Milestone Report 1

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Group 5

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1 Executive Summary

1.1 Project description

Our project is creating an amateur sports coordination platform. This platform will be provided on android and a website. The main virtue of the platform is that it brings people that are interested same kind of sports together so that they can meet new people, socialize and engage in sports they like. In addition to that, people can create accounts for commercial purposes for example sport shop owners or sport field owners can create an account in the name of their business, create posts and participate events like every other user can do.

In this platform, users may discover sport events that they are interested in and posts about sport equipments they search for, thus there are two kinds of posts: event posts and equipment posts. Users can discover these posts by searching them in the platform. There are two different pages to search these two kind of posts. In those pages, users can type the keywords they are looking for in a post so that the posts are filtered and then they can sort the results as well.

Users can discover sport events of a specific type, at a specific location, day and time. They can participate as players or simply spectators. Any user of the platform can create a sport event that the user wants. The creator of the event can also join to the event that he/she created. While creating a sport event, the user provides these information: location, type of the sport, skill level requirements, quota, name of the event, picture of the event, required equipments, rules, badges, and detailed description of the event. If the type of the sport event is not already recognized by the system, user can choose the other option and write the description of the sport in the description section of the post. Users can apply to join the event if there is enough quota but it is not confirmed until the event creator accepts them. Event creators are free to choose among applicants. Either they accept or reject a user to their event, system sends a notification to the user about the result. Users can communicate under the event posts by commenting. Event creator can see the analytics of the post he/she created.

Users can create sport equipment posts when they want to inform other users about equipments and shops that they think worth sharing.In these equipment posts users provide these information: type of the sport that the equipment is used for, description of the equipment and why it is suggested, a place to put the link to a website that the equipment is sold (optional) and location of the shop (optional). Users can ask their questions to the creator of the post about the equipment by writing comments.

The platform also enables users to interact with each other by following them, sending and receiving badges, voting each other's skill levels after seeing each other's performance in an event. If a user sees inappropriate post, user can report it and block another user. Admins of the system regularly checks for these reports. Users can make all of their information other than username public or private. Users can but not obliged to provide such information to the system: profile picture, list of earned badges, list of interested sports, skill levels in sports, previously joined events, previously created events, nationality, country, location. Users can tag any item with semantic tags. They can receive badges from other users or system as well after participating number of events. Users can discover other users by viewing the participant list of the event they participate or system recommendations. Users receive notifications from the system. These notifications are recommendations to events, other users, sports gears, tools, merchandise according to their interests that they provide to the system. Users can customize the notifications.

1.2 Project Status

Firstly, we wrote requirements of project. We created glossary and generated functional, user and system requirements. We created scenarios for project and Mock-ups for log in, sign in, sign up, forgot password, home page, profile page and create post page. Later on, we made class diagram and sequence diagram for sport event creation, apply to a sport event, postpone a sport event, approve a participant, equipment post creation, equipment post comment, sign up, log in, search event post and send badge. After that we made use case diagram for whole project.

1.3 Forward Plans

Moving onwards, we will start the implementation of the app. We need to decide which team members will develop frontend, backend and android application. We need to find out which programming languages, services and APIs to use and conduct research and learning on those tools. We also need to create a new workflow with less meetings scheduled, because arranging regular meetings will be diffucult during next semester.

2 List and Status of Deliverables

Deliverable	Completion Date
Communication Plan	30 Mar 2021
Requirements	9 Apr 2021
Scenarios and Mockups	20 May 2021
Software design documents in UML	1 May 2021
Project plan & RAM	9 May 2021

3 Evaluation of Deliverables

3.1 Communication Plan

We decided to meet every Tuesday at 22.00 as a primary meeting. Because, assignments are given on Tuesday, and meet every Saturday as a secondary meeting to see what improvement we did until that. As a platform, Discord group is used for communication, for urgent issues Whatsapp group is used for notification.

3.2 Requirements

The most vital part of a project is the requirements elicitation part. Therefore, we carefully created requirements. Firstly, we divided it into three groups: User, System, and Non-Functional Requirements. After, every group finished the necessary part, and we, together reviewed requirements and gave feedbacks to each other, and Finally, we made modifications and additions according to a customer meeting and customer feedback. Also, we are updating requirements on every part of the project, when we notice new things.

3.3 Scenarios and Mockups

Scenarios and Mockups are two different parts of the deliverable. Therefore, we divided into two groups. Two people to create scenarios, and seven people to create mockups. As you see, Creating mockups has more job than scenarios so numbers of groups are not equal. Firstly, we decided to page we have to create, and split them into 7 group members, one page for each person, and we decided to create 4 scenarios for 2 group members. While creating mockups, two groups were in communication, and members who are creating mockups designed mockups according to the feedback of

other members who are creating scenarios. Also, we met with the instructor, and edit our scenarios and mockups according to his feedbacks.

3.4 Software Design Documents in UML

We, firstly, analyzed diagrams so we can split tasks better. After analyzing, we decided to start the class diagram first, and Together, in the team meeting, we created a template for the class diagram (each person add functions and fields to his/her part which he/she did in requirements). After we decided to give two people to Class Diagram and finish it as quickly as possible so other diagrams can be constructed according to Class Diagram, and in this way, our diagrams will be in better shape. After finishing Class Diagram, members who are creating Class Diagram and other members were in communication, and they gave each other feedback and they shaped their diagram according to feedbacks. Finally, the other seven members of groups are divided into two groups one for Use-case Diagram, one for Sequence Diagram, and they finished their jobs with help of Class Diagram. In addition, we met with the instructor, and we edited our diagrams according to his feedbacks.

3.5 Project Plan and RAM

We decided to work on Project Plan and RAM together. Because it contains works which we did, and no one can know better the task than who did the task. Therefore, In the team meeting, we work on Excel together, and we created the main topics and subtopics for RAM, and also, we created the past tasks we did with help of issues we create, and future plans we will do. Also, we decided to use ProjectLibre to create Project Plan. Because it is easier to use and it automatically creates Gantt Chart so one of the members of our group is assigned to take the information we wrote to Excel and implement it in ProjectLibre.

4 Evaluation of Tools and Processes

4.1 Discord

Discord a platform to communicate via voice, video and text. We used it for meetings, file sharing and communication

4.2 Whatsapp

We created a whatsapp group to communicate on emergency, when we need to inform other team members about meetings, works that need to be done at the moment

4.3 Proto.io

It's a tool for creating interactive web prototypes. We used it to create android and web mock-ups of the following pages: My Events page, Event Details page, Participants page, Participant Analytics Page, Sign up & Sign in Pages, Forgot Password Page.

4.4 Lucidchart

Lucidchart a platform to create flowcharts and diagrams. It has import and export features. One can import a diagram from different platform such as draw.io, and One can export the diagram as a high-quality png. We used it to create Class Diagram.

4.5 Draw.io

It is a great tool to create UML diagrams and it is free. We used it to create sequence diagrams: Sport event creation sequence diagram, apply to event sequence diagram, send badge sequence diagram, search event post sequence diagram, use case diagram.

4.6 Marvel App

Marvelapp is a design process app which supplies tools for basic frontend demos. It is generally used for mockups

4.7 GitHub

We use the issue system a lot so that progress of the project can be seen easily. Moreover it facilitates publishing the documents. We upload our documents which are wiki page, weekly effort, meeting notes, project requirements, scenarios etc on github.

4.8 Google Docs and Excell

We used google docs & excel to share our ideas and prepare a draft

4.9 Photoshop

Web and mobile templates (header, footer,) and copy paste screenshots from marvels

4.10 ProjectLibre

We used it for creating our project plan and Gantt chart. It helps to create Gantt charts easily

5 Summary of Work Done for Each Member

Member	Work
Ozan Kılıç	- As a communicator, mailing with TA about meetings, questions about assignments and etc. - Learning git - Examining previous years' group pages - Github repository research - Writing efforts every week - Constructing weekly efforts page structure - Writing gloassary - Examining related softwares - Creating comparison table and wiki page for related sofwares - Creating subgroup discord channels - Creating customer questions - Contacting TA as customer and discussing questions - Completing requirements(User part) - Reviewing requirements according to meeting with TA and updated them. - Creating Personal wiki page - Homepage mock up design - Meeting notes of #7 and #9 meetings - Sequence diagram of sending badge and searching post event - Filling Ram table for milestone1 - Filling Project Plan for milestone1 - Evaluating tools and processes used for the team project - Writing personal summary of work done - Gathering all works done for milestone1 and creating a pdf with them

Gözde Ünver	- I created a team whatsapp group - I learned Git, how to use github, examined previous years' repositories - I added some git commands on our git commands wiki page - I added a footer note in our repository - I created my personal wiki page - I created labels to use them in issues - I researched about some useful repositories and put their links& descriptions on our repository research wiki page - I added the links to the important wiki pages we have created on the sidebar - I created users (1.1.2), sport equipment posts (1.2.4), searching for sport equipments (1.2.5.2), badges (1.2.9) requirements - I attended customer meeting - I attended all team meetings - I wrote weekly efforts for each week - I took meeting notes of the meeting #4 - I reviewed all requirements, added/modified requirements to other requirements sections according to the feedbacks we received from TA - I added the definitions of the keywords used in the sections I created into the glossary section - I created customer questions - I wrote scenario 3 and 1. I added the acceptance criteria to the scenario 4. - I reviewed all mockups and stated the things to be changed so that mockups, requirements and scenarios all match together. - I studied UML diagrams - I created create sport event and apply to sport event sequence diagrams. - I reviewed class diagram and stated the things that need change so that the sequence diagrams I did and class diagram match - I modified the sequence diagrams I did according to the feedback from TA - I reviewed all the tasks we have done until milestone1 and stated the things that needs to be changed before handing the report - I wrote the project description to our milestone 1 report - I wrote why we used Whatsapp and added some more explanation to Slack and draw.io to the list of tools we used in milestone 1 report - I wrote my personal effort on project plan, RAM and this task summary table
Muhammed Furkan Atasoy	- Creating Learning Git page and filling it with necessary commands - Examining previous groups pages to understand better what we will do in this class - Researching Github repositories to get used to Github and also for fun - Arranging the personal Wiki page - Creating sidebar of Wiki page

	- Taking meeting notes in Meeting #5 - Creating issues after team meeting #5 - Creating System Requirements - Creating Authentication sub requirement - Creating Notification sub requirement - Attending Customer Meeting - Examining related softwares (Chember Application) to understand designs, tasks, interfaces we have to do - Creating customer questions for requirements - Adding glossary to requirements specifically for Authentication and Notification part - Create mockups (Create search page mockups: listing and filtering events both for android and web, 13 screens in total) - Reviewing Search page mockups after TA meeting - Creating Class Diagram - Reviewing Class Diagram according to Feedback from other team members and instructor - Reviewing requirements according to feedback from Class Diagram (admin part) - Editing Scenarios (divide mockup part to Web and Android) - Creating list of deliverables of Milestone 1 - Creating evaluation of the status of deliverables of Milestone 1 - Creating evaluation of tools and processes (Discord and Lucidchart) that are used to manage project of Milestone 1 - Writing personal tasks on Project Plan of Milestone 1 - Filling personal effort on RAM of Milestone 1
Zuhal Didem Aytaç	- Taking meeting notes in Meeting #1 - Setting up the Discord channel - Reviewing my Git knowledge - Examining GitHub repositories of previous years groups - Researching & documenting interesting GitHub repositories - Documenting personal weekly efforts - Taking meeting notes in Meeting #2 - Creating a template for meeting notes - Taking meeting notes in Meeting #3 - Editing the Wiki sidebar and adding important pages as they are created - Filling System requirements (1.2.1 Authentication, 1.2.2 Sports Constraints and 1.2.3 Event posts subrequirements) - Contributing to the glossary - Writing customer questions about the requirements - Moving the collaborative requirements page (on drive) to the repository, editting and styling - Attending the TA meeting (customer meeting) - Updating the requirements after the TA meeting - Creating personal Wiki page - Creating web & android mockups for: Events page (of event creator), Event Details page, Participants page, Event Analytics page

	- Creating Scenario #4 (about participant selection) (except the acceptance criteria) - Updating the mockups and scenarios after the TA meeting - Cretaing sequence diagrams for: postpone event and participant selection - Reviewing class diagram, informing the team members about the inconsistent parts i have observed while creating the sequence diagrams - Updating the sequence diagrams after the TA meeting - Creating a draft for the RAM (responsibility assignment matrix), writing the responsibilities and grouping them - Documenting draw.io and proto.io for the Tools section of Milestone Report 1 - Documenting personal efforts for the RAM section of Milestone Report 1 - Documenting personal efforts for the Project Plan section of Milestone Report 1 - Documenting personal efforst for the tabular work summary section of Milestone Report 1
Mehmet Fatih Aksoy	- Learning git - Examining previous years' group pages - Github repository research - Writing efforts every week - Attending team meetings - Contributing to the glossary - Creating Personal Wiki Page - Creating Sign in & Sign up Mock-ups - Creating Forgot Password Mock-up - Updating the mockups and scenarios after the TA meeting - Contributing Use Case Diagram - Filling Ram table for milestone1 - Filling Project Plan for milestone1 - Writing personal summary of work done
Berkay Bör	- Learning git - Examining previous years' group pages - Github repository research - Writing efforts every week - Attending team meetings - Contributing to the glossary - Editing discord channel - Creating Personal Wiki Page - Creating Non-functional Requirements - Writing scenario 1 and 2 - Attending customer meetings - Rewiewing and modifying scenarios - Creating Use Case Diagram - Rewiewing and modifying Use Case Diagram - Filling Ram table for milestone1 - Filling Project Plan for milestone1 - Writing personal summary of work done

Umut Gün	- Learning git - Examining previous years' group pages - Github repository research - Creating and reviewing labels of issues - Creating readMe file - Writing efforts every week - Writing some gloassaries - Contributing all non-functional requirements - Writing search requirements on system requirements - Writing recommendation requirements on system requirements - Contributing authentication on system requirements - Reviewing all requirements - Attending customer meeting - Creating personel wiki homepage - Creating web and mobile mockups (Header, Footer, Create Equipment Post) - Contributing class diagram - Creating sequence diagrams (Equipment Post Creation, Equipment Post Comment, Sign Up, Login) - Updating sequence diagrams after TA meeting - Updating mockups after change on requirements - Taking meeting note #11 - Filling personel effert on RAM for Milestone 1 - Writing personel tasks on Project Plan for Milestone 1 - Entering all personel tasks to Project Libre - Creating gantt chart from Project Libre - Attending all meetings
Salih Bedirhan Eker	- Learning git - Examining previous years' group pages - Github repository research - Attending group meetings - Reviewing tags in issue page - Writing weekly efforts - Contributing glossary - Creating wiki homepage - Contributing non-functional requirements - Creating personal wiki page - Creating personal weekly effort page - Reviewing user and system requirements - Attending customer meeting - Mockup design for profile and edit profile pages (used in scenario 1 and 4) - Taking meeting notes for meeting #6 - Reviewing Class Diagram and Sequence Diagrams - Creating and contributing Use Case Diagram - Redesigning Use Case Diagram according to TA - Documentation of evaluation of tools and processes and summary of work done by each team member - Writing personal tasks on Project Plan of Milestone 1 - Filling personal effort on RAM of Milestone 1

Kemal Çağın Sertkaya	- Learning git - Examining previous years' group pages - Github repository research - Writing efforts every week - Writing gloassary - Reviewing requirements according to meeting with TA and updated them. - Creating Personal wiki page - Event Creation mock up design - Meeting notes of #10 meeting - Creating Class Diagram - Reviewing Class Diagram according to Feedback from other team members and instructor - Writing personal summary of work done - Filling Ram table for milestone1 - Filling Project Plan for milestone1

6 Deliverables

a) Communication plan

Weekly primary meeting

Who will participate: All members
Where: Discord
Purpose: Weekly work distribution
When: every Tuesday at 22:00

Secondary optional meeting

Who will participate: All available members
Where: Discord
Purpose: Progress update
When: every Saturday at 22:00

Discord group is used for communication, for urgent issues Whatsapp group is used for notification.

b)Requirements

Glossary

- **Subscription**: Users who sign up and login to app
- **Applicants to an event**: Users who want to be participants to an event as players thus they apply to the event post. They may or may not be chosen as participants to the event by the event creator.
- **Event Creator**: User that creates sports events on the application so that users can apply to that event.
- **Event**: An amateur sport incident, created on the platform by an event-creator that has a specified time&location
- **Spectator**: Users that don't play in events but like to participate as a spectator and follow events, receive notifications and recommendations from the system.
- **Badge**: An emblem received by users from other users, system or event creator.
- **Notification**: Remarks/messages about the application that users receive automatically. They can happen when the user is both in or out of the application.
- **Recommendation**: User is recommended about events, users and sports equipments by the system according to the information that the user provided. Recommendations are made to users according to their interests.
- **Blocking**: When a user blocks another user, he/she doesn't see the posts or the events that the other user participates or creates.
- **Report**: Users are able to report posts or other users when they post or write inappropriately. System administrators may punish these accounts.
- **Follow**: A user can follow another users to be informed of the events they create.
- **Encrypted**: Encryption is the process of encoding information. This process converts the original representation of the information, known as plaintext, into an alternative form known as ciphertext.
- **SSL**: is Secure Sockets Layer which is a protocol for establishing authenticated and encrypted links between networked computers.
- **Direct message**: Private message channel or private communication channel between users.
- **GDPR**: is General Data Protection Regulation which is a regulation in EU law on data protection and privacy in the European Union and the European Economic Area.
- **KVKK**: The Turkish Data Protection Authority is a government organization in Turkey which provides the protection of personal data and works.
- **SHA**: is Secure Hash Algorithm which is a cryptographic hash function which takes an input and produces a 160-bit (20-byte) hash value.

