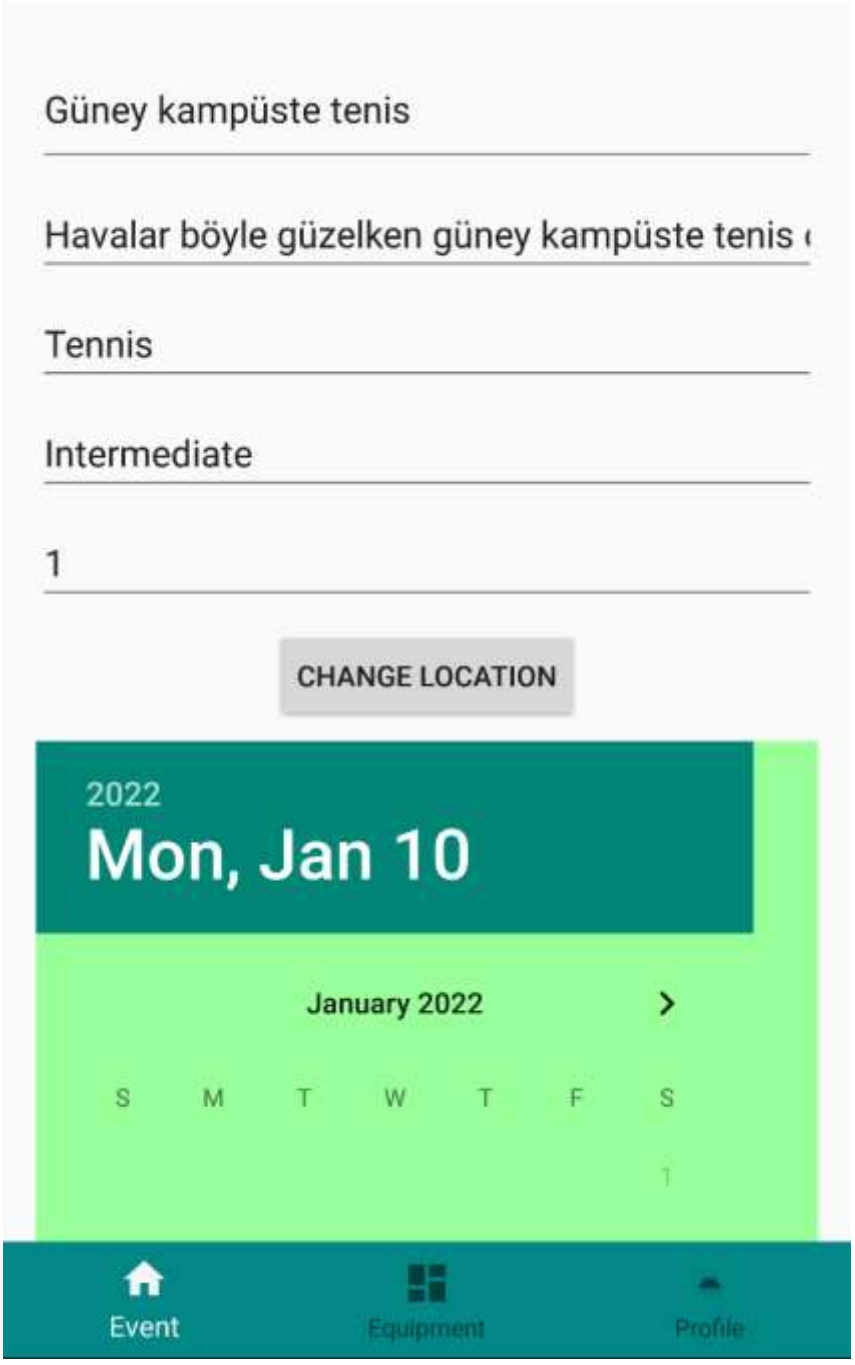
- Set a location while creating an event by
  - clicking on the map until you select the location of your event and
  - clicking the button on bottom right.

