GROUP 4

Milestone Report 1

Amateur Sport Events Platform

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Berkay Gümüş
Ece Dilara Aslan
İhsan Mert Atalay
Mehmet Hilmi Dündar
Muhammed İrfan Bozkurt
Salih Furkan Akkurt
Tolga Kerimoğlu
Yağmur Selek
Yiğit Sarıoğlu

Where are we in the project lifecycle?

Week 1 & 2

Initial Meeting and Repository Setup

We have met for the first time, set up the initial repository, and created our wiki. Everbody created their personal wiki pages and time tracks and compiled their favorite repositories.

Week 3

Requirements

We have studied how Software Requirements Specification (SRS) documents are written and written the initial version of our project requirements.

Week 4

Scenarios and Mockups

We have created 3 user scenarios and corresponding mockups for those, for use cases of event creation, joining an event and finding an equipment.

Week 5

Design Documents

We have created the Use Case, Sequence and Class Diagrams for the project and updated them in alignment with the feedback we've received from our TA.

Week 6

Milestone Report

We have created an extensive report, documenting the past work we have done in detail and setting up a roadmap for the future.

Contents

1. Executive Summary

   Introduction - What is this report about?
   Description - What are we building?
   Project Status - Where are we?
   - Communication
   - What has been done?

   Moving Forward
   - What will be improved?
   - What new things are coming next?
2. List and Status of Deliverables
3. Evaluation of Deliverables

   Communication plan
   Requirements
   Scenarios and Mockups
   UML Software Designs
   Project plan & RAM

4. Evaluation of Tools and Processes

   GitHub
   Lucidchart
   Pencil Project
   ProjectLibre

5. Summary of Work Done Individually
6. Deliverables

   Communication Plan
   Requirements
   - Glossary
   - Functional Requirements
   - Nonfunctional Requirements

   Scenarios and Mockups
   - Scenario 1 & Mockup
   - Scenario 2 & Mockup
   - Scenario 3 & Mockup

   UML Diagrams
   - Use Case Diagram
   - Class Diagram
   - Sequence Diagrams

   Project Plan & RAM

1. Executive Summary

Introduction - What is this report about?

We are a group of students taking the CMPE 352 course at Boğaziçi University. As part of the coursework, we are building an amateur sports events platform where people can both organize or find sport events to participate in. This report marks the first milestone in our project and documents everything that our team has done so far.

Description - What are we building?

We are building an application that's going to be on both Android and the Web. The premise is building a community around amateur sports and creating a platform for people to organize amateur sport events and find nearby events they can attend to, after which they can comment on the event, share opinions, interact with other participants and overall be a part of the community for that sport. In addition to that, we also provide a side service where users can sell equipment and buy them, basically an in-app marketplace.

After signing up and logging in to the system, the user can search for events based on location, sport type, skill level, date etc. to find a suitable one if he/she wishes to join or the user can choose to join events as a spectator just to meet people and enjoy the games. On the other side, if the user wants to create an event and find people to join the event, he/she can easily do that just by specifying the date and location and the type of the event. Of course additional descriptions can also be provided if desired. After joining a mutual event, the user can grant badges to other users depending on the impression they got from them and further, they can follow other users to see get notified of events they create.

Finally, all users can access the marketplace where they can find and purchase equipment they might need for a particular sport and sell the equipment they already have.

Project Status - Where are we?

Over the past 6 weeks, since the beginning of the semester, we have successfully created many deliverables, got huge insights into the process of software engineering and learned a lot about working as a team, task sharing, effort tracking and the practice of getting your work criticized and reviewing your teammates work.

Intrateam Communications

Throughout these 6 weeks, we have learned how to communicate more efficiently as a team and respect everyone's schedules. At first we were having single weekly meetings

over Zoom and just used WhatsApp for other communication necessities but now we have evolved into a more separable structure where we usually have smaller sub-teams having multiply meetings a week and working on separate tasks and then one or two larger meetings where we coordinate and review each group's work. On top of that, we have been using Slack for most of our communications now and as an archive for storing the information related to any task. It has become a collective platform where one can easily pick a channel for any task that has been worked on and see its progress and all the resources related to it very quickly, which is immensely helpful.

What has been done?

We have started off the semester with setting up our GitHub repository, meeting each other and establishing means of communication. Everybody has created their personal pages in the repository wiki and we did some overall research about Git and compiled our favorite GitHub repositories. Afterwards, we were assigned our project and we got going. Following the Agile lifecycle methodology, we first needed to identify and pinpoint exactly **what** we were going to build. So, in tandem with the customer, we have curated a detailed list of requirements for the project. We have not only determined the User, System and Nonfunctional Requirements of the our project, we have also, following the IEEE standard, created a Software Requirements Specification(SRS) document that contains the requirements and additional information about the project and a revision history for easily tracking any changes made to it. This will be, as known in software engineering terminology, the single 'source of truth' we will look into when we get to implementing the project.