- **W3C Activity Stream**: A paradigm to display recent activity in a context (ex: UI paradigm)
- **Profile page**: A page accessible to the public, which provides personal information about the user.

1.Functional Requirements

1.1.User Requirements

1.1.1 User profile

- ***1.1.1.1*** Users shall have a profile page.
- ***1.1.1.2*** Users shall be able to make selected information private or public. These information are all informations other than username.
- ***1.1.1.3*** Users shall be able to add profile picture.
- **1.1.1.4** There is a default profile picture.
- ***1.1.1.5*** Users shall be able to show or hide badges that other users sent to them.
- ***1.1.1.6*** Users shall be able to show their interested sports.
- **1.1.1.7** Users shall be able to add/modify their skill levels in sports that they are interested in.
- ***1.1.1.8*** Users shall be able to show the events they previously joined.
- ***1.1.1.9*** Users who created an event before shall be able to show the events they previously created.
- ***1.1.1.10*** Users shall be able to change the informations given at sign in.
- ***1.1.1.11*** Coming events the user created or will be participated shall be seen on the profile page.
- **1.1.1.12** Users shall be able to show their nationality/country/location information.

1.1.2 Users

- ***1.1.2.1*** User shall sign up to the system.
- **1.1.2.2** All users including the user that created the event shall be able to participate in events.
- **1.1.2.3** Users shall receive badges.
    - **1.1.2.3.1** Users that participate in events shall be able to receive badges from event creators.
    - **1.1.2.3.2** Users shall be able to receive badges from the system after participating number of events.
    - **1.1.2.3.3** Users shall be able to receive badges from other users that participated in the same event.

- **1.1.2.4** Users shall be able to select badges from the options that system provides.
- ***1.1.2.5*** Users shall discover potential sport events of interest.
    - ***1.1.2.5.1*** This discovery shall be done by stating the type of the event, the type of sports, time of the event and location that are specified by the user.
    - ***1.1.2.5.2*** Users shall be able to do such discoveries with the information that is stated in 1.1.2.5.1 directly by searching the keywords and/or indirectly by the system recommendations.
- ***1.1.2.6*** Users shall be able to discover other users. This shall be done by a recommendation from the system or the user itself by viewing the participant list of the event that they participate..
- **1.1.2.7** Users shall be able to search sports equipments.
- **1.1.2.8** Users shall be able to post the link to a sports equipment which is useful/ has a good price etc. so that other users may benefit from them.
- ***1.1.2.9*** Users shall receive notifications and recommendations to events, other users, sports gears, tools, merchandise according to their interests that they provide to the system.
- ***1.1.2.10*** Users can customize the notifications.
- ***1.1.2.11*** Users shall be able to tag any item with semantic tags (from Wikidata).
- ***1.1.2.12*** Users shall be able to see the limit to the number of people that can participate in an event, name of the event, types of participants, equipment required for an event, day-time, detailed location information, rules, skill requirement, status, badges that might be given at the end of the event and description of an event. Event creators can edit these information.
- ***1.1.2.13*** Users shall be able to communicate through posts.
- ***1.1.2.14*** When there are sufficient numbers of interested users for their events, event creators shall choose among the applicants as participants of the event. Event creator shall be free to choose between the candidates.
- ***1.1.2.15*** When an event is being created, event creator shall choose among the types of events, if there is no such event recognized by the system, event creator shall describe the type of the event in terms of its characteristics.
- ***1.1.2.16*** Event creators shall be able to see users near the location of the event they created.
- **1.1.2.17** Event creators shall be able to see the analytics of the event they created: Average age, distance, skill level, event count per year and event count per lifetime of the participants shall be shown.
- **1.1.2.18** Users shall be able to block other users.
- **1.1.2.19** Users shall be able to report posts and other users.
- **1.1.2.20** Users shall be able to follow each other so that they shall be able to hear about the events created by them.

- **1.1.2.21** User shall feedback other users' skill levels and according to these feedbacks skill levels may increase or decrease.
- **1.1.2.22** Admin shall be able to delete comments.
- **1.1.2.23** Admin shall be able to delete posts.
- **1.1.2.24** Admin shall be able to ban a user who violate rules.
- **1.1.2.25** Admin shall be able to remove ban of a user.
- **1.1.2.26** Admin shall be able to review report.

1.1.3 Sign Up

- ***1.1.3.1*** Users shall input their name, surname, email, username and password.
- ***1.1.3.2*** Users shall accept the terms & conditions.
- ***1.1.3.3*** After successful sign up, users shall be able to provide detailed information such as age, gender, location, favourite sports etc. on their profile page.

1.1.4 Sign In

- ***1.1.4.1*** Users shall be able to sign in with their username (or email) and password.
- ***1.1.4.2*** There shall be an option for forgotten passwords. User could change the password in such a case.
- ***1.1.4.3*** There shall be a “remember me” option on the sign in page.

1.2.System Requirements

1.2.1 Authentication

1.2.1.1 Sign Up

- ***1.2.1.1.1*** Sign up shall require the user to enter their e-mail address, name and surname.
- ***1.2.1.1.2*** E-mail shall be verified via a code.
- ***1.2.1.1.3*** After successful sign up, the system shall go on the next step that the user specifies a password, a username and agrees the terms & conditions contracts.
- ***1.2.1.1.4*** The username shall be at least 4 characters long and containing only alphanumeric characters.
- ***1.2.1.1.5*** The username shall be non-taken
- ***1.2.1.1.6*** Password shall be at least 6 characters long, containing at least one number and one letter and containing only alphanumeric characters.
- ***1.2.1.1.7*** Password shall be asked twice

- ***1.2.1.1.8*** After registration steps are completed, users shall enter multiple kinds of sports they are interested in and their skill levels in those sports.

1.2.1.2 Sign In

- ***1.2.1.2.1*** Sign In shall require a e-mail or username and password.
- ***1.2.1.2.2*** System shall block users who entered password wrong 3 consecutive times and shall ask the user to reset their password using their verified e-mail address.
- ***1.2.1.2.3*** System shall provide reset password functionality using the verified e-mail address

1.2.2 Sports Constraints

- ***1.2.2.1*** The system shall support different kinds of amateur spots.
- ***1.2.2.2*** Each sport shall have some specifications, which are:
    - ***1.2.2.2.1*** number of people who can participate (can be limitless)
    - ***1.2.2.2.2*** general rules
    - ***1.2.2.2.3*** equipment requirement
    - ***1.2.2.2.4*** special location requirement

1.2.3 Event posts

- ***1.2.3.1.1*** Events shall be discoverable by users that are of their interests and that are nearby.
- ***1.2.3.1.2*** Events shall be applicable by users that satisfy the skill set constraint.
- ***1.2.3.1.3*** Events shall be shown to the users via the search functionality.
- ***1.2.3.1.4*** The following information about the event shall be shown:
    - ***1.2.3.1.4.1*** event’s date and time
    - ***1.2.3.1.4.2*** location
    - ***1.2.3.1.4.3*** sport type
    - ***1.2.3.1.4.4*** skill level requirement
    - ***1.2.3.1.4.5*** quota of the sport
    - ***1.2.3.1.4.6*** participant count
    - ***1.2.3.1.4.7*** status (upcoming, live or passed / full or open to application)
    - ***1.2.3.1.4.8*** name of the event
    - ***1.2.3.1.4.9*** comment section
    - **1.2.3.1.4.10** required equipment
    - **1.2.3.1.4.11** rules
    - **1.2.3.1.4.12** badges that might be given at the end of the event

    - **1.2.3.1.4.13** description of the event
- ***1.2.3.1.5*** Event shall be postponed if necessary participant count could not be satisfied.
- **1.2.3.1.6** There shall be section on the event posts where users can interact via commenting.
- **1.2.3.1.7** If an event is requested to be repeated for consequent weeks on the same day of the week and hour, while the event is being created there shall be an option for such repetition that a user might create multiples of the same event simultaneously.
- **1.2.3.1.8** If there is no default type in the system for an event that a user wants to create, there shall be an "other" option as the type of the sport.

1.2.4 Sports equipment posts

- **1.2.4.1** In the sports equipment posts, there shall be a section to write the types of sports whose equipments are offered, description of the sports equipments and why they are suggested.
- **1.2.4.2** In the posts about sports equipments, there shall be a place to put a link to a site where the sport equipment can be found. When the link is clicked, a new page to the site shall open.
- **1.2.4.3** In the posts about sports equipments, there shall be a place to specify the location of the shop if the shop is not only online and also has a store.
- **1.2.4.4** In the posts about sports equipments, there shall be comment section where users are able to ask questions about the post.

1.2.5 Search

1.2.5.1 Game/Event

- **1.2.5.1.1** The system shall allow users to be able to search for events according to a name, location or type of an event.
- **1.2.5.1.2** Event search can be done by typing the keywords on a search bar or finding events near a location on a map like structure.
- **1.2.5.1.3** Event feed shall be filterable according to the specifications stated in date, location, game rate, incomplete number of participants in event.
- **1.2.5.1.4** Default feed sorting shall be changeable by the user to different options (such as but not limited to: newest event, nearest location, nearest date or increasing fee).
- **1.2.5.1.5** When user wants to filter the event posts near a location, he/she shall be able to change the radius of the location circle so that events in the circle are presented.

1.2.5.2 Sports equipments

- **1.2.5.2.1** On the page to discover user posts about sports equipments, posts shall be searched according to the type of sports, location information that is stated in the post.
- **1.2.5.2.2** Location information shall not be mandatory but type of the sports shall be mandatory for equipment posts.
- **1.2.5.2.3** Posts that don't have location information shall not be listed when user filters the results according to a location.
- **1.2.5.2.4** When user wants to filter the sport equipment posts near a location, he/she shall be able to change the radius of the location circle so that events in the circle are presented.

1.2.6 Recommendation

1.2.6.2 By Systems

- ***1.2.6.2.1*** System shall recommend related events, other users, sports gears, tools, merchandise to users automatically according to a users' interests.

1.2.7 Notifications

- ***1.2.7.1*** People who are selected and not selected for an event shall be notified by the event creator.
- ***1.2.7.2*** People shall be notified about system recommendation (events, people, sports related content)
- ***1.2.7.3*** Users shall be able to customize the type of notifications they will receive.
- **1.2.7.4** When a user's request to participate in an event is accepted or rejected by the event creator, system shall send a notification to these users.

1.2.8 Location Services

- ***1.2.8.1*** Users shall be able to see sports events near a specified region by searching.
- ***1.2.8.2*** Event creators specify whether the events take in a special place and the system shall highlight these places.

1.2.9 Badges

- **1.2.9.1** System shall provide a number of badge options that users are able to choose one of them and semantically tag them.

2.Non-Functional Requirements

2.1. Security

- ***2.1.1*** Passwords shall be encrypted.?
- ***2.1.2*** Users should be sent a verification mail when they want to change their passwords. Until the users click the link in the mail, their passwords should not be changed.?
- ***2.1.3*** The website interactions shall use SSL.

2.2. Availability

- ***2.2.1*** The system shall have a web application.
- ***2.2.2*** The system shall have an android application.
- **2.2.3** The system shall support English language.

2.3. Privacy

- ***2.3.1*** The system shall respect the user privacy laws.
- ***2.3.2*** System shall provide notifications about user feeds and updates on projects and events.
- ***2.3.3*** System shall follow rules defined by GPDR and KVKK.

2.4. Deployment

- Deployment details will be announced.

2.5. Protocol

- ***2.5.1*** The system shall use the W3C Activity Stream standard 2.0 standard. Subscriptions and notifications shall follow this standard.
- ***2.5.2*** The semantic taggings shall be supported with Wikidata.org.

2.6. Performance

- Performance details will be announced.

2.7 Language

- Language details will be announced.

c) Scenarios and Mockups

Scenario 1 & Mockup
Kadir Hallederoğlu

Persona

- Kadir Hallederoğlu
- 40 years old, male
- Football field and a football shop owner in Ataşehir/İstanbul
- Very ambitious, greedy

User Story

Kadir Hallederoğlu is a 40 years old, very greedy, a football field and a football equipments shop owner. He owns a sentetic football field called "Yeşil Halı Saha" and next to the field there is a shop that sport equipments are sold. There is a website of this shop where people can also buy equipments online. This place resides in Ataşehir/İstanbul. Kadir is very ambitious to promote his business. He discovered this web site and wants to create an account so that users in this application can see and visit his field and maybe also buy some equipments from his shop's website.

Goals

- He wants to sign up the application using his business' name Yeşil Halı Saha.
- He wants to customize his business' profile.
- He wants to post links to his sports equipments that he sells in his shop's website.

Pre-Conditions

- He doesn't already have an account.

Scenario

1. He enters system. The home page is shown.
2. He clicks the sign up button then the sign up page shows up.
3. He types his name, surname, email to the corresponding blanks.
4. A verification code is send to his email. He copies the numbers to the authentication section and submits.
5. Site is automatically refreshed. A page that asks username, password and agreement on terms& conditions opens. He fills these information. He writes the name of his field "Yeşil Halı Saha" as a username.

6. Site asks the user to enter the kinds of sports he is interested in and his skill levels in those sports.
7. The site shows his profile page.
8. He completes his profile information: He writes the location of Yeşil Halı Saha. He puts a photo of his field as a profile picture. He states his sports interest as football.
9. He creates a post about a football ball that he normally sells on his shop's website. He fills the type of the sport that the equipment is related to as football. He writes the description of the ball and why people should buy it. He adds the link to the page that ball is sold in his shop's website.

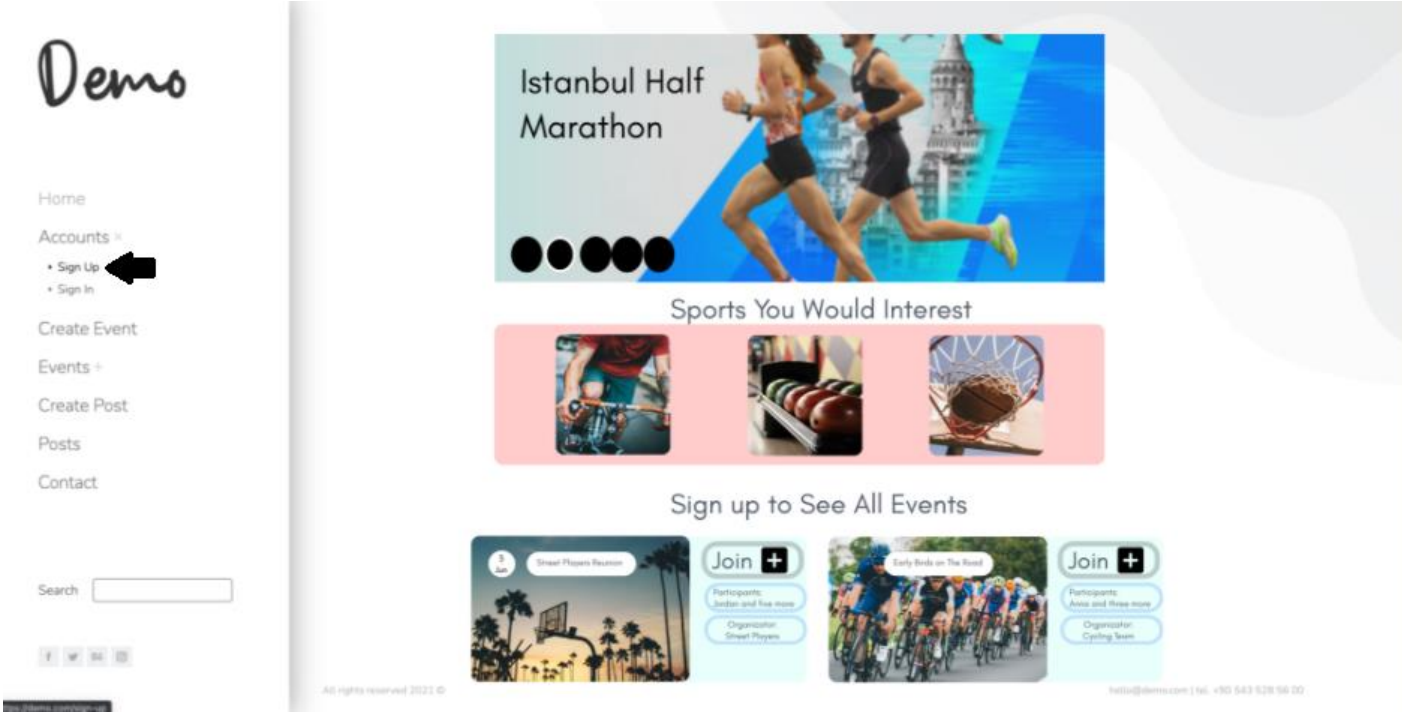
Acceptance Criteria

- ***1.2.1.1.1*** Sign up shall require the user to enter their e-mail address, name and surname.
- ***1.2.1.1.2*** E-mail shall be verified via a code.
- ***1.2.1.1.3*** After successful sign up, the system shall go on the next step that the user specifies a password, a username and agrees the terms & conditions contracts.
- ***1.2.1.1.4*** The username shall be at least 4 characters long and containing only alphanumeric characters.
- ***1.2.1.1.5*** The username shall be non-taken
- ***1.2.1.1.6*** Password shall be at least 6 characters long, containing at least one number and one letter and containing only alphanumeric characters.
- ***1.2.1.1.7*** Password shall be asked twice
- ***1.2.1.1.8*** After registration steps are completed, users shall enter the kinds of sports they are interested in and their skill levels in those sports.
- ***1.1.1.1*** Users shall have a profile page.
- ***1.1.1.3*** Users shall be able to add profile picture.
- **1.1.1.4** There is a default profile picture.
- ***1.1.1.6*** Users shall be able to show their interested sports.
- **1.1.2.8** Users shall be able to post the link to a sports equipment which is useful/ has a good price etc. so that other users may benefit from them.
- **1.2.4.1** In the sports equipment posts, there shall be a section to write the types of sports whose equipments are offered, description of the sports equipments and why they are suggested.
- **1.2.4.2** In the posts about sports equipments, there shall be a place to put a link to a site where the sport equipment can be found. When the link is clicked, a new page to the site shall open.
- **1.2.4.3** In the posts about sports equipments, there shall be a place to specify the location of the shop if the shop is not only online and also has a store.