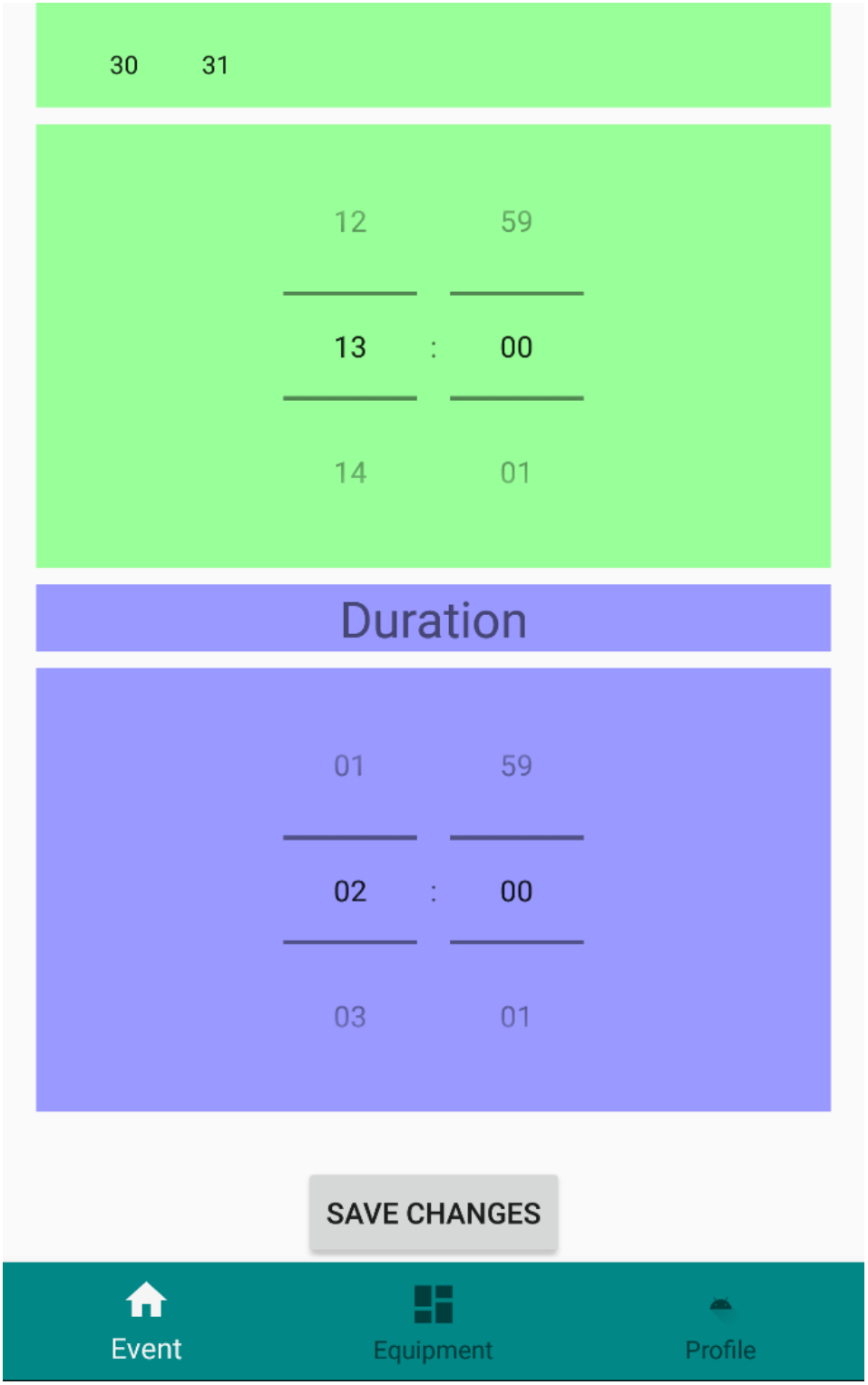
- User will be redirected to the create event page after successful location selection.




## Update Event Page

- Users can update the events they created.
- updating event title, event description, sport type, skill level and maximum number of players fields,
- setting location by clicking SET LOCATION button,
- selecting event date, time and duration and clicking SAVE CHANGES button.