After creating the requirements, we were tasked with realizing real life uses cases in the form of scenarios and we had to think about how the app would actually function and what the user experience would be like. In alignment with that, we have created three user scenarios and their corresponding mockups for both Android and the Web platforms. These scenarios covered the cases of signing up and finding an event to join, creating and organizing an event and finding equipment to purchase in the in-app marketplace. While creating these scenarios and mockups, we have recognized many gaps and missing stuff in our requirements/old stuff that had to be modified, so it has also been very useful in refining our requirements.

With the completion of Scenarios and Mockups, we have started learning about the Unified Modelling Language (UML) and were tasked with creating Design Diagrams such as Use Case Diagrams, Class Diagrams and Sequence Diagrams for the project. Creating these allowed us to look at the project from a different perspective than what we had so far and we got to determine how different components and modules of the system

would interact with each other, what cases are possible and how it would actually look like in code from an OOP point of view.

As latest, we have been dealing with the planning aspect of our project and creating the Project Plan and the Responsibility Assignment Matrix. In doing this, we had to outline a detailed plan and schedule for the future. Taking input from our TA and reviewing previous work, we created a tentative list of tasks that would ideally be finished by the end of the follow-up course CMPE 451 and shared those tasks among group members as well as scheduling them reasonably for the future. This gave us a better understanding of what's awaiting us and what we should be ready for.

Moving Forward

With completing the Project Plan and the Responsibility Assignment Matrix, we have got a much clearer idea on what's to come.
We will now start getting into the implementation phase for the remainder of this semester and for the whole duration of the CMPE 451 course next semester. We will be doing research and designing our API this semester and getting started with the pre-implementation of the project. Final implementations on the backend, frontend and android will be done next semester. We will be constantly revising our work as we progress, refine the description of the project as things get more clear and hopefully produce an industry quality product at the end. We are happy with what we have accomplished so far and looking forward to new and bigger challenges!

2. List and Status of Deliverables

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

DELIVERABLE	COMPLETION DATE
Communication plan	29 March 2021
Requirements	25 April 2021
Scenarios & Mockups	20 April 2021
Class Diagram	28 April 2021
Use Case Diagram	28 April 2021
Sequence Diagrams	28 April 2021
Project Plan & RAM	07 May 2021

3. Evaluation of Deliverables

Communication Plan

We have a weekly meeting on Tuesdays, 9.30 pm. We chose this time in order to discuss the assignment right away and share tasks. We plan other meetings if it is needed. At first, we used Zoom, but the time limit of Zoom caused us to change our platform to Google Meet. Every team member must attend the meetings, unless he/she has a valid excuse.

Except meetings, we communicate via WhatsApp and Slack for quick discussions, and via GitHub for our documentation and progress tracking (using issues).

Requirements

In order to prepare the requirements, we have divided into 3 subgroups, dealing with user, system and non-functional requirements. Each subgroup created their part, and then we had a general meeting that we reviewed all parts together and gave each other feedback. While we were creating scenarios & mockups, we realized the necessary changes and updated requirements accordingly. Then, we had a customer meeting and made a couple of changes according to the feedback of the customer. This is the last version of our requirements after lots of updates.

Scenarios and Mockups

We divided the team into three subgroups to create three scenarios and three mockups.
After creating the scenarios, we had a meeting where we reviewed each other's scenario. We created a template for Web mockups, and created 2 Web mockups accordingly and 1 Android mockup. We received feedback regarding these in a customer meeting and realized that we needed to create both Web and Android mockups for each scenario and split scenario. Then we modified them accordingly.

UML Software Designs

We divided the team into 3 subgroups to create use case, class and sequence diagrams. First, we created the class diagram and then the others, in order to be consistent. Each diagram was created in a meeting with lots of discussions, effort and time. Then, we received feedback in PS from our TA. We modified the diagrams according to the feedback.

Project plan & RAM

We started by writing down what we have done so far with the help of issues. Then, we need to prepare a plan for the future. For this purpose, we used the class diagram and sequence diagrams. We had a customer meeting where we got some feedback for the initial version of the project plan and realized that categorization of the tasks under

backend, frontend and Android is a good idea. Duration of the tasks is determined by looking at the project plans of previous groups with similar projects. The starting date of the implementation part is a bit ambiguous due to the undetermined academic calendar of fall, but we made some assumptions. We had a group meeting in order to create the subgroups of backend, frontend and Android. According to meeting decisions, we filled the RAM.

4. Evaluation of Tools and Processes

GitHub

GitHub is a code hosting platform for version control and collaboration. It lets you and others work together on projects from anywhere. Github Issue System is very useful thing for us in a way that it help us to see the progress of the assignments/works. We have documented all the works in Github Wiki Pages. It is very easy to document, update the wiki page. Also each revision in the wiki page can be tracked and different versions of the page can be compared.We also found and added new custom labels according to our needs and that can filter the issues and find the type or status of the issues they are looking easily. We also used Discussion part of the Github, to arguing and finding a compromise on a topic.
As a result, Github has allowed us to do a lot of things.