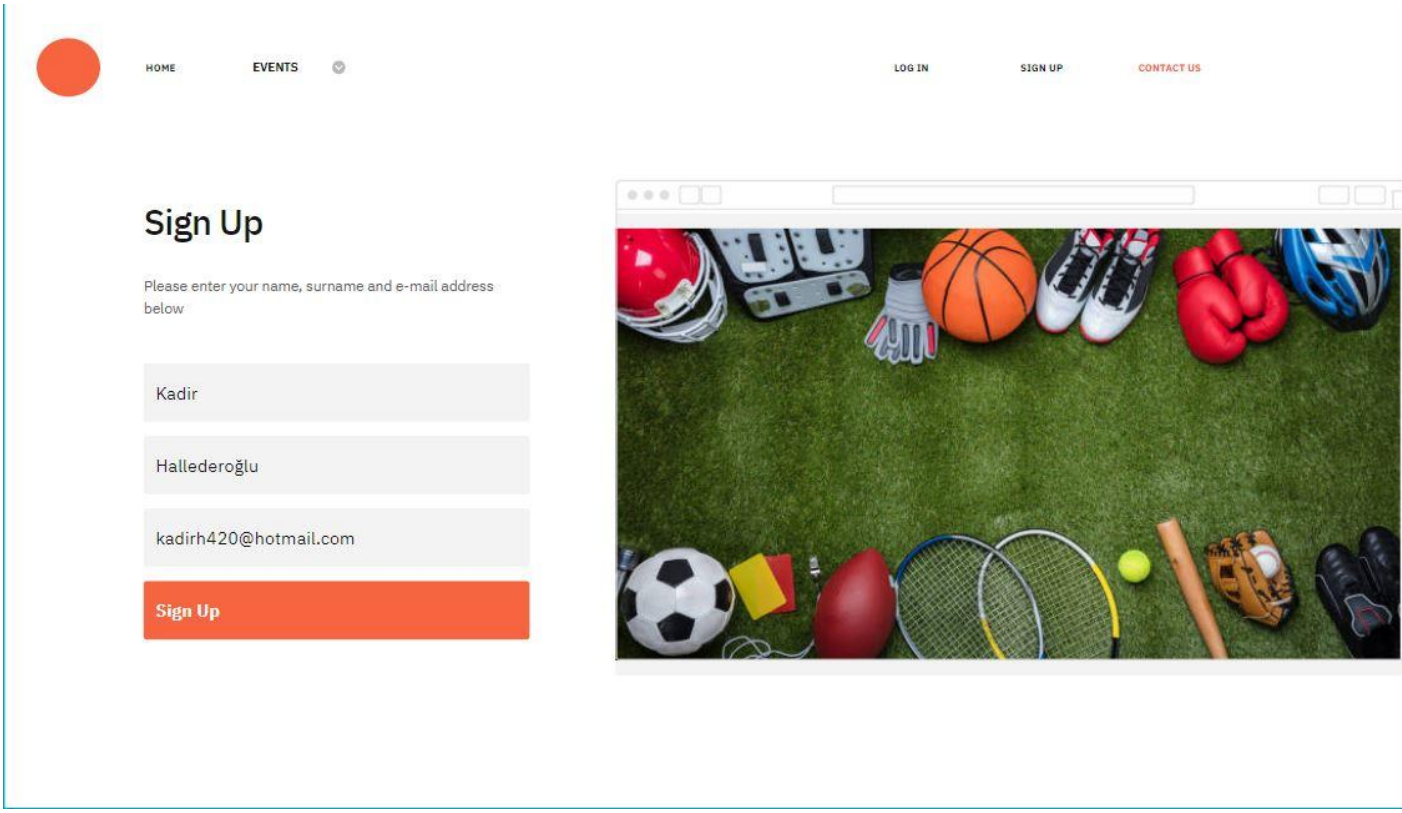
Mockup

Web

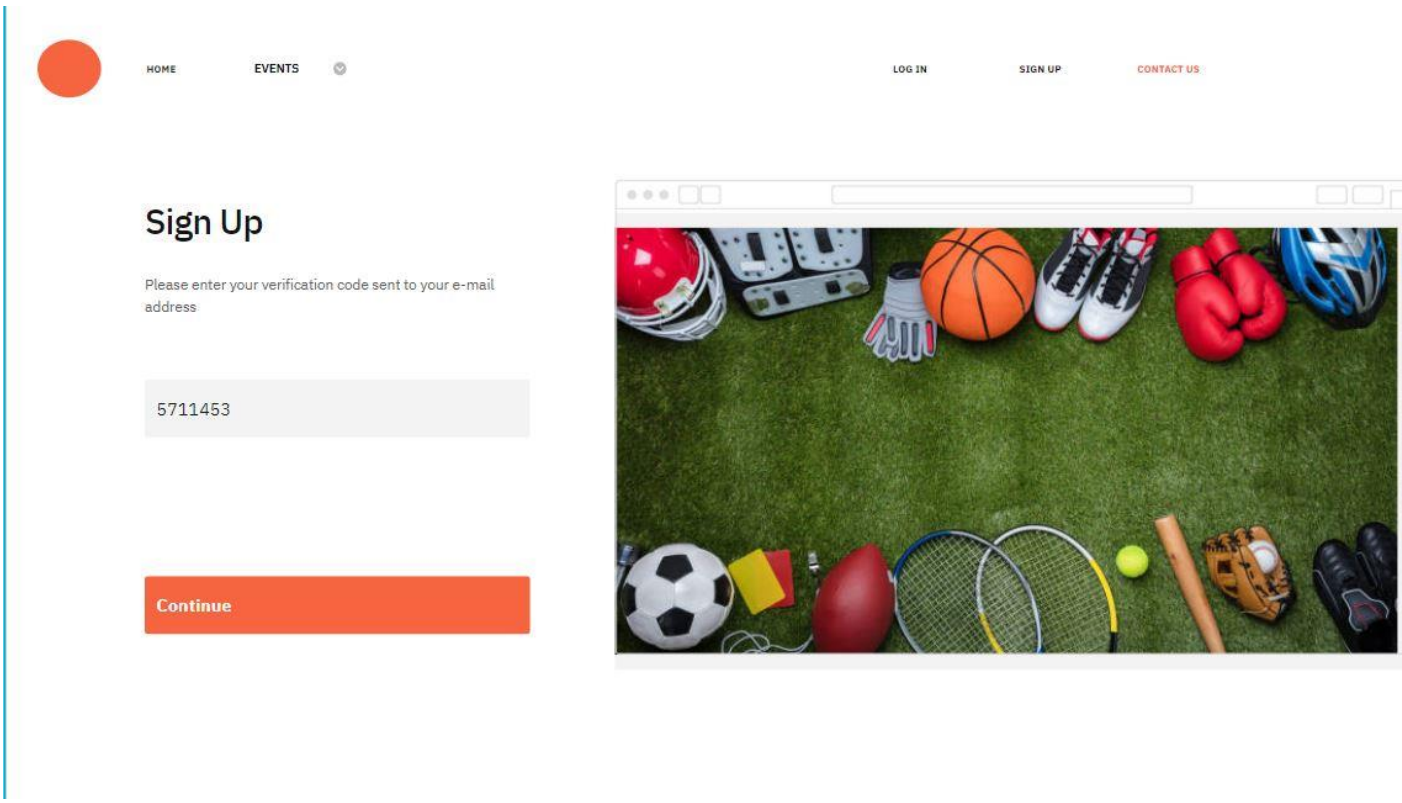
1. He enters system. The home page is shown.
2. He clicks the sign up button then the sign up page shows up.



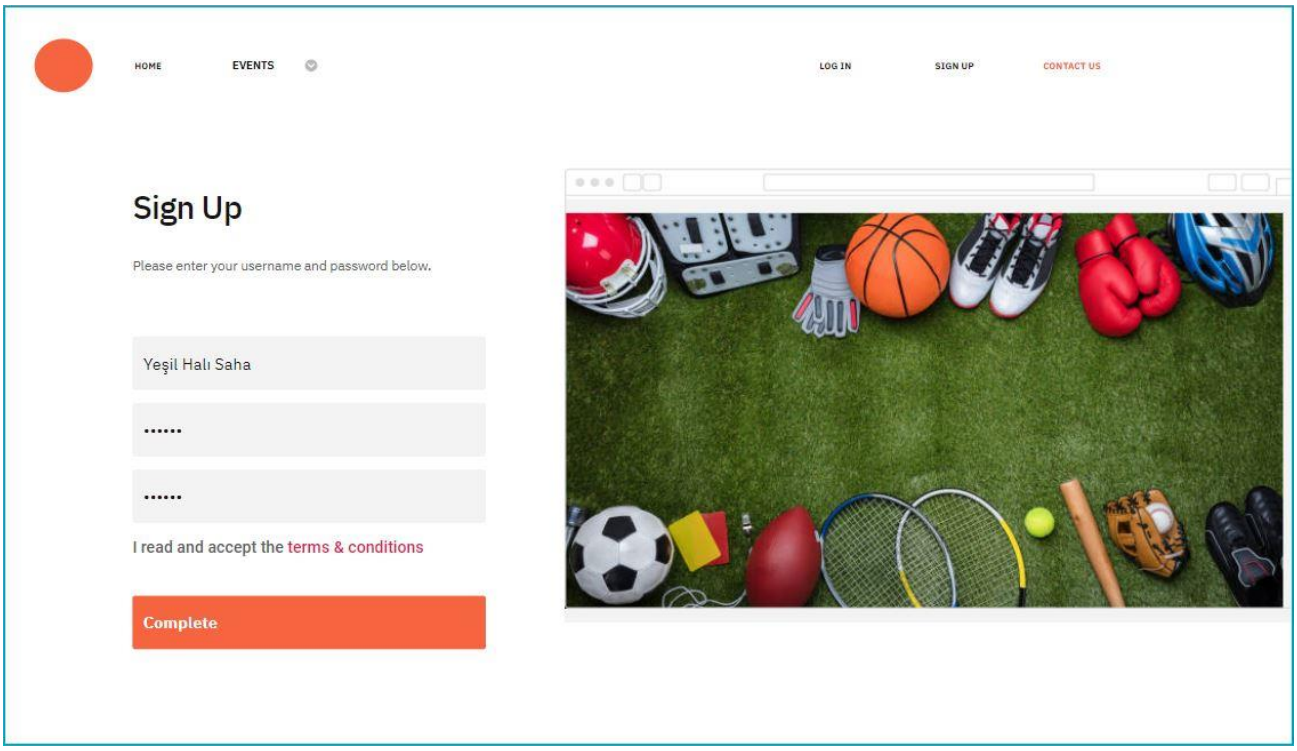
3. He types his name, surname, email to the corresponding blanks.



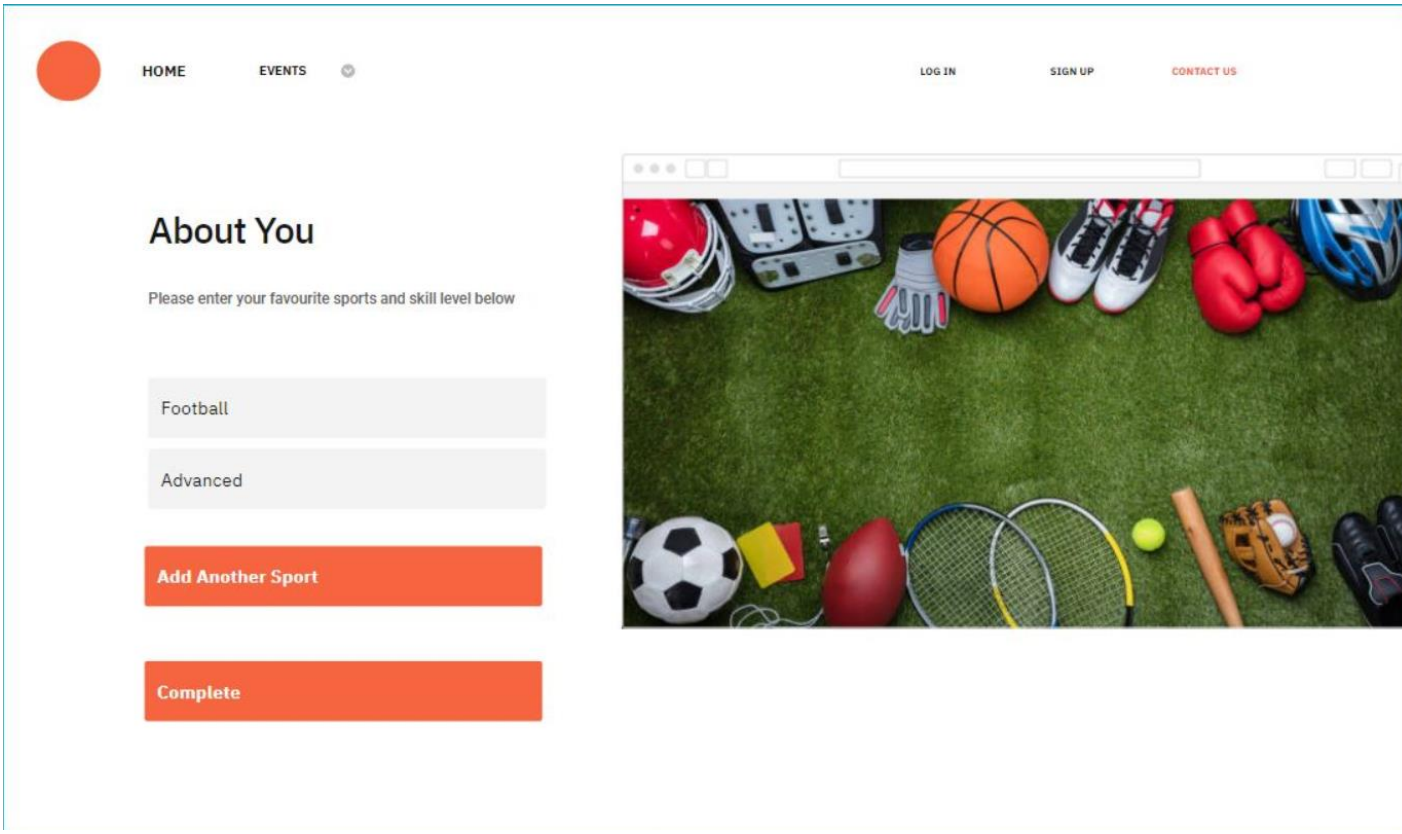
4. A verification code is send to his email. He copies the numbers to the authentication section and submits.



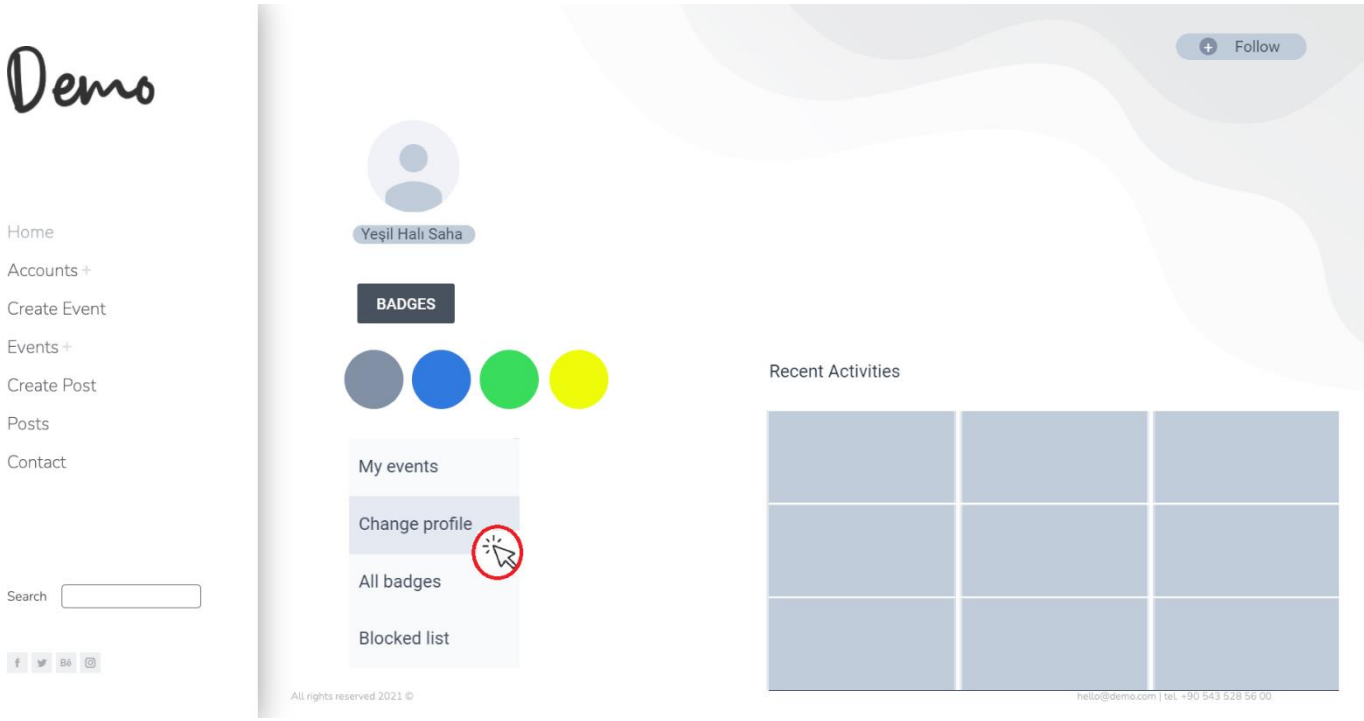
5. Site is automatically refreshed. A page that asks username, password and agreement on terms& conditions opens. He fills these information. He writes the name of his field "Yeşil Halı Saha" as a username.