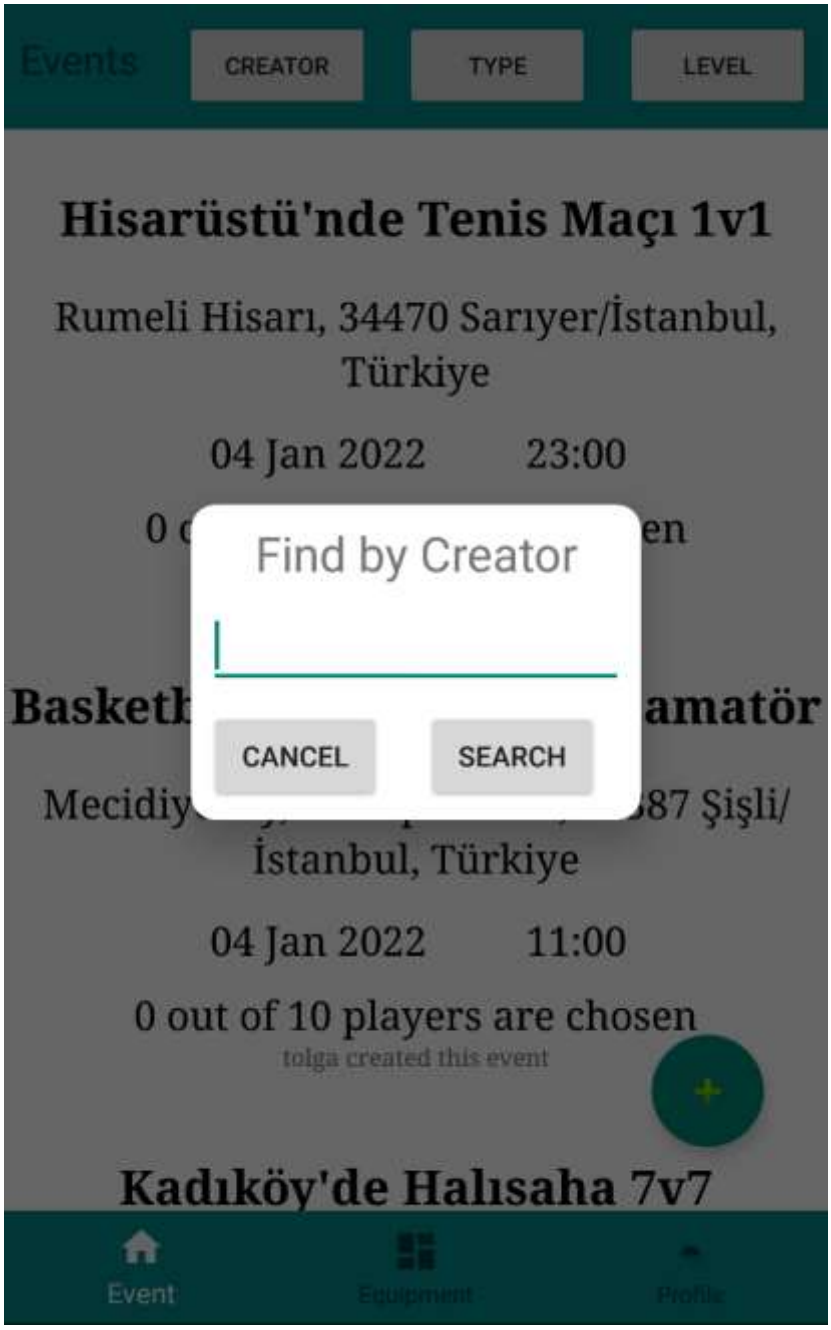

Güney kampüste tenis
Havalar böyle güzelken güney kampüste tenis
Tennis
Intermediate
1
CHANGE LOCATION
2022
Mon, Jan 10
January 2022
S M T W T F S
1
Event
Equipment
Profile




## Filter Events by Creator

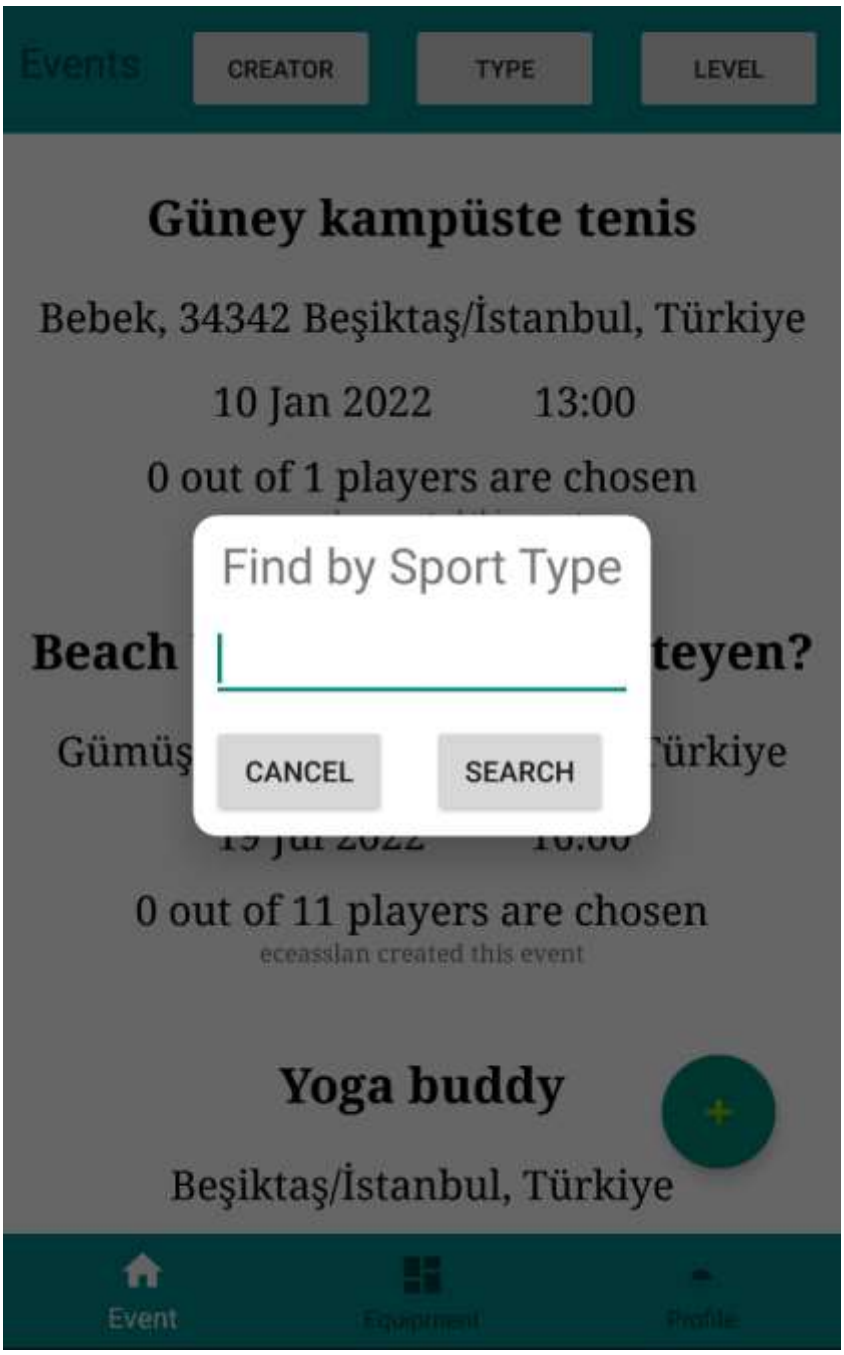
- Find by Creator dialog is opened after clicking the CREATOR button on the top.
- Search events according to its creator by
  - writing the username of the creator that you want to search and

    - clicking the SEARCH button.
- User will be redirected to the event list page with filtered events after successful event search.
- User can close the dialog by clicking the CANCEL button.