Lucidchart

Lucidchart provides collaborative online diagramming to make it easy to draw flowcharts, org charts, wireframes, UML, mind maps and more. This tool has a big library for general purpose elements and objects can easily moved,colored and connected. We used this tool to create UML diagrams (Use Case, Sequence and Class Diagrams) more conveniently.

Pencil Project

Pencil Project is a tool which we have used for our mockups. It is a open-source GUI prototyping tool used by developers and businesses to create site wireframes and mockups using various built-in tools. Usage of this tool was very easy, and it has a hundreds of built-in shapes for the users to prototype. Also it has GUI elements, wireframes for both Desktop and Mobile applications (android&ios). The output can be exported in various different formats(like PNG,JPEG, HTML).

ProjectLibre

ProjectLibre is a project management system with a free open-source desktop. We used ProjectLibre for creating our Project plan and Gantt charts, after preparing the project plan in tabular format, it quickly created a Gantt chart from the plan.

5. Summary of Work Done Individually

MEMBER	CONTRİBUTİON
Berkay Gümüş	Searching about git control system and github repositories Creating slack channels Creating my personal wiki page and effort pages Searching requirements in real life projects Identifying and documenting user requirements Attending general, subgroup and customer meetings Creating scenario 1 Creating mockup 1 Preparing the class diagrams Preparing project plan Preparing RAM
Ece Dilara Aslan	Searching about git as a version management system Searching about GitHub repositories Documenting my favorite GitHub repositories into “Favorite Repositories” wiki page Creating personal wiki page and effort page Creating communication plan Identifying and documenting system requirements Identifying glossary of SRS Creating scenario 2 on “Creating and Organizing an Event” Creating Web and Android mockup of scenario 2 Creating sequence diagrams Writing “Evaluation of Deliverables” part of the Milestone report 1 Organizing and designing page layout of Milestone report 1 Attending group, subgroup and customer meetings Taking notes for the first customer meeting
İhsan Mert Atalay	Learning about github and research github repositories. Preparing my own personal wiki page. Weekly fill the weekly work history Preparing my favourite repositories Summarize repository research Attended general,special and customer meetings. Preparing and work on system requirements. Preparing scenario 2 about event creation. Preparing mockup about event creation for each of mobile application and web page. Redesign system requirements and mockups according to customer meeting. Preparing 8 sequence diagrams.
	Learning about github and searching nice github repositories. Creating personal wiki page, weekly effort page.

Mehmet Hilmi Dündar	Addings the my favorite repositories to the favorite repositories page. Determining the user requirements. Creating and documenting the scenario 3 equipment finding. Preparing the mockups for scenario 3 equipment finding. Preparing the use case diagram of the project. Attending the all group meetings and customer meetings. Reviewing and changing the user requirements, scenario 3 and its mockups, and use case diagram after customer meetings. Writing the weekly efforts to my weekly effort page in all weeks.
Muhammed İrfan Bozkurt	Studied "Git For Ages 4 Up" & documented, non-functional requirements determined, created the first scenario with Yagmur and Berkay, created the class diagram. Revise the class diagram and scenario 1 to meet the customer needs.
Salih Furkan Akkurt	Research on github and exploring repositories Preparing the user requirements Preparing the scenario/mockups 3 on finding equipment Preparing the use case diagram
Tolga Kerimoğlu	I have volunteered to be the team communicator and consequently took a moderator role during our weekly meetings and plannings. I have studied Git, compiled my favorite GitHub repositories, created my personal wiki page and a template for the rest of the group to use. Created the initial template for our SRS document and written out the first two sections myself. Worked on creating the System Requirements and the Glossary of the SRS document. Worked with Ece and Mert on creating the User Scenario 2 and the corresponding mockups and drew the mockups. Studied the Unified Modelling Language and worked on designing the Sequence Diagrams for the project and created them using Lucidchart. Created the roadmap on the second page of this report, worked on creating the overall layout of the report and wrote the executive summary. Besides that, I have tried to be diligent with organizing customer meetings, attending the problem sessions and taking notes.
Yağmur Selek	Responsible for Meeting Notes . Searching about git control system and GitHub repositories Contributed Glossary and the Revised Nonfunctional Elements of the SRS document. Commented on Issues. Organized some issues and labels. Created a page for the new team members and organized our wiki homepage. Creating my personal wiki page and effort pages.

	Attending general, subgroup and customer meetings, I also took notes for the Customer meeting with Ece. Creating scenario 1 and the mockup 1 with Berkay and İrfan. Preparing project plan and RAM with Berkay and İrfan. Created and uploaded Class Diagram with İrfan and Berkay. Reviewed class Diagram, Mockup 1, Project Plan and RAM.
Yiğit Sarıoğlu	Research about Git as a version control system Research about GitHub repositories Preparing favorite GitHub repositories page Preparing personal wiki page Preparing personal weekly effort page Preparing/design github wiki sidebar. Adding/altering/review non-functional requirements Creating questions for customer meeting Creating the scenario #3 and its corresponding mockups (web & android) Attending customer meeting Preparing the use case diagram Reviewing the use case diagram after feedback