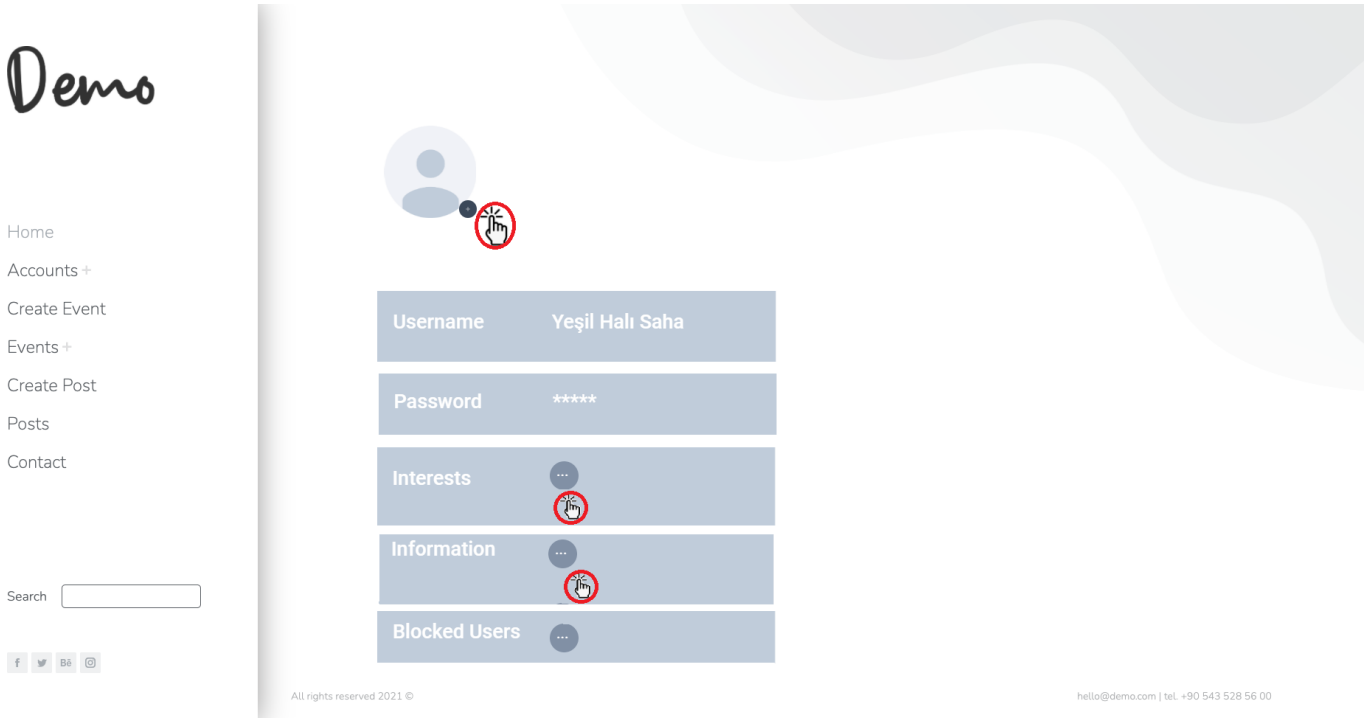
6. Site asks the user to enter the kinds of sports he is interested in and his skill levels in those sports.

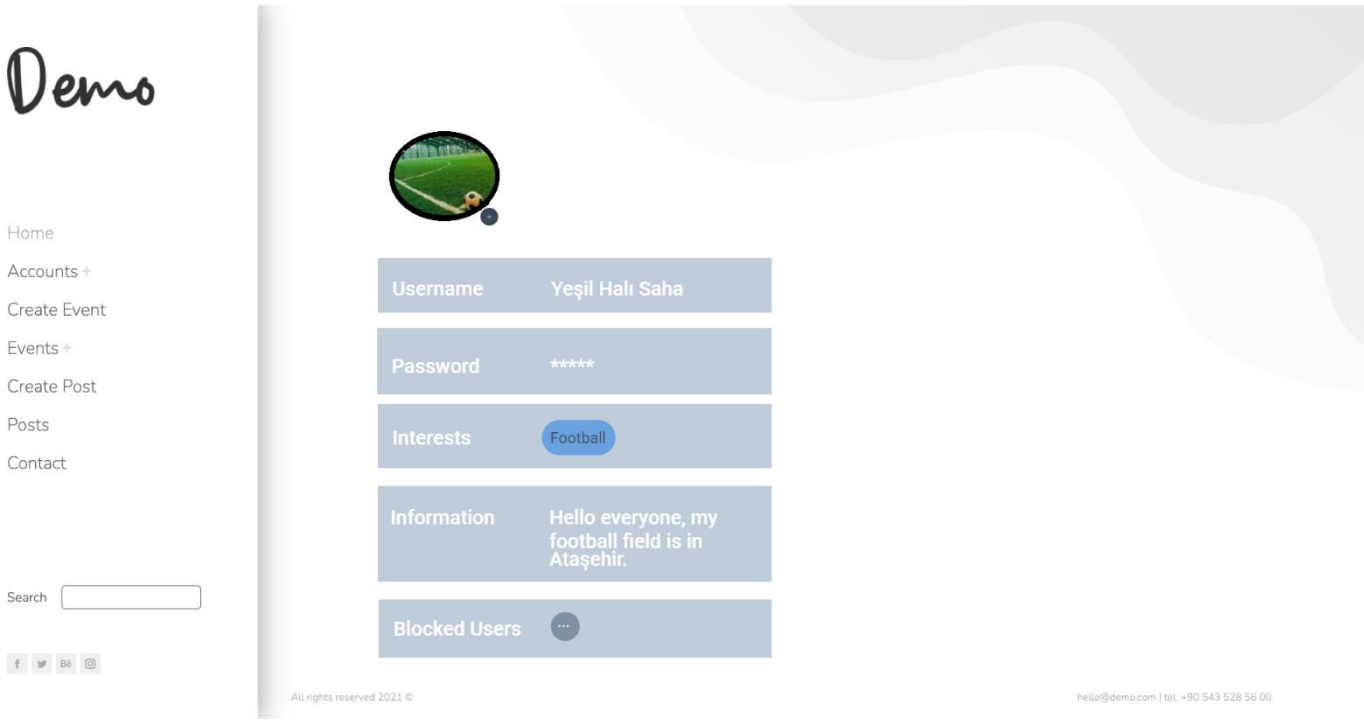


7. The site shows his profile page.

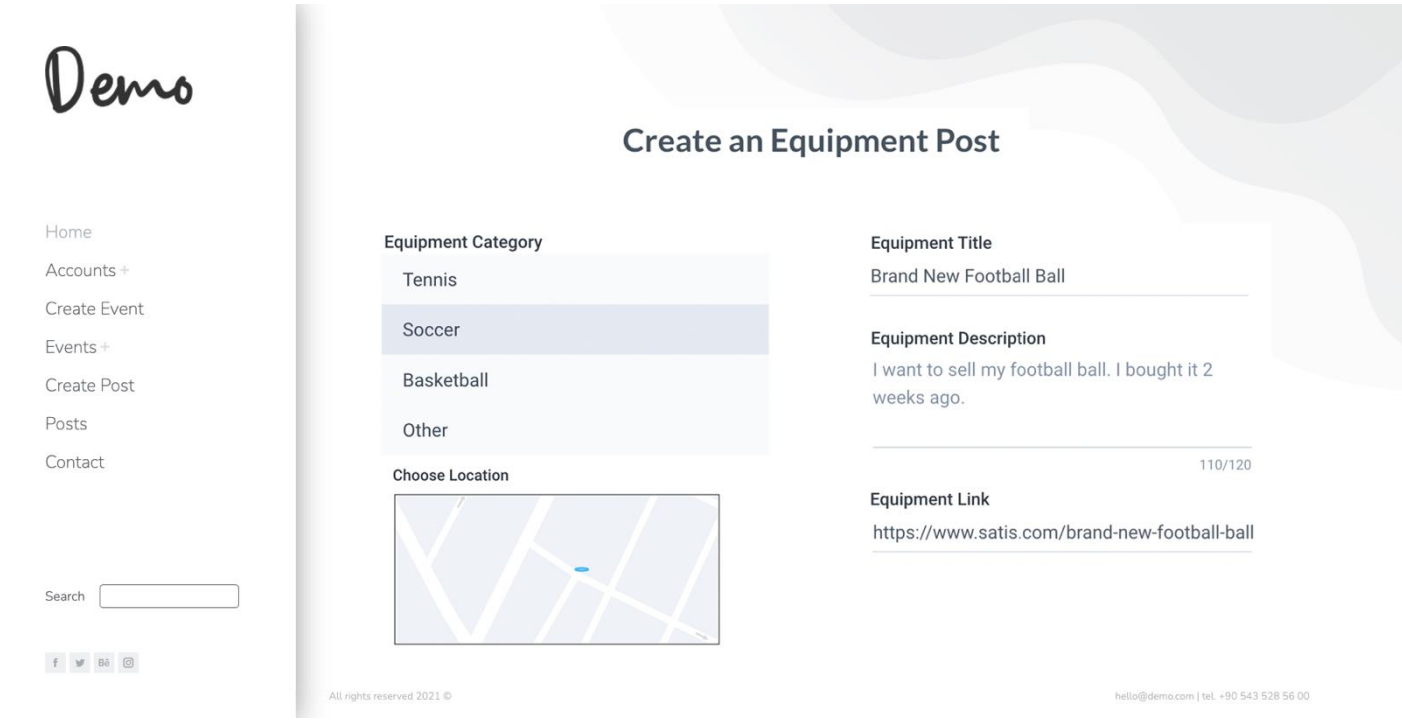


8. He completes his profile information: He writes the location of Yeşil Halı Saha. He puts a photo of his field as a profile picture. He states his sports interest as football.



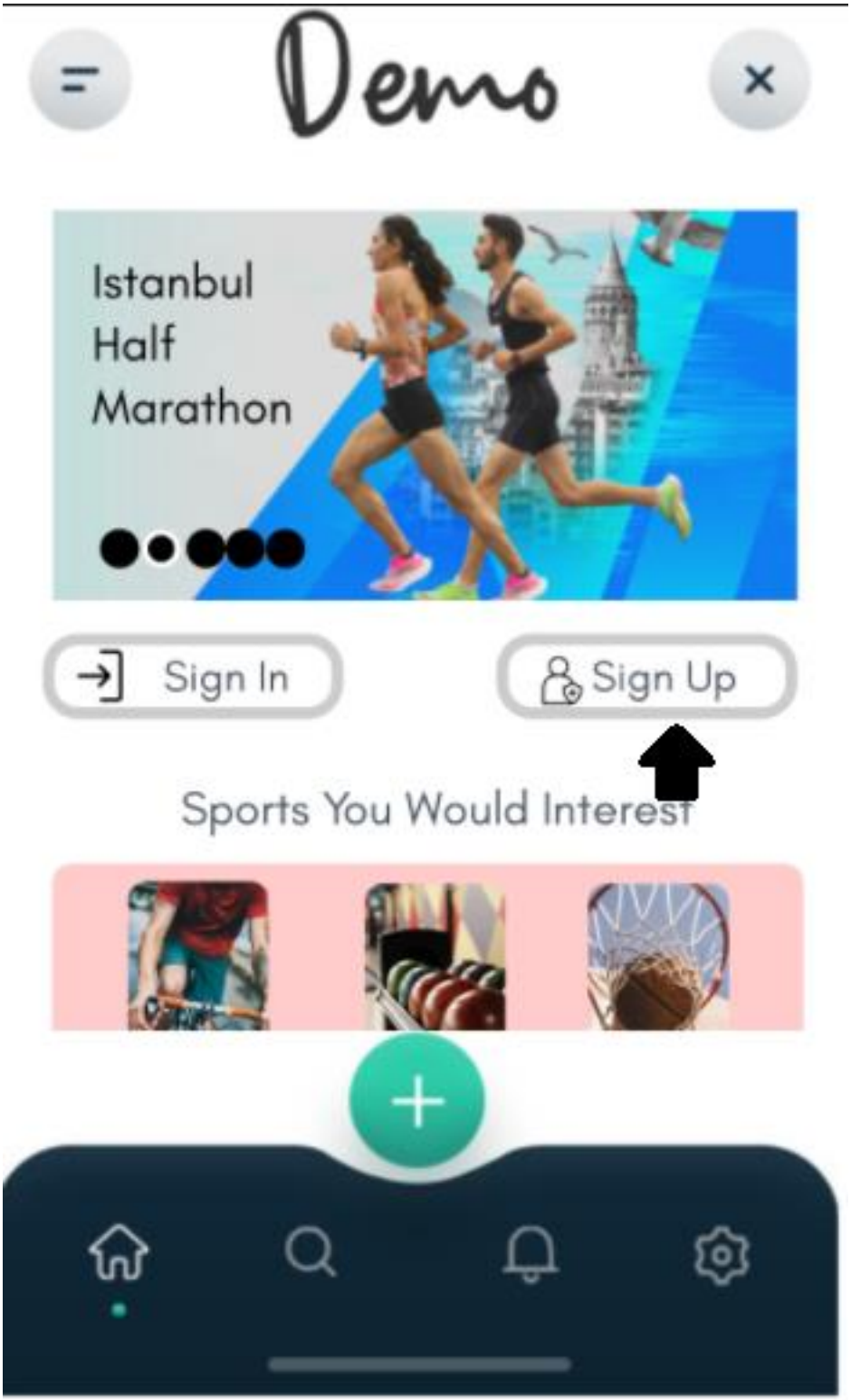


9. He creates a post about a football ball that he normally sells on his shop's website. He fills the type of the sport that the equipment is related to as football. He writes the description of the ball and why people should buy it. He adds the link to the page that ball is sold in his shop's website.