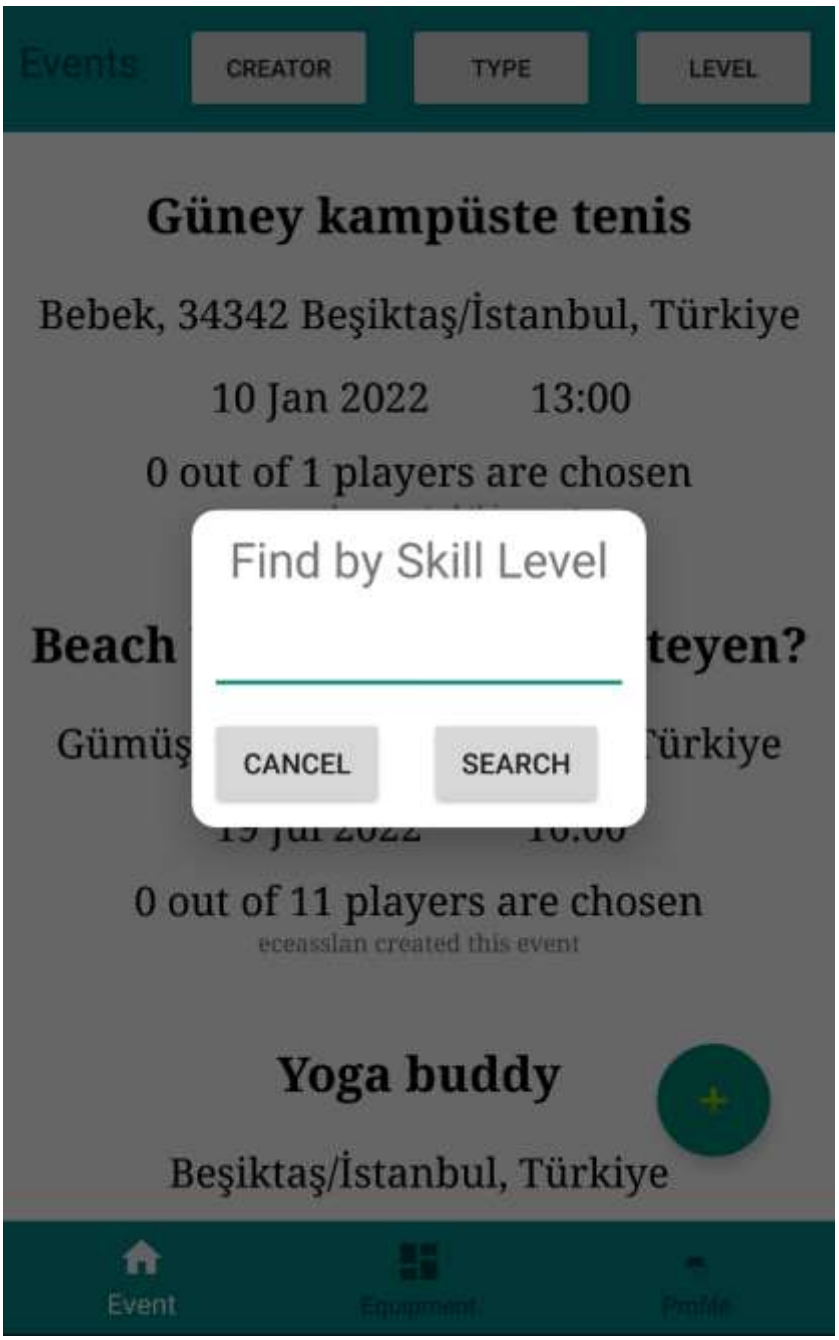

## Filter Events by Sport Type

- Find by Sport Type dialog is opened after clicking the TYPE button on the top.
- Search events according to its sport type by
    - writing the sport type that you want to search and
    - clicking the SEARCH button.
- User will be redirected to the event list page with filtered events after successful event search.
- User can close the dialog by clicking the CANCEL button.