6. Deliverables

Communication Plan

Platform	Attenders	Purpose	Time
WhatsApp	Available Team Members	Quick discussion & For urgent issues	Whenever needed
Slack	Available Team Members	Quick discussion, Keeping related information together	Whenever needed
Google Meet Zoom	All Team Members	Discussion about assignment, Task sharing	Tuesdays, 9:30 pm
Google Meet Zoom	All Team Members	Additional need of group meeting	Whenever needed
Google Meet	All Team	Discussing the	Every Week

Zoom	Members and Customer	project and asking questions about the project and assignments	
GitHub	All Team Members	Submission of documentation, Keeping track of progress	Whenever needed

Requirements

Glossary

Account: An identity created for a person in the system.
Activity History: A record of past events a user has attended/created.
Applier: The users who have requested to join a particular event.
Attendee: The users who have been selected to join a particular event.
Badge: A visual indicator of commendations or complaints that can be given to users by other users that is visible in a user's profile.
Comment: A user message about an event visible to any other user.
Event: Sports organizations conducted by the users. Identified by characteristics such as sports type, venue, number of participants etc.
Event Creator:A user who created an event visible in the application.
Notification: A visual indicator notifying a user.
Register: Creating an account on the application using an email and password.
Spectator: An attendee of an event who is not a player in the game.
Subscription: The mechanism of following other users to get notified when they create an event.
System: The collection of hardware, software and the network containing the application.
System Maintainer: A person managing the system, considering its health and maintainability.
Transaction History: A record of a users past monetary transactions.
User: Any person using the application.
User Profile: A customizable page containing information about a user.

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.

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.

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.

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

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.

12:00
Homepage
Log Out
Notifications
Mert
Mert requested to join your game "Ramazan Sonrası Halısaha 5v5"!
Age
23
Location
Ümraniye, İstanbul/Turkey
About
I mainly play soccer. I have played in amateur teams before, pretty skilled.
Badges
6
5
1

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.

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.

12:00
Homepage
Log Out
Notifications
Ferit Şahin
Search Snowboard
Snowboards
Select Location
Write Location
79 x 84
79 x 84
79 x 84
79 x 84
79 x 84
79 x 84

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.

UML Diagrams

Use Case Diagram

Class Diagram

Badge
+name : String
+id : int
+badgeType : enum
+grantBadge(User) : Boolean
confirms
Admin
+id: int
+password: String
+deleteUser(userId) : Boolean
+deleteEvent(eventId) : Boolean
+addBadge(Badge) : Boolean
+deleteBadge(Badge) : Boolean
Unregistered User
+register(email, username, password, Date) : Boolean
+login(email, username, password) : Boolean
+recoverPassword(email: String, username: String) : Boolean
has, grants
0..*
1..*
has
1
0..*
has
System
+registeredUsers : Map<int, User>
+events : Map<int, Event>
+equipments : Map<int, Equipment>
+password : String
+getUser(userId: int) : User
+facebookAuthentication() : User
+googleAuthentication() : User
+verifyEmail(userId, String) : Boolean
+verifyPassword(userId, String) : Boolean
+handleRecoveryRequest(email: String, username: String) : Boolean
+createEvent(Dictionary) : Event
User Controller
+logout(userId) : Boolean
+follow(userId) : Boolean
+unfollow(userId) : Boolean
+blockUser(userId) : Boolean
+deleteAccount(userId) : Boolean
+changePassword(String old, String new) : Boolean
+setEmail(String) : Boolean
+setFirstName(String) : Boolean
+setLastName(String) : Boolean
+setBio(String) : Boolean
+setAge(String) : Boolean
+setProfilePicture(String) : Boolean
+getPassword() : string
+adjustPrivacySettings(int) : Boolean
+adjustNotificationSettings(int) : Booelan
+postBadgeRecommendation(Badge) : void
+receiveNotifications() : String[]
Notificator
+notificationBody : String
+type : enum
+to : User
+sendNotification(User, String, Type) : Boolean
notifies
Event Controller
+modifyEvent(Dictionary) : Event
+deleteEvent(Event) : Boolean
+cancelEvent(Event) : Boolean
+inviteUser(userId) : Boolean
+acceptApplication(Event,userId) : Boolean
+rejectApplication(Event,userId) : Boolean
+applyforEvent(Event) : Boolean
+followEvent(userId) : Boolean
+unfollowEvent(userId) : Boolean
User
+userId : int
-password : string
+email : string
+firstName : string
+lastName : string
+dateOfBirth : Date
+age: int
+profilePic : String
+bio : String
+followers : userId[]
+following_u : userId[]
+following_e : eventId[]
+interests : Tag[]
+schedule : Date[]
+events : eventId[]
+equipments : equipmentId[]
+badges : Map<Badge, int>
+allowRecommendations : Boolean
+allowInvitation : Boolean
+notifications : String[]
+blockedUsers : userId[]
+notificationPreferences : int
+privacyPreferences : int
+location : Location
Event
+eventTitle : String
+eventId : int
+description : String
+creator : int
+date : String
+time : String
+duration : String
+location : Location
+sportType : Enum
+num_of_players : int
+applicants : userId[]
+participiants : userId[]
+blockedUsers : userId[]
+followers : userId[]
+comments: Comment[]
+tags : Tag[]
+eventStatus: enum
creates, participates, follows
Analytics Engine
+getInstance()
+requestAnalytics(User) : Dictionary
Recommendation Engine
+getInstance()
+getRecommendations(User) : Event[]
Search Engine
searchEvent(Location, Date, sportType, userName: String, Tag[]) : Event[]
searchEquipment(sportType,Location, Tag[]) : Equipment[]
searchUser(String[]) : User[]
creates
Equipment
+equipmentId : int
+owner : int
+description : String
+pictures : String[]
+location : Location
+tags : Tag[]
+createEquipmentPost(Dictionary) : Equipment
+modifyEquipment(Dictionary) : Equipment
+deleteEquipment(Dictionary) : Boolean
+setPictures(String[]) : Boolean
+addComment(comment: String) : Boolean
+deleteComment(Comment) : Boolean
Comment
+owner : User
+body : String
+date : Date
+addComment(Dictionary) : Boolean
+getCommentBody() : String
+setCommentBody() : Boolean
+deleteComment(Comment) : Boolean
writes
Location
+venue : String
+latitude : Double
+longitude : Double
+createLocation(Dictionary) : Location
Tag
+tagId : int
+name : String
+createTag(Dictionary) : Boolean
+removeTag(Tag) : Boolean
0..1
1..*