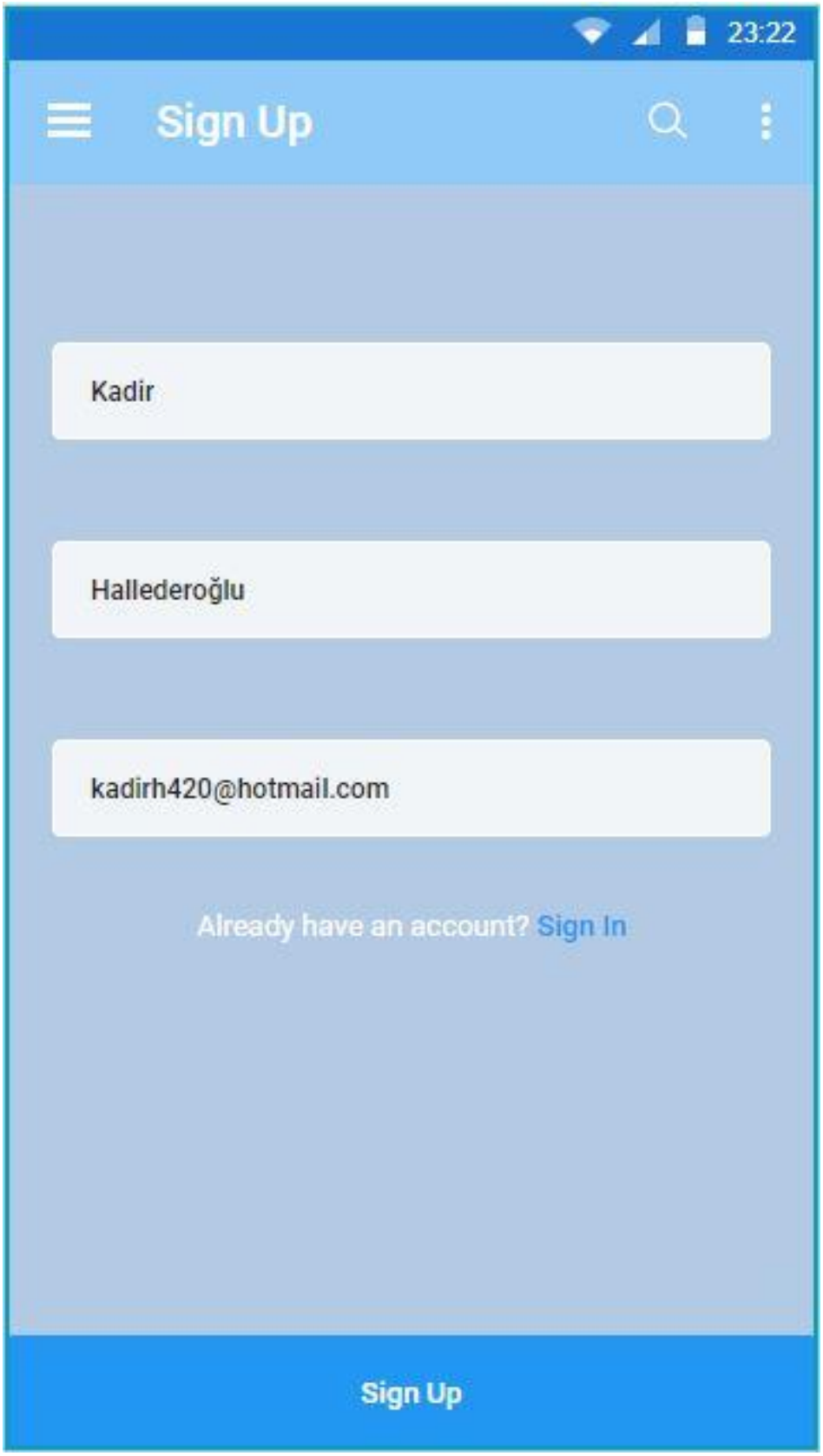


Android

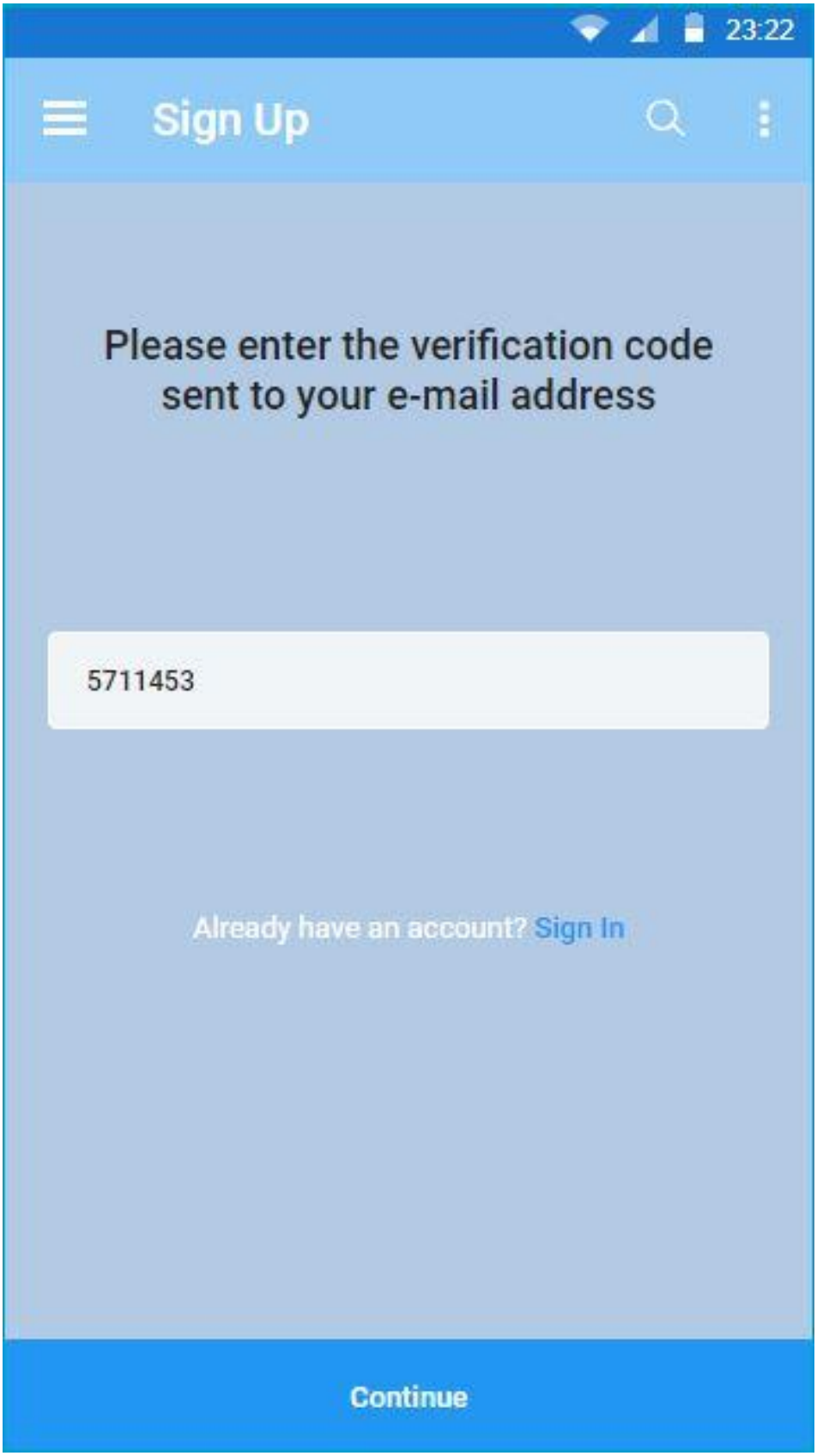
1. He enters system. The home page is shown.
2. He clicks the sign up button then the sign up page shows up.



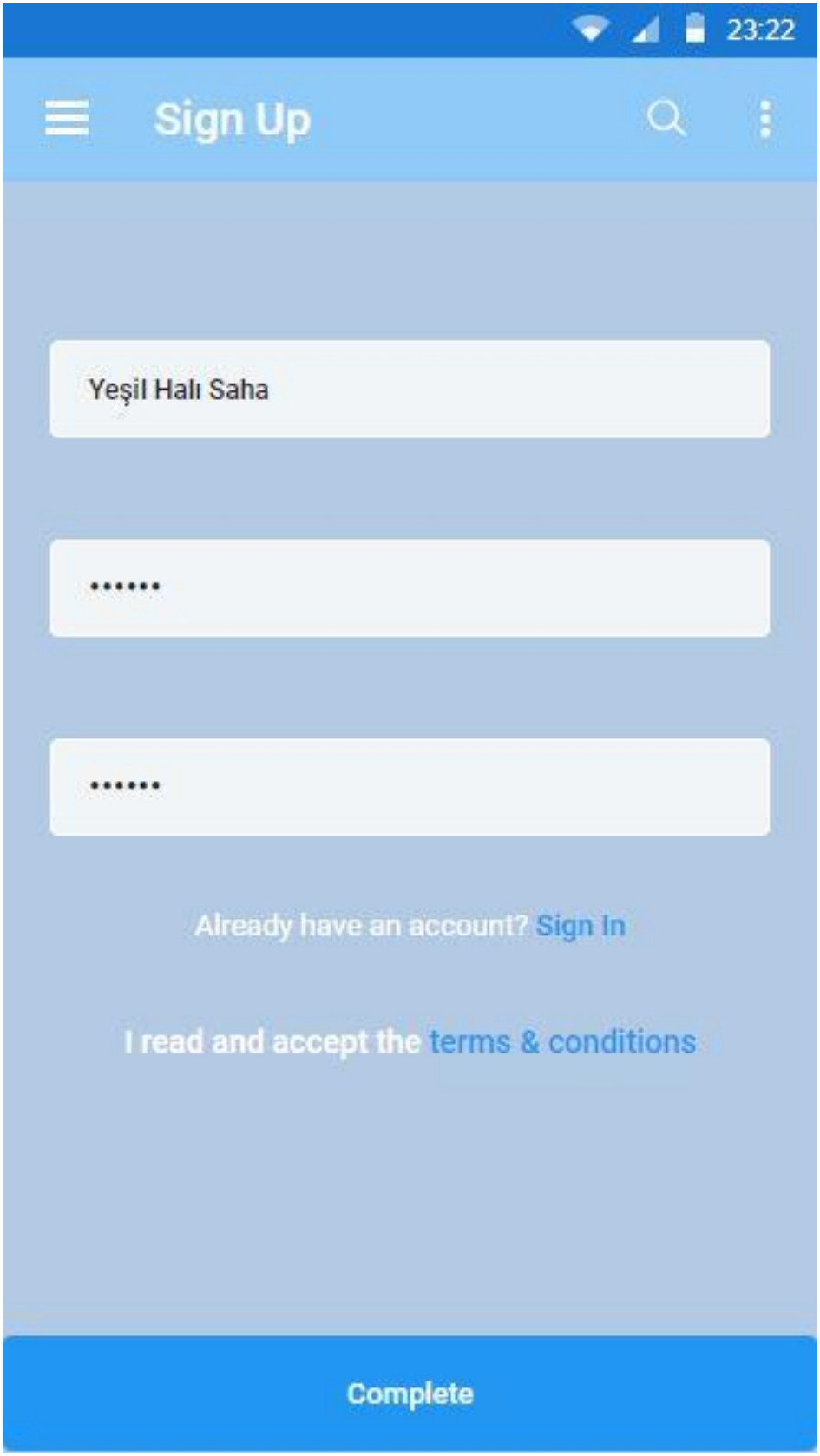
3. He types his name, surname, email to the corresponding blanks.



4. A verification code is send to his email. He copies the numbers to the authentication section and submits.

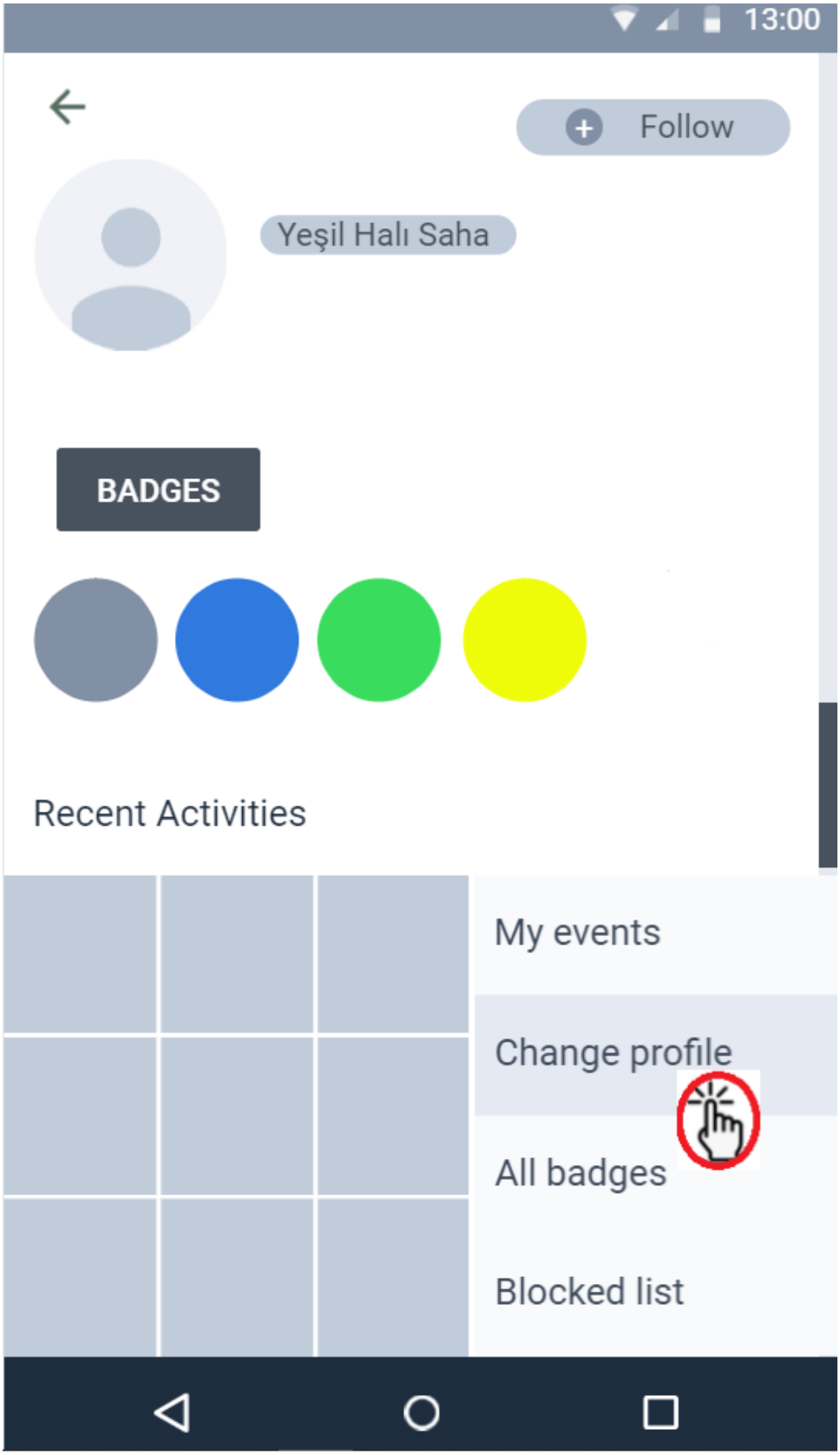


5. Site is automatically refreshed. A page that asks username, password and agreement on terms& conditions opens. He fills these information. He writes the name of his field "Yeşil Halı Saha" as a username.

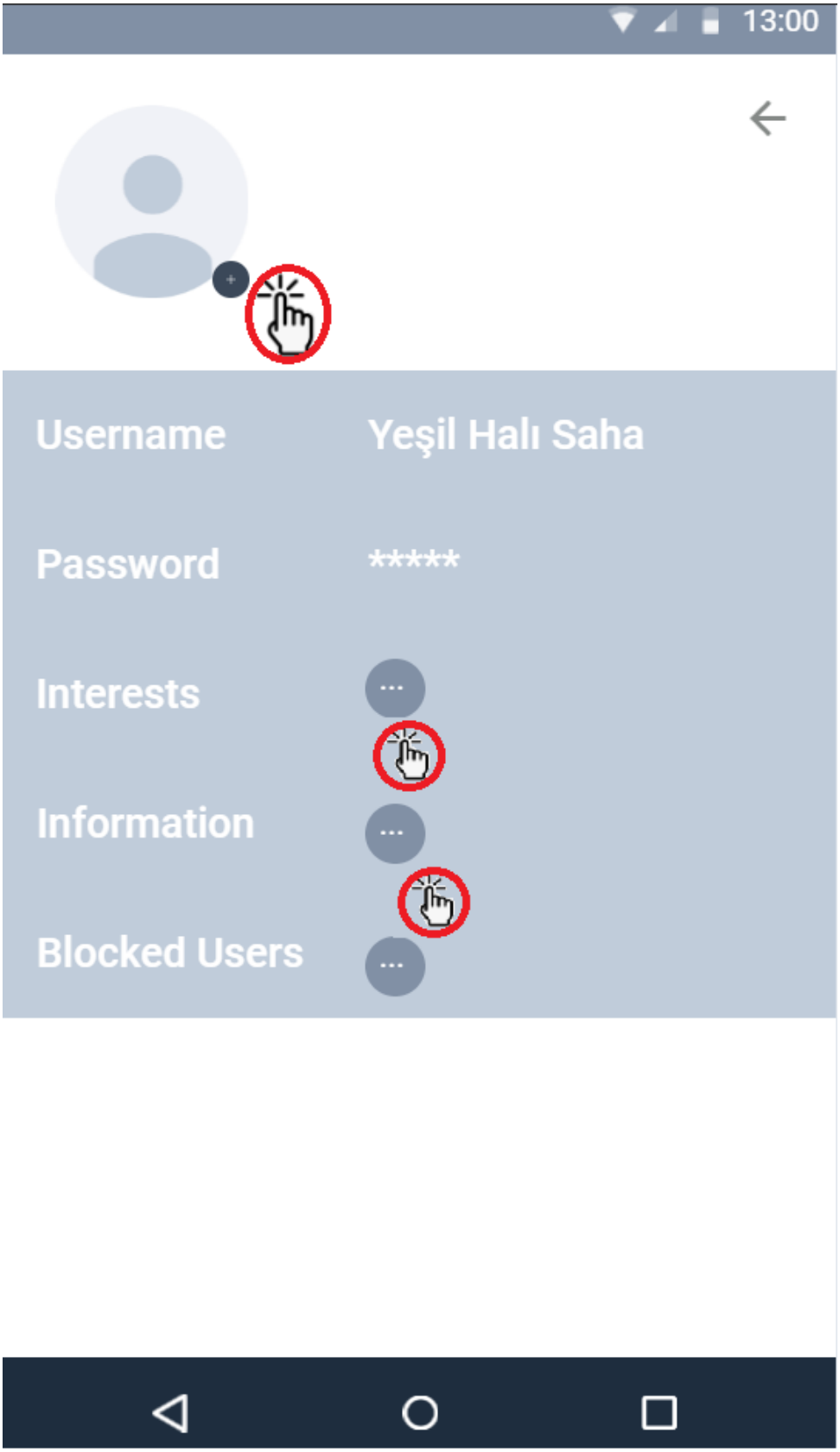


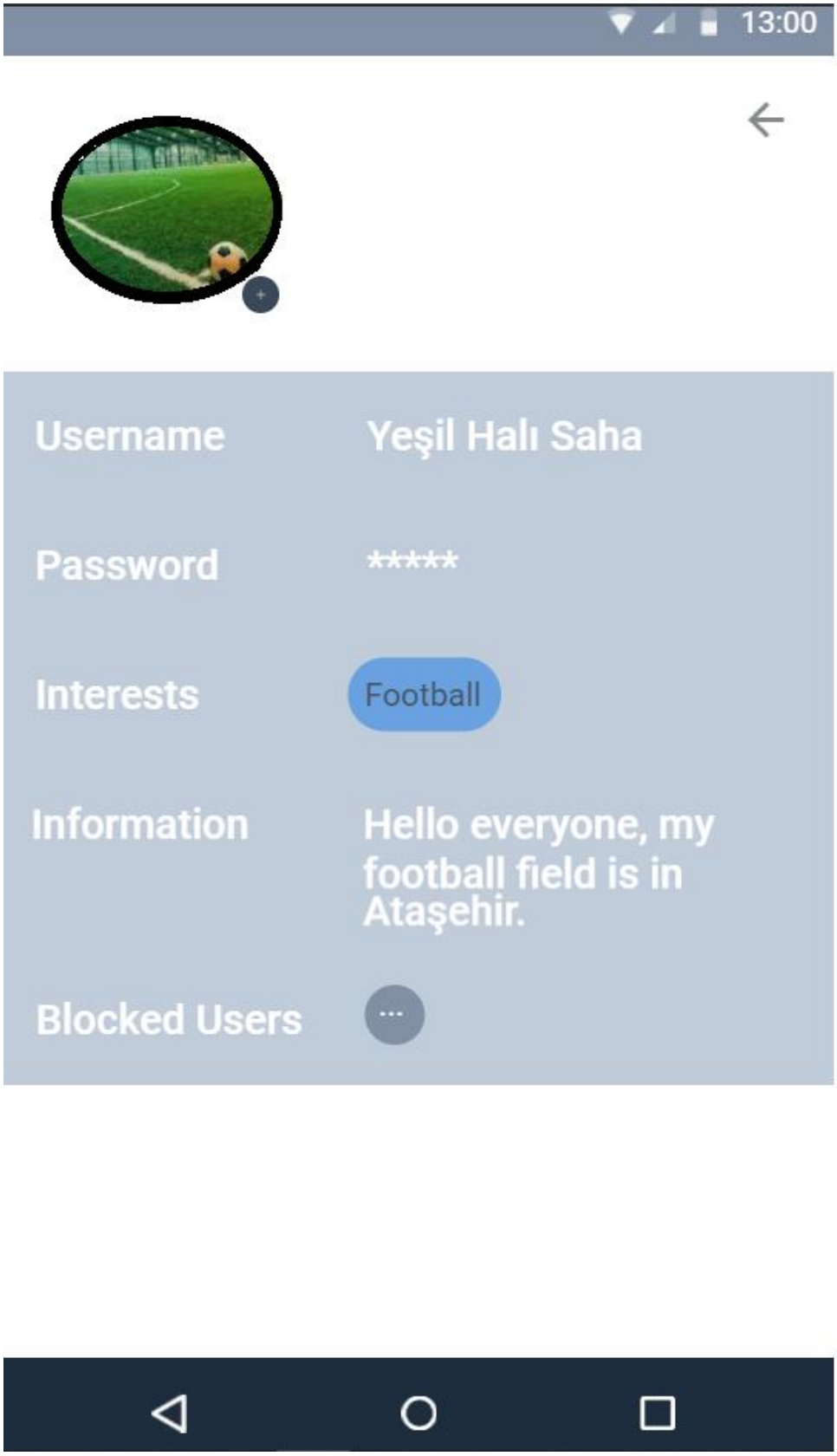
6. Site asks the user to enter the kinds of sports he is interested in and his skill levels in those sports.