## Filter Events by Skill Level

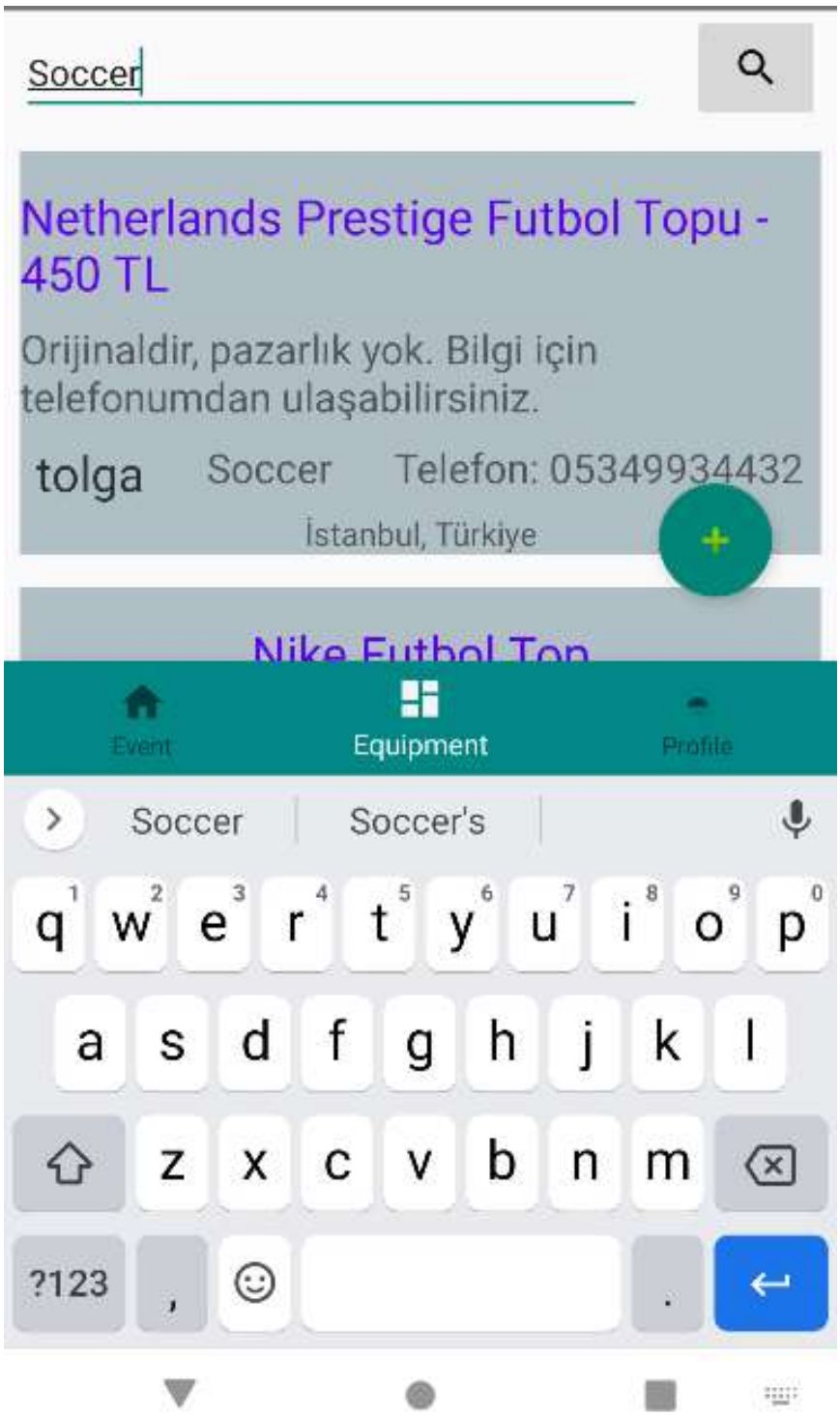
- Find by Skill Level dialog is opened after clicking the LEVEL button on the top.
- Search events according to its skill level by
  - writing the skill level that you want to search and
  - clicking the SEARCH button.
- User will be redirected to the event list page with filtered events after successful event search.
- User can close the dialog by clicking the CANCEL button.




## List Equipments

- Users can view all equipment posts by clicking Equipment Button at the bottom
- Users can filter equipments by filling the sport type and clicking the search button.
- Users can post new equipment by clicking + button which opens the create equipment page.

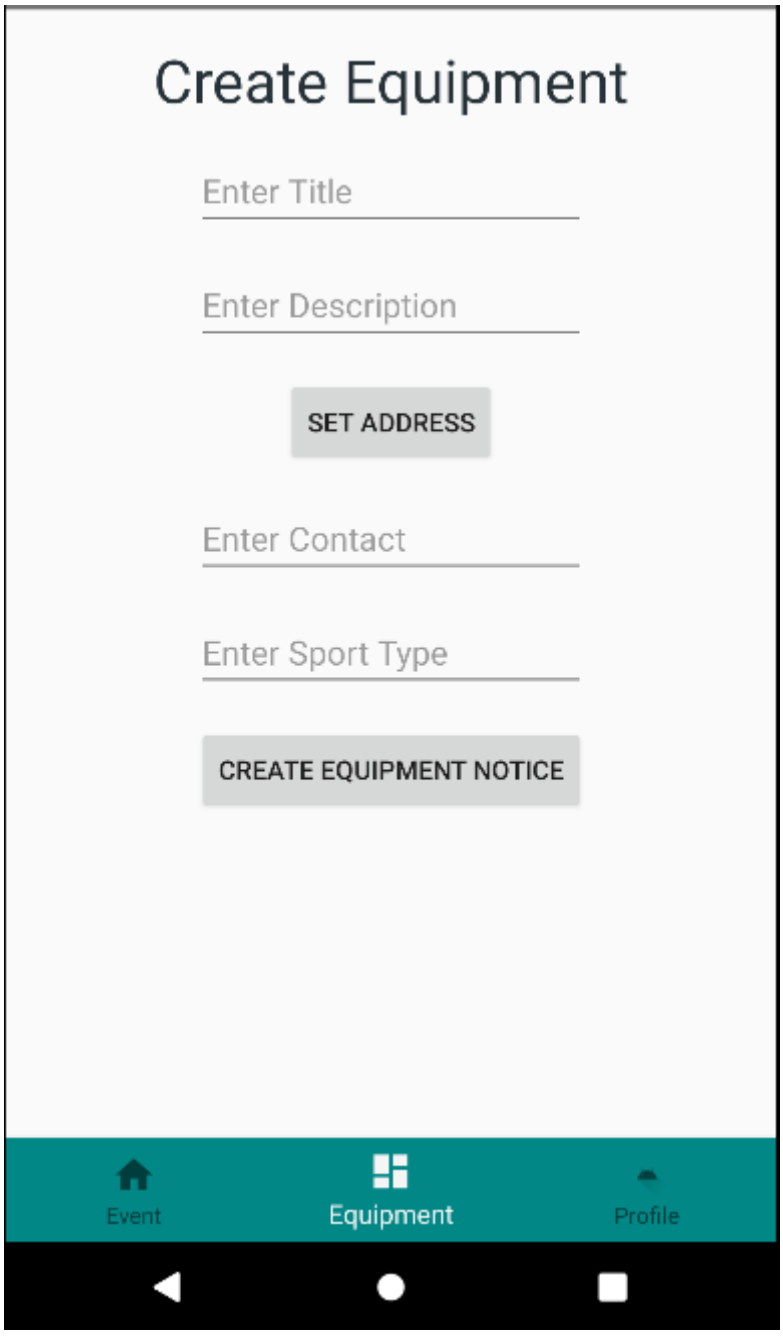
Filter by Sport Type
İkinci El Nike Basketbol Topu
Az kullandığım basket topumu satıyorum
yigit
Basketbol
Yiğit 888 55 66
Gayrettepe, Gayrettepe Telekom, Beşiktaş/İstanbul, Türkiye
Wilson Ultra 26 Tenis Raketi - 250 TL
Az kullanılmış, herhangi bir hasar yoktur. Nakit ve elden teslim.
tolga
Tennis
Telefon: 05349999999
Sariyer, Sarıyer/İstanbul, Türkiye
Wilson Evolution Basketbal Topu - 170 TL
Yeni aldım ihtiyaçtan satıyorum
tolga
Basketball
email: tolga@gmail.com
Event
Equipment
Profile