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.

Project Plan & RAM

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**	**62 days**	**10/21/21 8:00 AM**	**12/21/21 5:00 PM**	
73		**Backend**	**62 days**	**10/21/21 8:00 AM**	**12/21/21 5:00 PM**	
74		revising initial backend design	1 day	10/21/21 8:00 AM	10/21/21 5:00 PM	Tolga;Yigit;Irfan
75		revising test server	1 day	10/21/21 8:00 AM	10/21/21 5:00 PM	Tolga;Yigit;Irfan
76		**registration system**	**33 days**	**10/22/21 8:00 AM**	**11/23/21 5:00 PM**	
77		login system	14 days	10/22/21 8:00 AM	11/4/21 5:00 PM	Tolga
78		reset/change password	7 days	11/5/21 8:00 AM	11/11/21 5:00 PM	Tolga
79		linking google accounts	7 days	11/12/21 8:00 AM	11/18/21 5:00 PM	Tolga
80		profile privacy	5 days	11/19/21 8:00 AM	11/23/21 5:00 PM	Tolga
81		**user action systems**	**10 days**	**11/24/21 8:00 AM**	**12/3/21 5:00 PM**	
82		user follow/unfollow/block system	10 days	11/24/21 8:00 AM	12/3/21 5:00 PM	Tolga
83		search engine	15 days	10/22/21 8:00 AM	11/5/21 5:00 PM	Irfan
84		event controller / event	10 days	11/6/21 8:00 AM	11/15/21 5:00 PM	Irfan
85		test cases and testing for events	5 days	11/16/21 8:00 AM	11/20/21 5:00 PM	Irfan
86		recommendation engine	15 days	11/21/21 8:00 AM	12/5/21 5:00 PM	Irfan
87		equipment controller / equipment	15 days	10/22/21 8:00 AM	11/5/21 5:00 PM	Yigit
88		test cases and testing for equipments	5 days	11/6/21 8:00 AM	11/10/21 5:00 PM	Yigit
89		badge system	10 days	11/11/21 8:00 AM	11/20/21 5:00 PM	Yigit
90		location system	14 days	11/21/21 8:00 AM	12/4/21 5:00 PM	Yigit
91		backend meeting	1 day	12/6/21 8:00 AM	12/6/21 5:00 PM	Tolga;Yigit;Irfan
92		testing and revising the backend	15 days	12/7/21 8:00 AM	12/21/21 5:00 PM	Tolga;Yigit;Irfan
93		**Frontend**	**62 days**	**10/21/21 8:00 AM**	**12/21/21 5:00 PM**	
94		revising initial frontend design	1 day	10/21/21 8:00 AM	10/21/21 5:00 PM	Hilmi;Salih;Ihsan
95		Home page	10 days	10/22/21 8:00 AM	10/31/21 5:00 PM	Hilmi
96		**Registration Page**	**14 days**	**11/1/21 8:00 AM**	**11/14/21 5:00 PM**	
97		Login page	7 days	11/1/21 8:00 AM	11/7/21 5:00 PM	Hilmi
98		Reset/ Change Password Page	7 days	11/8/21 8:00 AM	11/14/21 5:00 PM	Hilmi
99		User profile Page	10 days	11/15/21 8:00 AM	11/24/21 5:00 PM	Hilmi
100		**User Action Pages**	**10 days**	**11/25/21 8:00 AM**	**12/4/21 5:00 PM**	
101		follow-unfollow-block page	7 days	11/25/21 8:00 AM	12/1/21 5:00 PM	Hilmi
102		Follow Request Page	3 days	12/2/21 8:00 AM	12/4/21 5:00 PM	Ihsan