7. The site shows his profile page.



8. He completes his profile information: He writes the location of Yeşil Halı Saha. He puts a photo of his field as a profile picture. He states his sports interest as football.


13:00
Username
Yeşil Halı Saha
Password
*****
Interests
Information
Blocked Users



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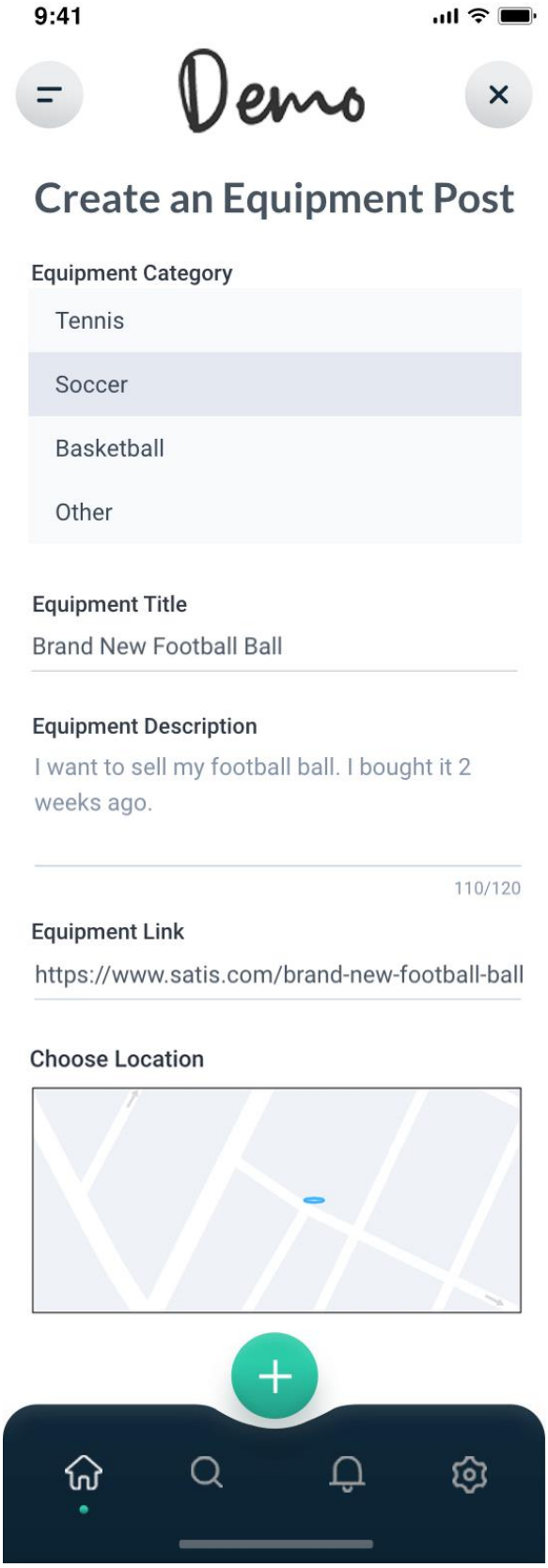


Scenario 2 & Mockup

Persona

- John Gül
- 25 years old, male
- Basketball player, freelance worker
- Likes to meet new people

User Story

John is an avid fan of street basketball and used the app to organize a few events in the past. He wants to create a new basketball event open to everyone to join.

Goals

- He wants to log in.
- He wants to create a sports event.

Pre-Conditions

- He already has an account.

Scenario

1. He opens the app.
2. He logs in to her account by entering e-mail and password.
3. On android when "+" button on the footer of the homepage is clicked and on web when "create event" on the side bar is clicked, event creation screen shows up.
4. He enters event's name, date and time, location, sport type, skill level requirement, quota, participant count, required equipment, badges, sets the status as open to application and writes a caption for the event and submits.

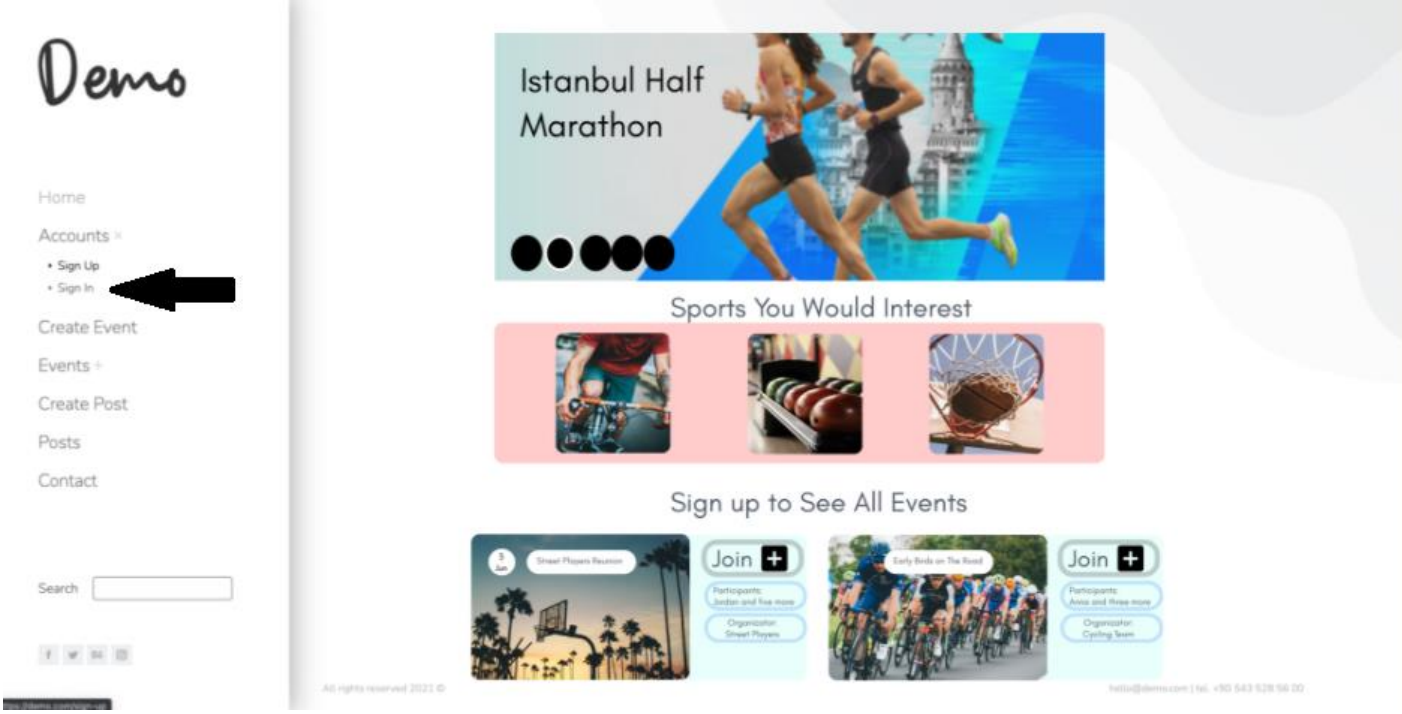
Acceptance Criteria

- ***1.1.4.1*** Users shall be able to sign in with their username (or email) and password.
- **1.1.2.4** Users shall be able to select badges from the options that system provides.
- ***1.1.2.15*** When an event is being created, event creator shall choose among the types of events, if there is no such event recognized by the system, event creator shall describe the type of the event in terms of its characteristics.
- ***1.2.3.1.1*** Events shall be discoverable by users that are of their interests and that are nearby.
- ***1.2.3.1.2*** Events shall be applicable by users that satisfy the skill set constraint.
- ***1.2.3.1.4*** The following information about the event shall be shown:
    - ***1.2.3.1.4.1*** event's date and time
    - ***1.2.3.1.4.2*** location
    - ***1.2.3.1.4.3*** sport type
    - ***1.2.3.1.4.4*** skill level requirement
    - ***1.2.3.1.4.5*** quota of the sport
    - ***1.2.3.1.4.6*** participant count
    - ***1.2.3.1.4.8*** name of the event
    - **1.2.3.1.4.10** required equipment
    - **1.2.3.1.4.11** rules
    - **1.2.3.1.4.12** badges that might be given at the end of the event
    - **1.2.3.1.4.13** description of the event
- **1.2.3.1.7** If an event is requested to be repeated for consequent weeks on the same day of the week and hour, while the event is being created there shall be an option for such repetition that a user might create multiples of the same event simultaneously.
- **1.2.3.1.8** If there is no default type in the system for an event that a user wants to create, there shall be an "other" option as the type of the sport.
- **1.2.9.1** System shall provide a number of badge options that users are able to choose one of them and semantically tag them.

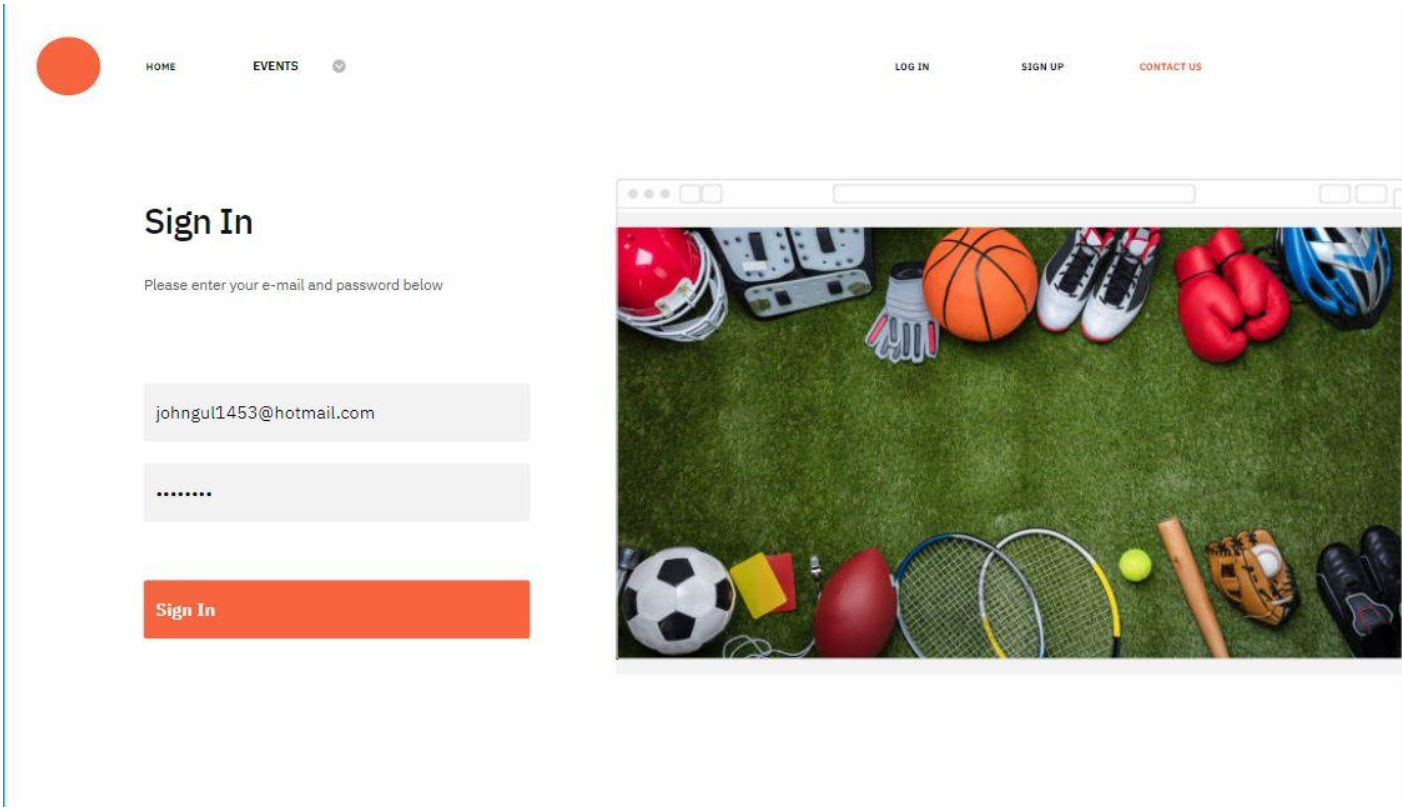
Mockup

Web

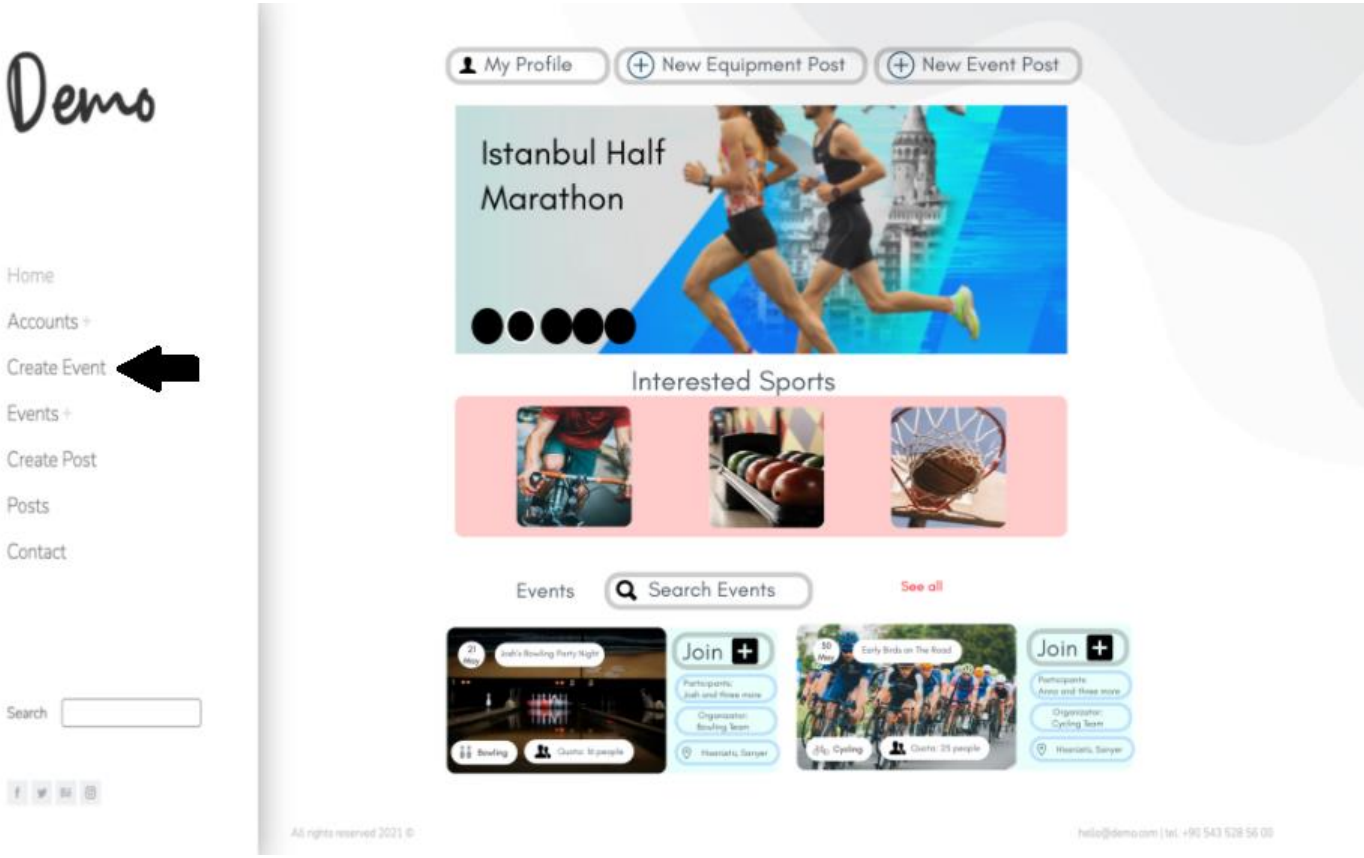
1. He opens the app.