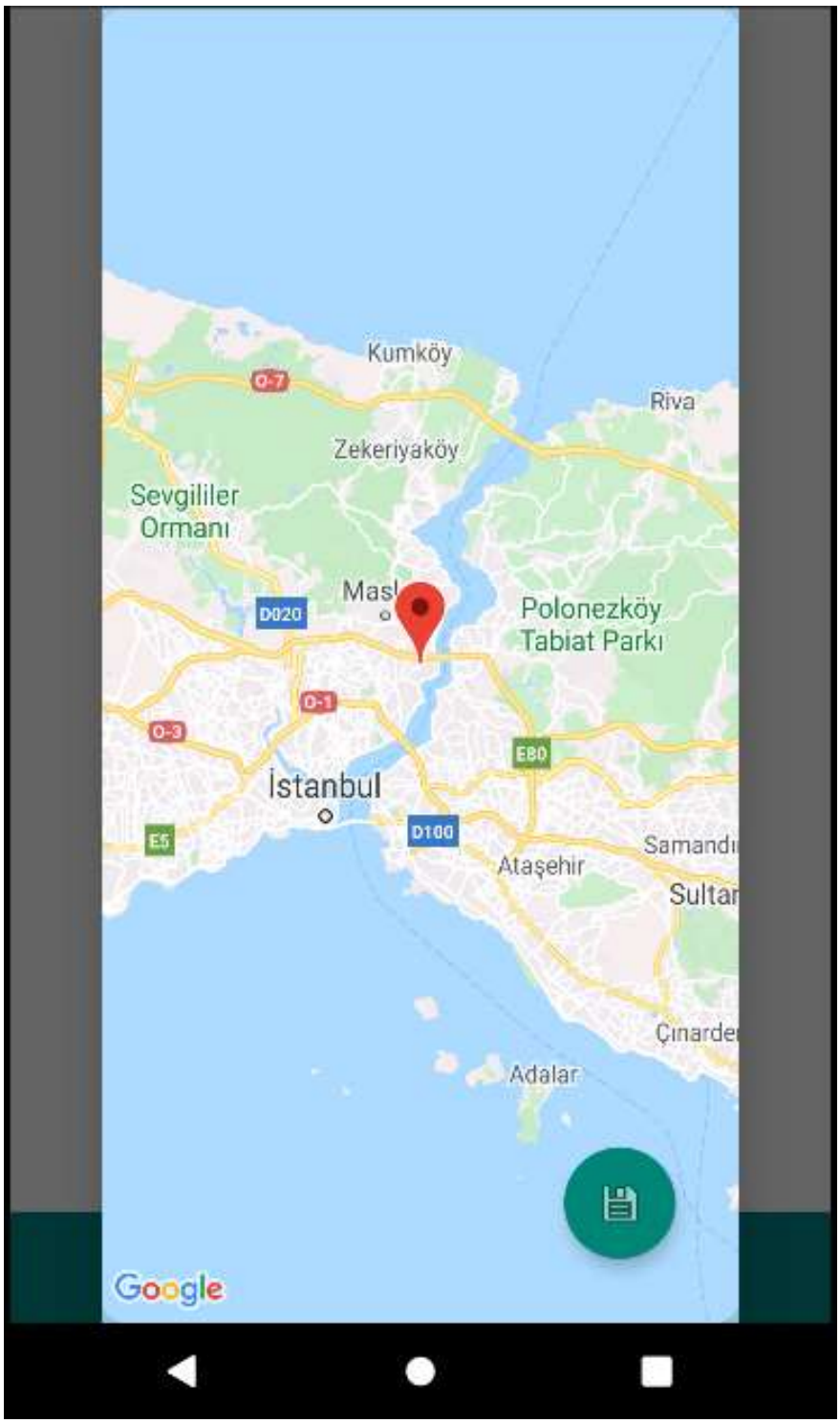

## Create Equipment

- Create an equipment by
  - filling equipment title, description, contact and sport type,