		Name	Duration	Start	Finish	Resource Names
103		Search Engine	10 days	10/22/21 8:00 AM	10/31/21 5:00 PM	Ihsan
104		Testing for Search Engine	5 days	11/1/21 8:00 AM	11/5/21 5:00 PM	Ihsan
105		Recommendation System	10 days	11/6/21 8:00 AM	11/15/21 5:00 PM	Ihsan
106		Test Cases and Testing for Recommendation System	5 days	11/16/21 8:00 AM	11/20/21 5:00 PM	Ihsan
107		Event Pages	10 days	11/21/21 8:00 AM	11/30/21 5:00 PM	Ihsan
108		Test Cases and Testing for Events	5 days	12/1/21 8:00 AM	12/5/21 5:00 PM	Ihsan
109		Equipment Pages	14 days	10/22/21 8:00 AM	11/4/21 5:00 PM	Salih
110		Test Cases and Testing for Equipment Pages	5 days	11/5/21 8:00 AM	11/9/21 5:00 PM	Salih
111		Badge Pages	10 days	11/10/21 8:00 AM	11/19/21 5:00 PM	Salih
112		Test Cases and Testing for Badges	5 days	11/20/21 8:00 AM	11/24/21 5:00 PM	Salih
113		Location Pages (map)	10 days	11/25/21 8:00 AM	12/4/21 5:00 PM	Salih
114		frontend meeting	1 day	12/6/21 8:00 AM	12/6/21 5:00 PM	Salih
115		testing and revising the frontend	15 days	12/7/21 8:00 AM	12/21/21 5:00 PM	Hilmi;Salih;Ihsan
116		**Android**	**62 days**	**10/21/21 8:00 AM**	**12/21/21 5:00 PM**	
117		Revising initial Android Design	1 day	10/21/21 8:00 AM	10/21/21 5:00 PM	Berkay;Ece;Yagmur
118		Home page	10 days	10/22/21 8:00 AM	10/31/21 5:00 PM	Ece
119		**Registration Page**	**14 days**	**11/1/21 8:00 AM**	**11/14/21 5:00 PM**	
120		Login page	7 days	11/1/21 8:00 AM	11/7/21 5:00 PM	Ece
121		Reset/ Change Password Page	7 days	11/8/21 8:00 AM	11/14/21 5:00 PM	Ece
122		User profile Page	10 days	11/15/21 8:00 AM	11/24/21 5:00 PM	Ece
123		**User Action Pages**	**10 days**	**11/25/21 8:00 AM**	**12/4/21 5:00 PM**	
124		- follow-unfollow-block page	7 days	11/25/21 8:00 AM	12/1/21 5:00 PM	Ece
125		- Follow Request Page	3 days	12/2/21 8:00 AM	12/4/21 5:00 PM	Ece
126		Search Engine Pages	10 days	10/22/21 8:00 AM	10/31/21 5:00 PM	Yagmur
127		Testing for Search Engine	5 days	11/1/21 8:00 AM	11/5/21 5:00 PM	Yagmur
128		Recommendation System Pages	10 days	11/6/21 8:00 AM	11/15/21 5:00 PM	Yagmur
129		Test Cases and Testing for Recommendation System	5 days	11/16/21 8:00 AM	11/20/21 5:00 PM	Yagmur
130		Event Pages	10 days	11/21/21 8:00 AM	11/30/21 5:00 PM	Yagmur
131		Test Cases and Testing for Events	5 days	12/1/21 8:00 AM	12/5/21 5:00 PM	Yagmur
132		Equipment Pages	14 days	10/22/21 8:00 AM	11/4/21 5:00 PM	Berkay
133		Test Cases and Testing for Equipment Pages	5 days	11/5/21 8:00 AM	11/9/21 5:00 PM	Berkay
134		Badge Pages	10 days	11/10/21 8:00 AM	11/19/21 5:00 PM	Berkay
135		Test Cases and Testing for Badges	5 days	11/20/21 8:00 AM	11/24/21 5:00 PM	Berkay
136		Location Pages (map)	10 days	11/25/21 8:00 AM	12/4/21 5:00 PM	Berkay

		Name	Duration	Start	Finish	Resource Names
137		android meeting	1 day	12/6/21 8:00 AM	12/6/21 5:00 PM	Berkay;Ece;Yagmur
138		testing and revising the android	15 days	12/7/21 8:00 AM	12/21/21 5:00 PM	Berkay;Ece;Yagmur
139		General Group Meeting for evaluation	1 day	12/22/21 8:00 AM	12/22/21 5:00 PM	Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih...
140		testing and revising all system	15 days	12/23/21 8:00 AM	1/6/22 5:00 PM	Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ih...