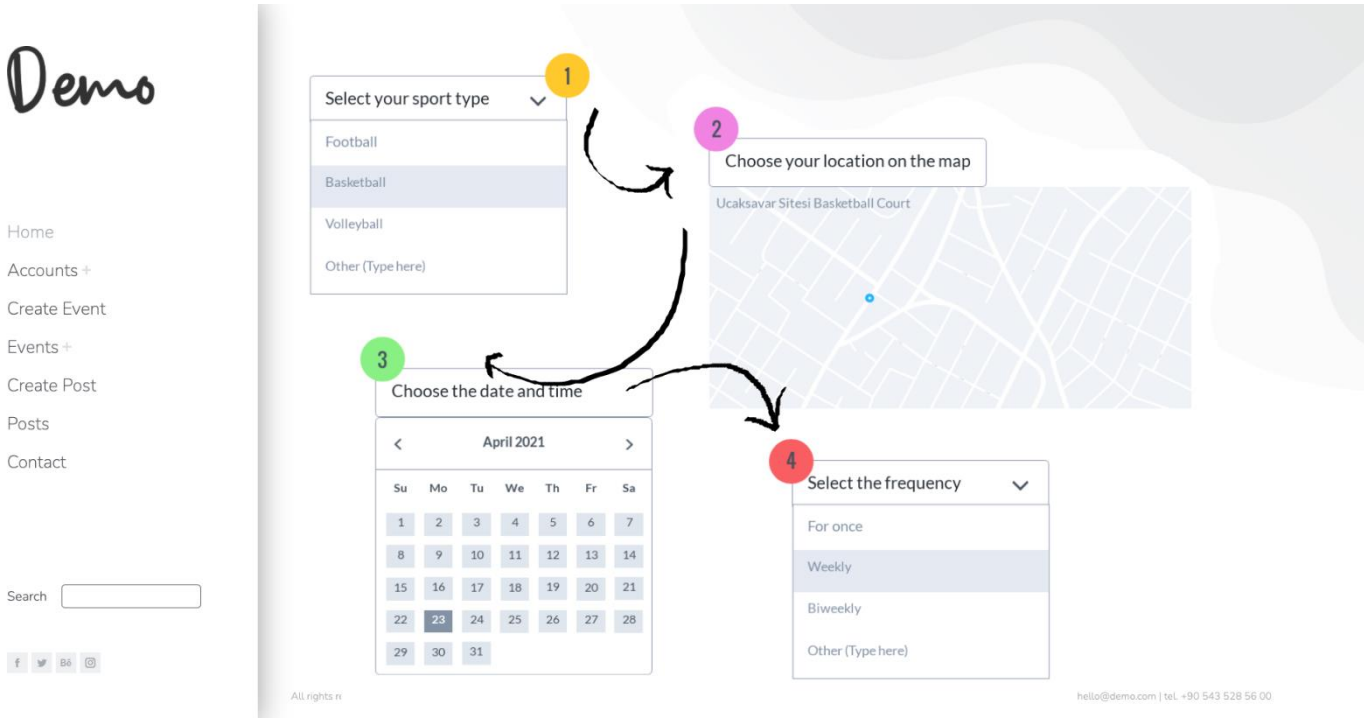
2. He logs in to her account by entering e-mail and password.



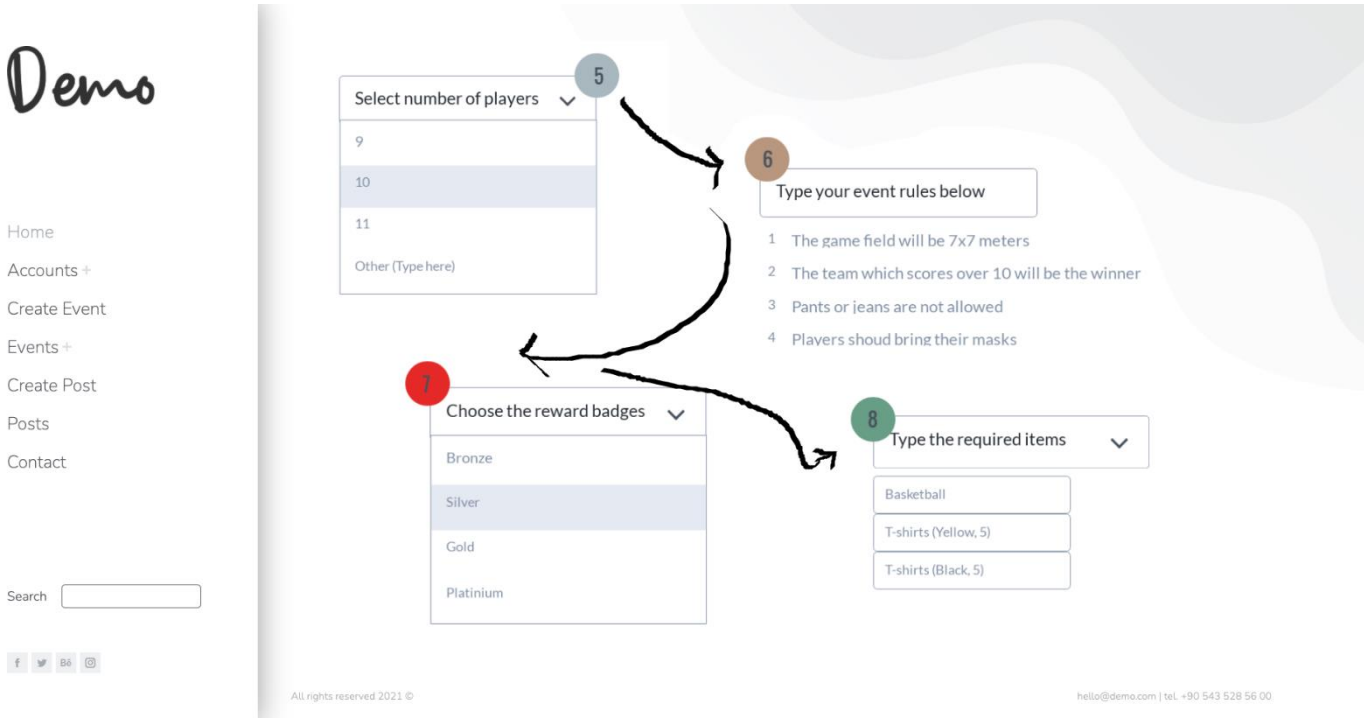
3. On android when "+" button on the footer of the homepage is clicked and on web when "create event" on the side bar is clicked, event creation screen shows up.



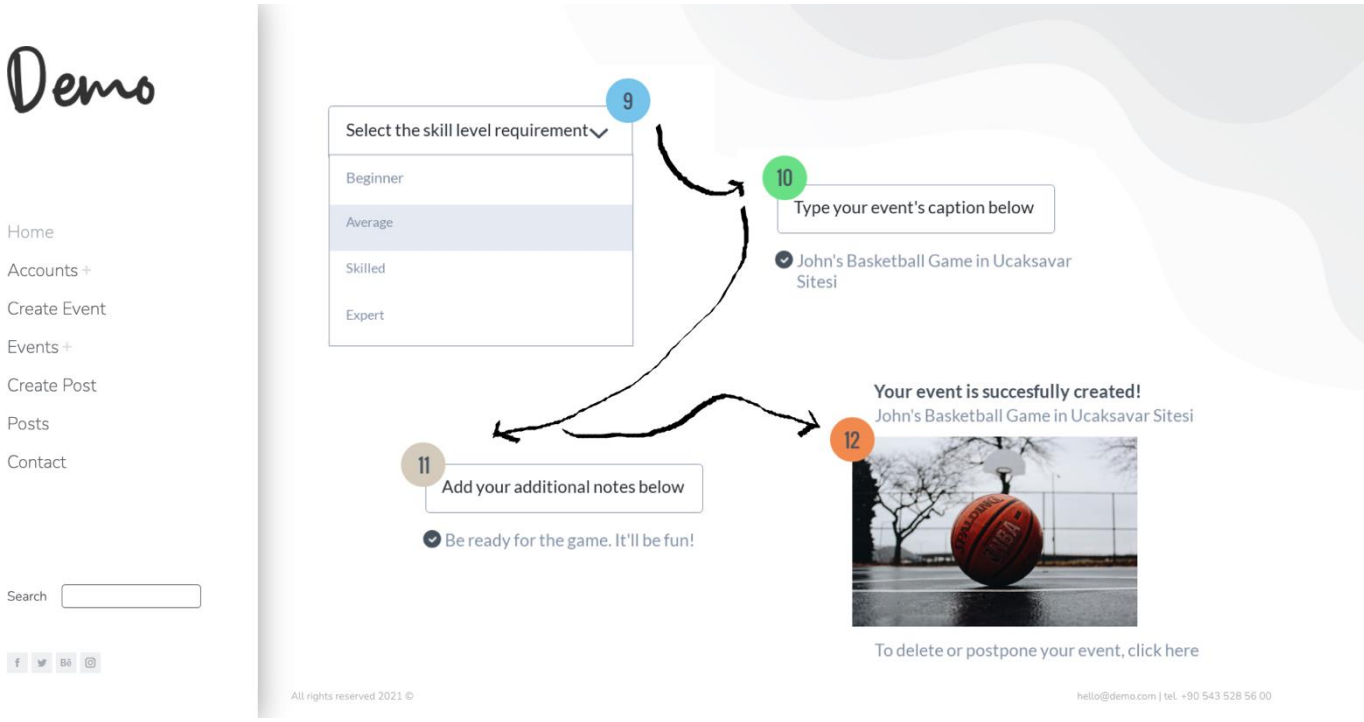
4. Now, He starts to create her event.
   4.1 Selects the kind of the sport she wish to create. If she cannot find what she is looking for, she can also type below. He selects Basketball.
   4.2 Writes the location down and pins the exact point on the map.
   4.3 Chooses event's date and time.
   4.4 He wants to play basketball every week and he doesn't want to create the same event every week. So, he chooses the event's frequency weekly.
   4.5 Selects the number of players as 10.



4.5 He types the event rules.
4.6 Chooses the badges which will be given to players after the game ends.
4.7 Types required items.
4.8 Selects the skill requirements for this game. He selects average for this game.
4.9 Lastly, He adds her event's caption and additional notes which will be visible by other users.

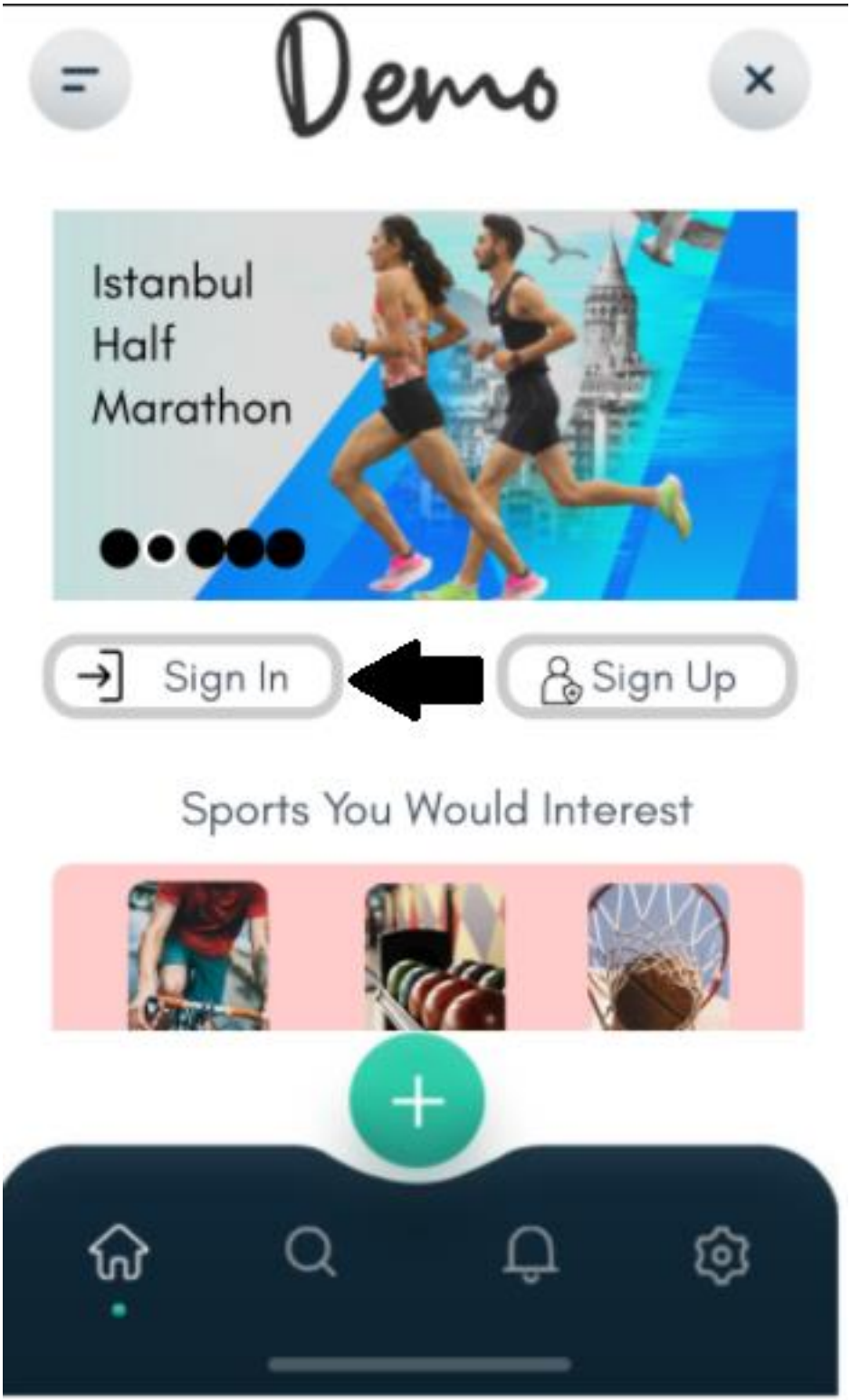


5. Now he sees the screen of "Your event is successfully created."



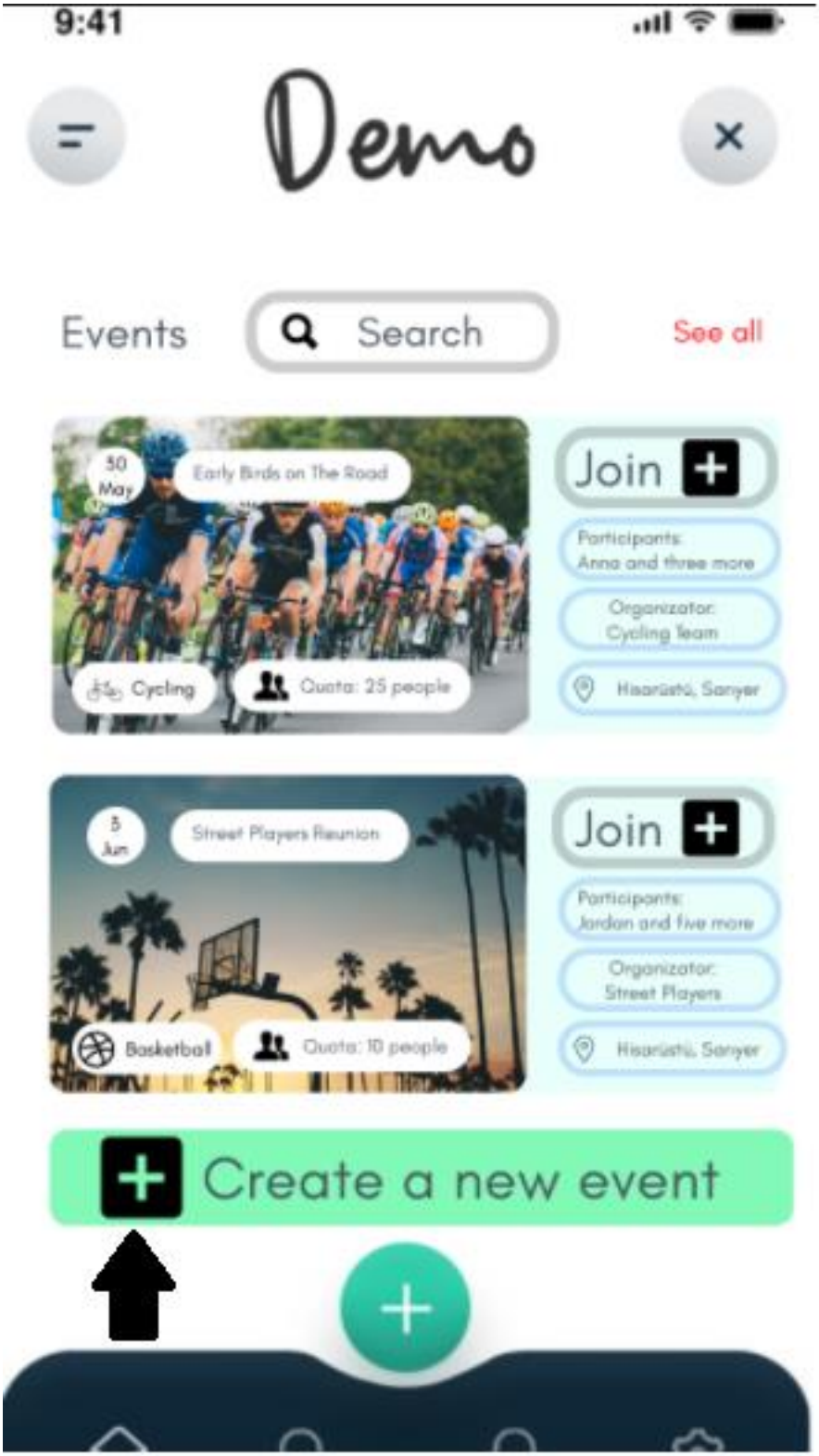
Android

1. He opens the app.



2. He logs in to her account by entering e-mail and password.

3. On android when "+" button on the footer of the homepage is clicked and on web when "create event" on the side bar is clicked, event creation screen shows up.