    - setting location by clicking SET ADDRESS button and
    - clicking the CREATE EQUIPMENT NOTICE button.
- User will be redirected to the equipment list page after successful equipment creation.
- Map is opened after clicking the SET ADDRESS button.
- Users pick a location on the map then clicks the save button to set the address of the equipment post.



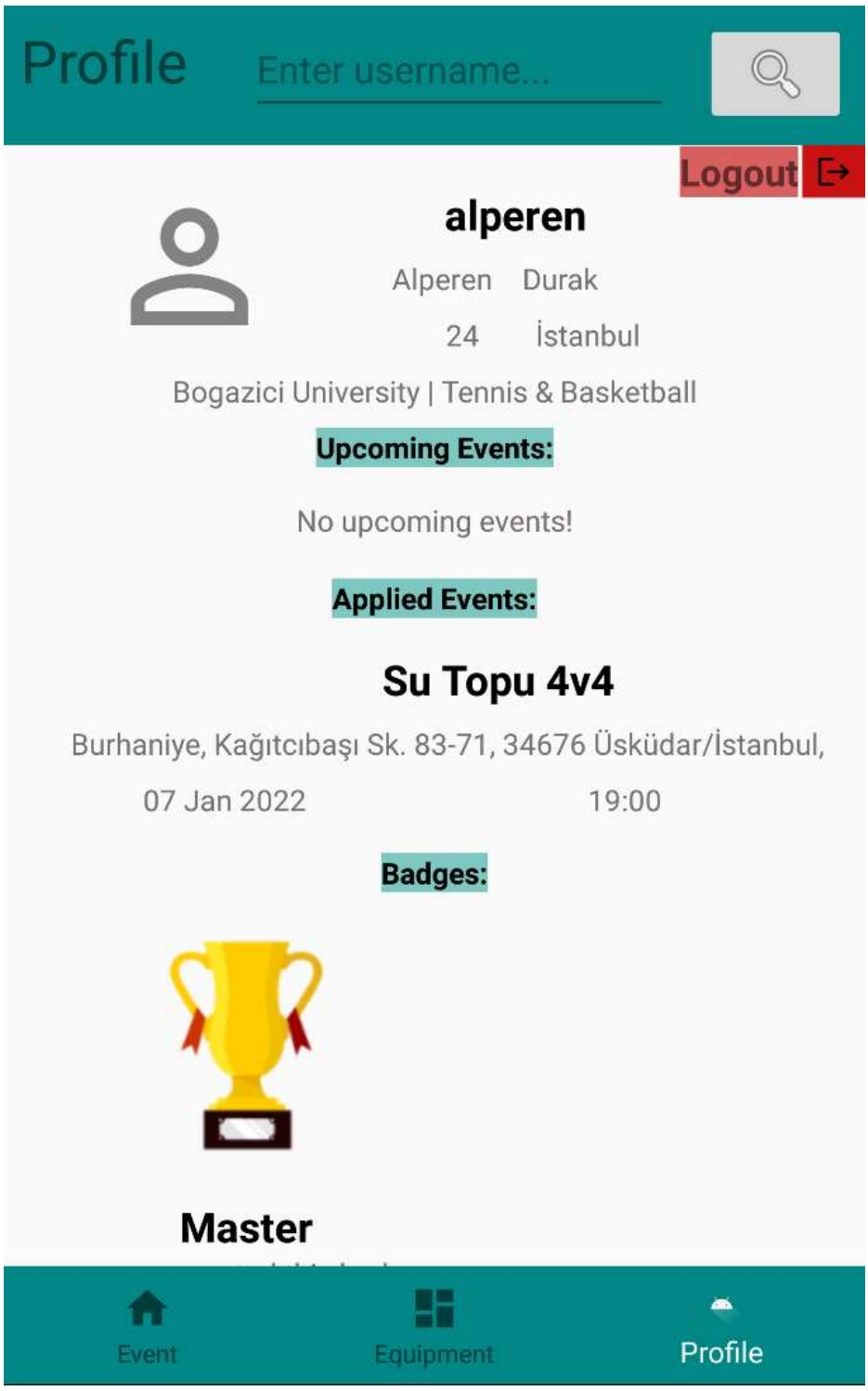

-




## View My Profile

- View your profile page by clicking the Profile button on the bottom right.
- Username, first name, last name, age, location and about information are shown if they are provided by the user.
- Events that the user will participate in are shown under the Upcoming Events title.