Predecessors
28 Mar 21
4 Apr 21
11 Apr 21
18 Apr 21
25 Apr 21
2 May 21
9 May 21
16 May 21
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
Berkay;Salih;Tolga
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
Yagmur
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
Tolga
Ece
Yigit;Irfan
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
15
Berkay;Hilmi;Salih
15
Ece;Tolga;Ihsan
15
Yagmur;Yigit;Irfan
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
19
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
16;17;18
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
Berkay;Yagmur;Irfan
Ece;Tolga;Ihsan
Hilmi;Salih;Yigit
23
Berkay;Yagmur;Irfan
24
Ece;Tolga;Ihsan
25
Hilmi;Salih;Yigit
27;28;29
Berkay;Yagmur;Irfan
Hilmi;Salih;Yigit
Ece;Tolga;Ihsan
cmpe352-2021group4 - page2

Predecessors
28 Mar 21
4 Apr 21
11 Apr 21
18 Apr 21
25 Apr 21
2 May 21
9 May 21
16 May 21
27
Berkay;Yagmur;Irfan
28
Ece;Tolga;Ihsan
29
Hilmi;Salih;Yigit
31
Berkay;Yagmur;Irfan
32
Hilmi;Salih;Yigit
33
Ece;Tolga;Ihsan
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigi
Berkay;Yagmur;Irfan
Berkay;Yagmur;Irfan
Ece;Hilmi;Salih;Tolga;Yigit;Ihsan
Ece;Hilmi;Salih;Tolga;Yigit;Ihsan
Ece;Hilmi;Salih;Tolga;Yigit;Ihsan
Ece;Hilmi;Salih;Tolga;Yigit;Ihsan
Ece;Hilmi;Salih;Tolga;Yigit;Ihsan
43
Berkay;Yagmur;Irfan
44
Berkay;Yagmur;Irfan
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigi
Berkay;Ece;Hilm
56
57;58
59
60
61
61
61
61
cmpe352-2021group4 - page8

May 21
30 May 21
6 Jun 21
13 Jun 21
20 Jun 21
27 Jun 21
4 Jul 21
11 Jul 21
18 Jul 21
25 Jul 21
t;Ihsan;Irfan
t;Ihsan;Irfan
i;Salih;Tolga;Yagmur;Yigit
ilmi;Salih;Tolga;Yigit;Ihsan;Irfan
ay;Ece;Yagmur
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
Tolga;Yigit;Irfan
Tolga;Yigit;Irfan
Hilmi;Salih;Ihsan
Berkay;Ece;Yagmur
cmpe352-2021group4 - page9

May 21
30 May 21
6 Jun 21
13 Jun 21
20 Jun 21
27 Jun 21
4 Jul 21
11 Jul 21
18 Jul 21
25 Jul 21
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
cmpe352-2021group4 - page15

10 Oct 21
17 Oct 21
24 Oct 21
31 Oct 21
7 Nov 21
14 Nov 21
21 Nov 21
28 Nov 21
5 Dec 21
Tolga;Yigit;Irfan
Tolga;Yigit;Irfan
Tolga
Tolga
Tolga
Tolga
Tolga
Irfan
Irfan
Irfan
Irfan
Yigit
Yigit
Yigit
Yigit
Tolga;Yigit;Irfan
Hilmi;Salih;Ihsan
Hilmi
Hilmi
Hilmi
Hilmi
Hilmi
Ihsan

10 Oct 21
17 Oct 21
24 Oct 21
31 Oct 21
7 Nov 21
14 Nov 21
21 Nov 21
28 Nov 21
5 Dec 21
Ihsan
Salih
Berkay;Ece;Yagmur
Ece
Yagmur
Berkay

19 Dec 21
26 Dec 21
2 Jan 22
9 Jan 22
16 Jan 22
23 Jan 22
30 Jan 22
Berkay;Ece;Yagmur
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan
Berkay;Ece;Hilmi;Salih;Tolga;Yagmur;Yigit;Ihsan;Irfan

RAM

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

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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	C	R	R	R	C	C	C	R	R
first group meeting	C	C	C	C	C	C	C	C	C
creating a welcome page	N	N	N	N	R	N	R	C	R
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 favoruite github repositories	C	C	C	C	C	C	C	C	C
creating readme page	N	N	N	N	N	N	C	N	R
creating the communicaton plan	N	C	N	N	N	N	N	S	S
REQUIREMENTS									
performing a domain analysis	N	R	R	N	C	N	R	N	C
searching the requirements in real life project	C	C	C	C	C	C	C	C	C
identifying and documenting the user requirements	C	R	R	C	R	C	N	R	R
identifying and documenting the system requirements	R	C	C	R	R	R	C	R	R
identifying and documenting the non-functional requirements	N	R	R	R	C	R	R	C	C
preparing and documenting customer questions	C	R	R	R	R	C	R	R	C
customer meeting	C	C	C	C	C	C	L	C	C
reviewing and changing requirements	C	C	C	C	C	C	C	S	C
SCENARIO									
creating scenario 1	C	R	R	R	C	R	R	C	R
creating scenario 2	N	C	C	R	R	R	C	R	R
creating scenario 3	N	R	R	C	R	C	R	R	C
MOCKUP									
creating mockup 1	C	R	R	R	C	R	R	C	R
creating mockup 2	N	C	C	R	R	R	C	R	R
creating mockup 3	N	R	R	C	R	C	R	R	C
DIAGRAMS									
creating class diagram	C	R	R	R	C	R	R	C	R

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creating initial frontend design	N	R	C	C	R	R	R	R	N
creating initial android design	C	C	R	R	R	R	R	C	C
prototype	C	C	C	C	C	C	C	C	C
discussion about prototype functionalities	C	C	C	C	C	C	C	C	L
customer meeting about prototype	C	C	C	C	C	C	L	S	R
documentation of final decision of prototype	C	C	C	C	C, A	C	C, A	C	R
IMPLEMENTATION									
Backend									
revising initial backend design	N	R	R	R	C	C	C	R	C
revising test server	N	R	R	R	C	C	C	N	C
registration system	N	R	R	R	R	C	L	N	C
login system	N	R	R	R	R	C	L	N	C
reset/change password	N	R	R	N	R	C	L	N	R
linking google accounts	N	R	R	N	R	R	L	N	R
profile privacy	N	R	R	N	R	R	L	N	R
user action systems	N	R	R	N	R	R	L	N	R
user follow/unfollow/block system	N	R	R	N	R	R	L	N	C
search engine	N	R	R	N	L	C	S	R	C
event controller / event	N	R	R	N	L	C	S	R	C
test cases and testing for events	N	R	R	N	L	C	S	R	C
recommendation engine	N	R	R	N	L	C	S	N	C
equipment controller / equipment	N	R	R	N	R	R	A	N	C
test cases and testing for equipments	N	R	R	N	R	R	R	N	A
badge system	N	R	R	R	R	R	R	R	R
location system	N	R	R	R	R	R	R	N	R
backend meeting	N	R	R	R	C	C	C	N	A
testing and revising the backend	N	R	R	R	C	C	C	N	A
Frontend									
revising initial frontend design	N	R	C	C	N	R	R	R	R
Home page	N	R	C	L	N	N	R	N	R
Registration Page	N	R	C	L	N	N	R	N	R

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Login page	N	R	C	L	N	N	R	N	R
Reset/ Change Password Page	N	R	C	L	N	N	N	N	R
User profile Page	N	R	C	L	R	N	N	N	N
User Action Pages	N	R	C	L	N	N	N	N	N
follow-unfollow-block page	N	R	C	L	R	N	N	N	N
Follow Request Page	N	R	C	L	R	N	N	N	N
Search Engine	N	R	C	S	R	R	N	R	N
Testing for Search Engine	N	R	C	S	N	R	N	R	N
Recommendation System Page	N	R	C	S	R	R	R	R	R
Test Cases and Testing for Recommendation System	N	R	C	S	N	R	R	R	R
Event Pages	N	R	C	S	A	R	R	R	R
Test Cases and Testing for Events	N	R	C	S	N	R	R	R	R
Equipment Pages	N	R	C	R	N	N	A	N	A
Test Cases and Testing for Equipment Pages	N	R	C	R	N	N	A	N	A
Badge Pages	N	R	C	R	N	N	A, R	N	A
Test Cases and Testing for Badges	N	R	C	R	N	N	R	N	A
Location Pages (map)	N	R	C	R	R	N	R	N	A
frontend meeting	N	R	C	C	R	R	R	N	A
testing and revising the frontend	N	R	C	C	N	N	N	N	A
Android									
Revising initial Android Design	C	C	R	R	N	R	R	C	R
Home page	R	L	R	R	N	N	R	R	R
Registration Page	R	L	R	R	N	N	R	R	R
Login page	R	L	R	R	N	N	R	R	N
Reset/ Change Password Page	R	L	R	N	N	N	N	R	N
User profile Page	R	L	R	R	R	N	N	R	N
User Action Pages	R	L	R	N	R	N	N	R	N
follow-unfollow-block page	R	L	R	N	R	N	N	R	N
follow Request page	R	L	R	N	R	N	N	R	N
Search Engine Pages	S	C	R	N	R	R	N	C	N
Testing for Search Engine	S	C	R	N	R	R	N	C	N

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Recommendation System Pages	S	C	R	N	R	R	N	C	N
Test Cases and Testing for Recommendation System	S	C	R	N	R	R	N	C	N
Event Pages	S	C	R	N	N	R	N	C	N
Test Cases and Testing for Events	S	C	R	N	N	R	N	C	N
Equipment Pages	L	S	R	N	N	N	R	R	N
Test Cases and Testing for Equipment Pages	L	S	R	N	N	N	R	R	N
Badge Pages	L	S	R	N	R	N	N	R	N
Test Cases and Testing for Badges	L	S	R	N	R	N	N	R	N
Location Pages (map)	L	S	R	N	R	N	R	R	R
android meeting	C	C	R	R	R	R	R	C	R
testing and revising the android	C	C	R	R	N	N	N	C	R
General Group Meeting for evaluation	C	C	C	C	C	C	C	C	C
testing and revising all system	C	C	C	C	C	C	C	C	C