- Events that the user applied are shown under the Applied Events title.
- See the event details by clicking the event.
- Badges of the user are shown under the Badges title.
- Search profile of a user according to his/her username by writing the username in the Enter username… field and clicking the search button on the top right.
- Users will be redirected to the profile of the searched user after successful profile search.
- User will be notified if the username is not valid.
- Log out by clicking the logout button.
- A user can give a badge to another user by searching for the other user.
- After finding the searched user, users can click the GRANT BADGE button then pick the badge they want to give and submit.
- After successfully giving a badge it is listed under the badges.


Profile
Enter username...
Logout
alperen
Alperen Durak
24 İstanbul
Bogazici University | Tennis & Basketball
Upcoming Events:
No upcoming events!
Applied Events:
Su Topu 4v4
Burhaniye, Kağıtcıbaşı Sk. 83-71, 34676 Üsküdar/İstanbul,
07 Jan 2022 19:00
Badges:
Master
Event
Equipment
Profile

Profile

Enter username...

Bogazici University | Tennis & Basketball

**Upcoming Events:**

No upcoming events!

**Applied Events:**

## Su Topu 4v4

Burhaniye, Kağıtcıbaşı Sk. 83-71, 34676 Üsküdar/İstanbul,

07 Jan 2022 19:00

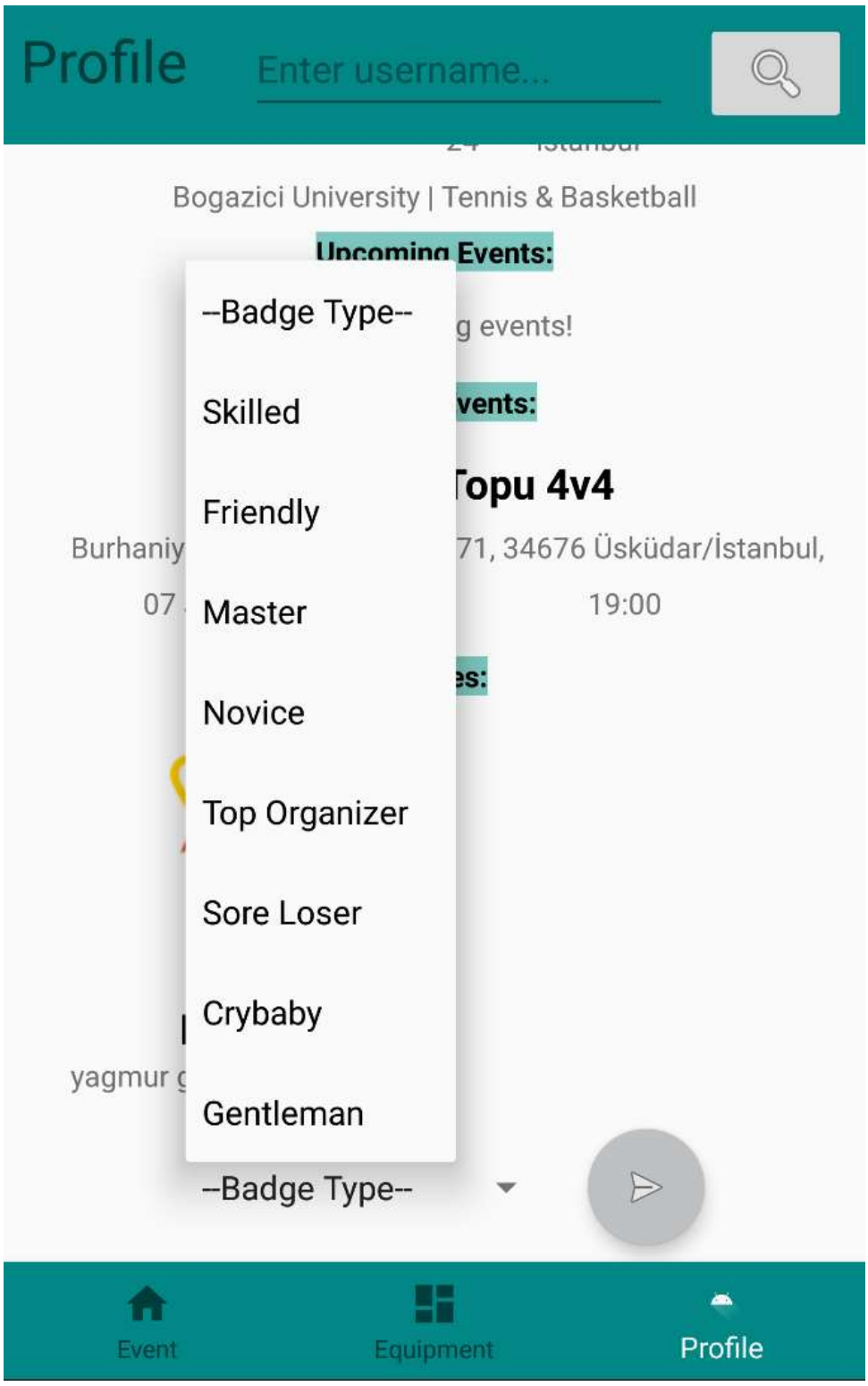
**Badges:**

## Master

yagmur granted this badge

GRANT BADGE

Event Equipment Profile


Profile
Enter username...
Bogazici University | Tennis & Basketball
Upcoming Events:
--Badge Type--
Skilled
Friendly
Master
Novice
Top Organizer
Sore Loser
Crybaby
Gentleman
--Badge Type--
Event
Equipment
Profile