4. Now, He starts to create her event.
   4.1 Selects the kind of the sport she wish to create. If she cannot find what she is looking for, she can also type below. He selects Basketball.
   4.2 Writes the location down and pins the exact point on the map.
   4.3 Chooses event's date and time.
   4.4 He wants to play basketball every week and he doesn't want to create the

same event every week. So, he chooses the event's frequency weekly.
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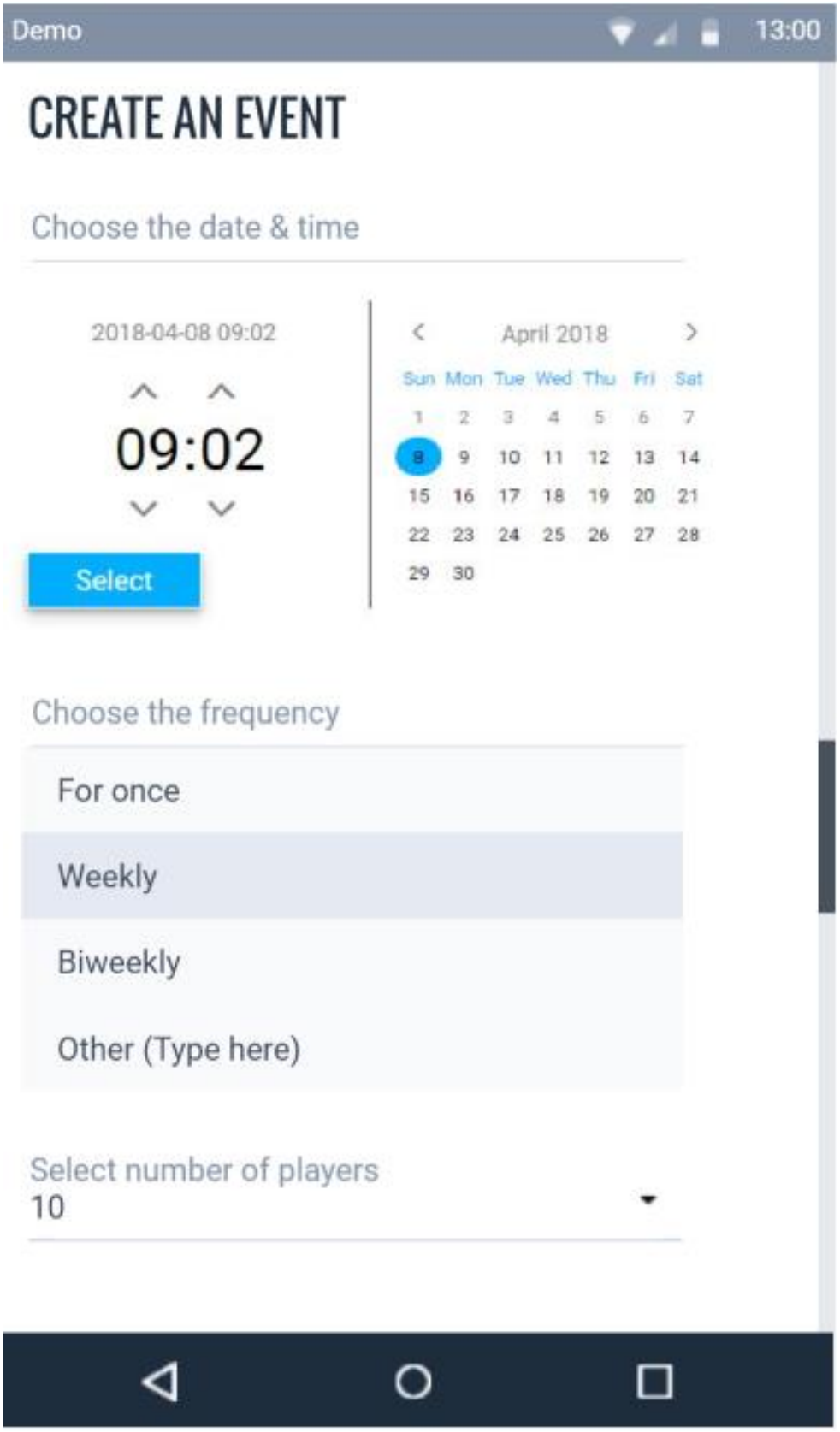
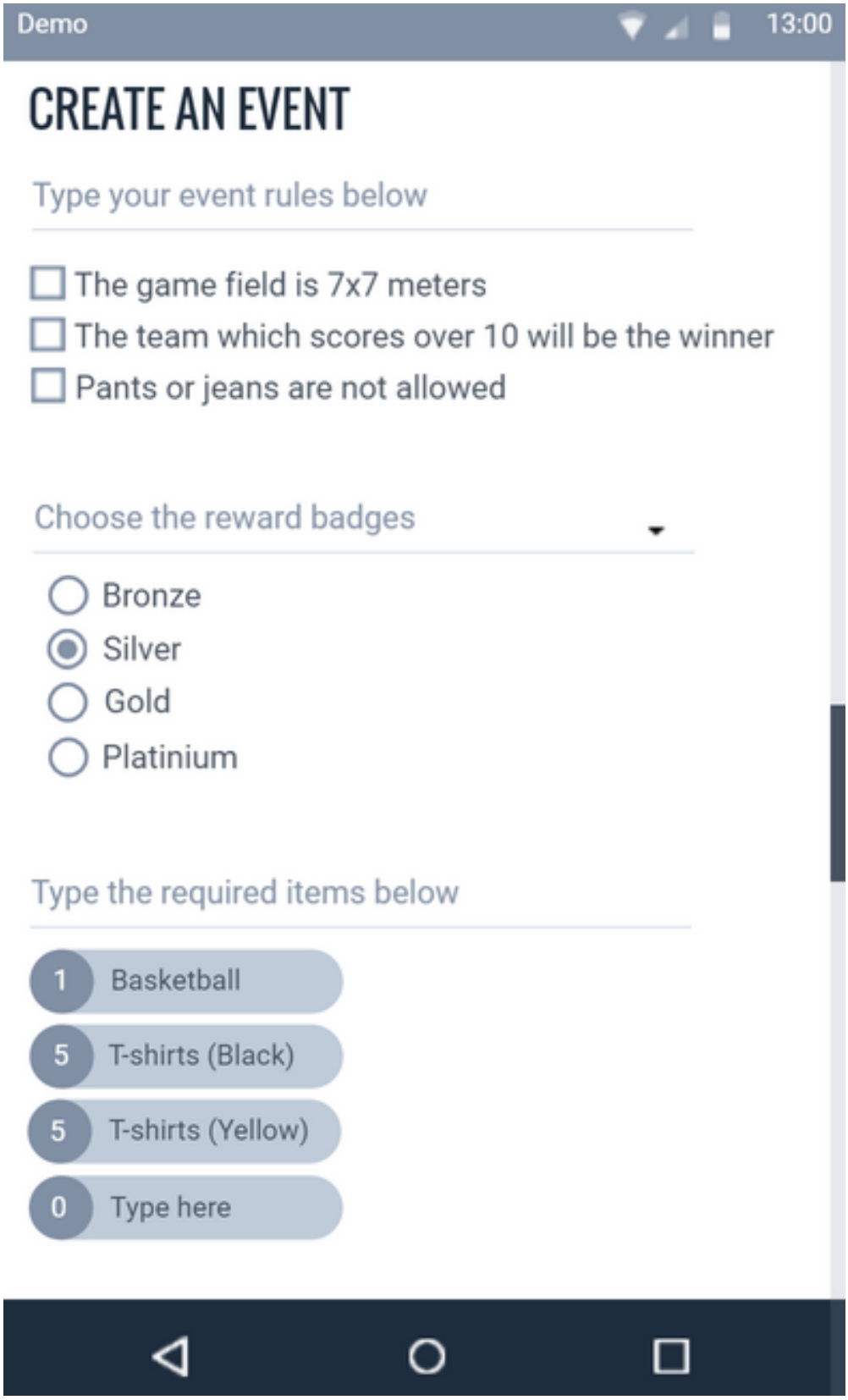
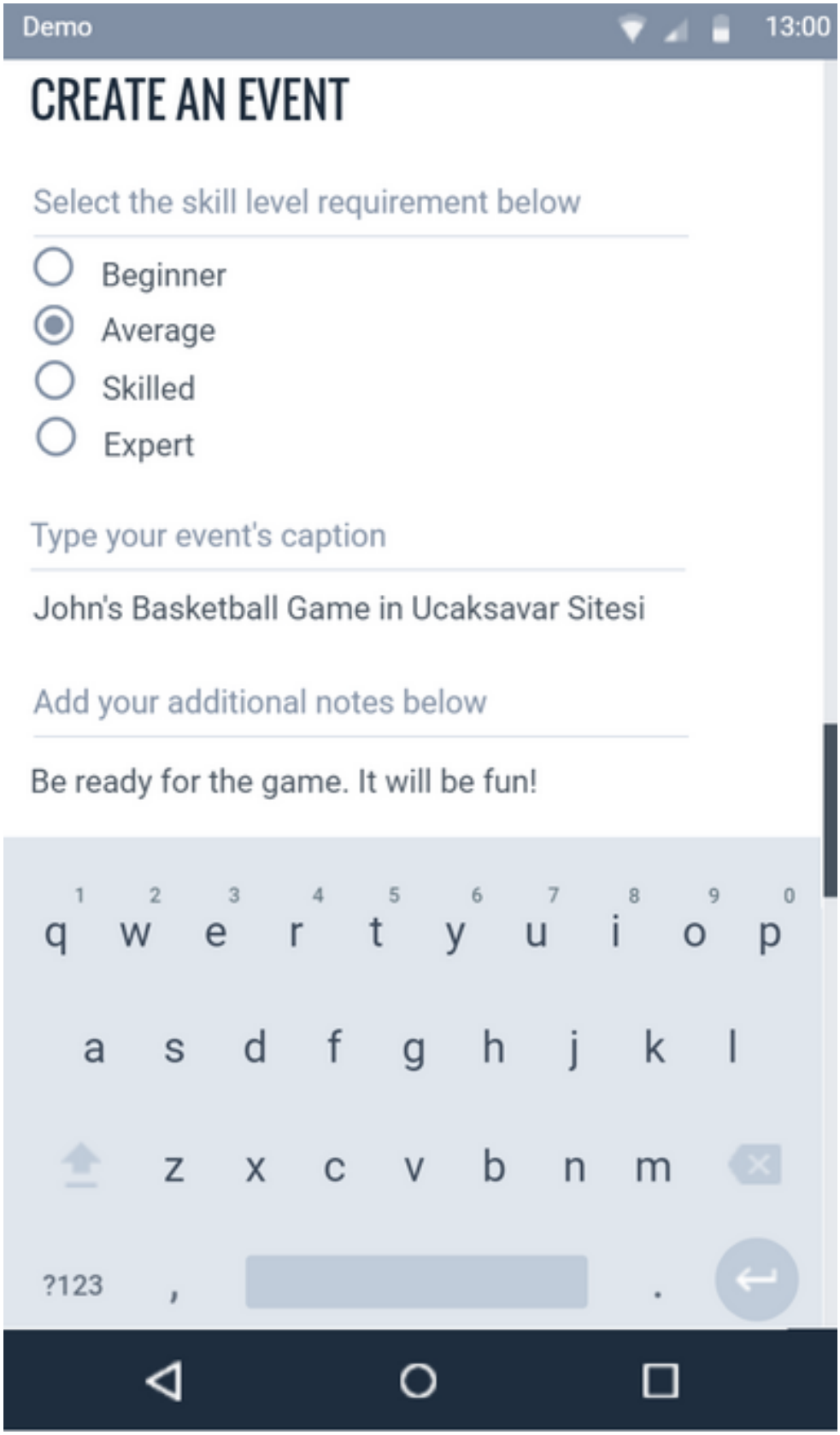


4.5 He types the event rules.
4.6 Chooses the badges which will be given to players after the game ends.
4.7 Types required items.

4.8 Selects the skill requirements for this game. He selects average for this game.
4.9 Lastly, He adds her event's caption and additional notes which will be visible by other users.





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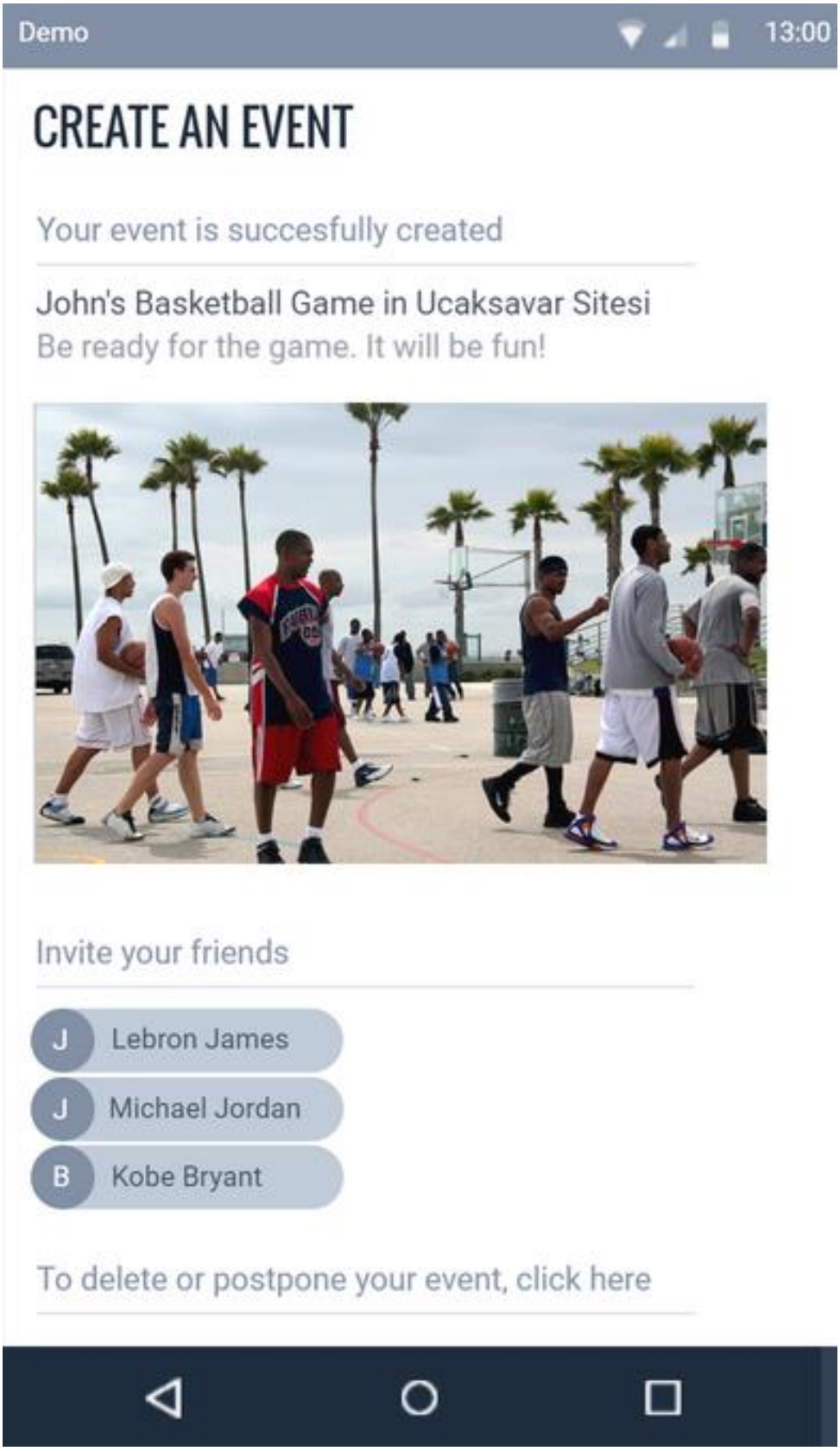


Scenario 3 & Mockup

Ali Öztürk

Persona

- Ali Öztürk
- 19 years old, male
- Freshman in computer engineering, recently moved to İstanbul from Antalya due to his university
- Wants to make new friends in this foreign city and continue participating sport events of his interest

User Story

Ali Öztürk is a 19 years old freshman in computer engineering. He is very well aware of the benefits that technology provides to humans. He likes to meet new people from this app where people with similar sport interest can meet and engage in a fun activity with just couple of clicks. He is not professionally practicing a sport but likes playing basketball, football, hiking and mountain climbing occasionally. He has been using this app for a year in Antalya to expand his social circle and to do something healthy. He recently moved to İstanbul to pursue his higher education. He is now in a city where he doesn't know anyone thus feels kind of alone. He decides to use this application to get used to this city by meeting new people of similar age and interest and also doing something fun. He has always wanted to see Kadıköy and he believes that it would be easy to find a basketball game so he prefers a basketball game that will take place in Kadıköy.

Goals

- Discovering a sports event of his interest, in Kadıköy so that he will be able to engage in the sport he would like with new friends who are also interested in the same type of sport.

Preconditions

- He already has an account in the application. He has been participating in sports events using this application back in Antalya to meet new people and have a healthy habit.
- He has already signed in to the application so when he clicks the application, the home page shows up.

Scenario

1. Ali clicks the application then the home page is shown on the screen.
2. He clicks the event search page to discover events.

3. On the search page, there is a button to go to map to search events and also a search bar to type the keywords of a requested event. Ali uses search bar and types basketball.
4. List of basketball events from random locations are listed.
5. He filters the posts to find better results. He wants to find a basketball game that will occur in Kadıköy at this weekend.
6. Filtered results are listed on the page. He clicks the first event post that occurs on the page.

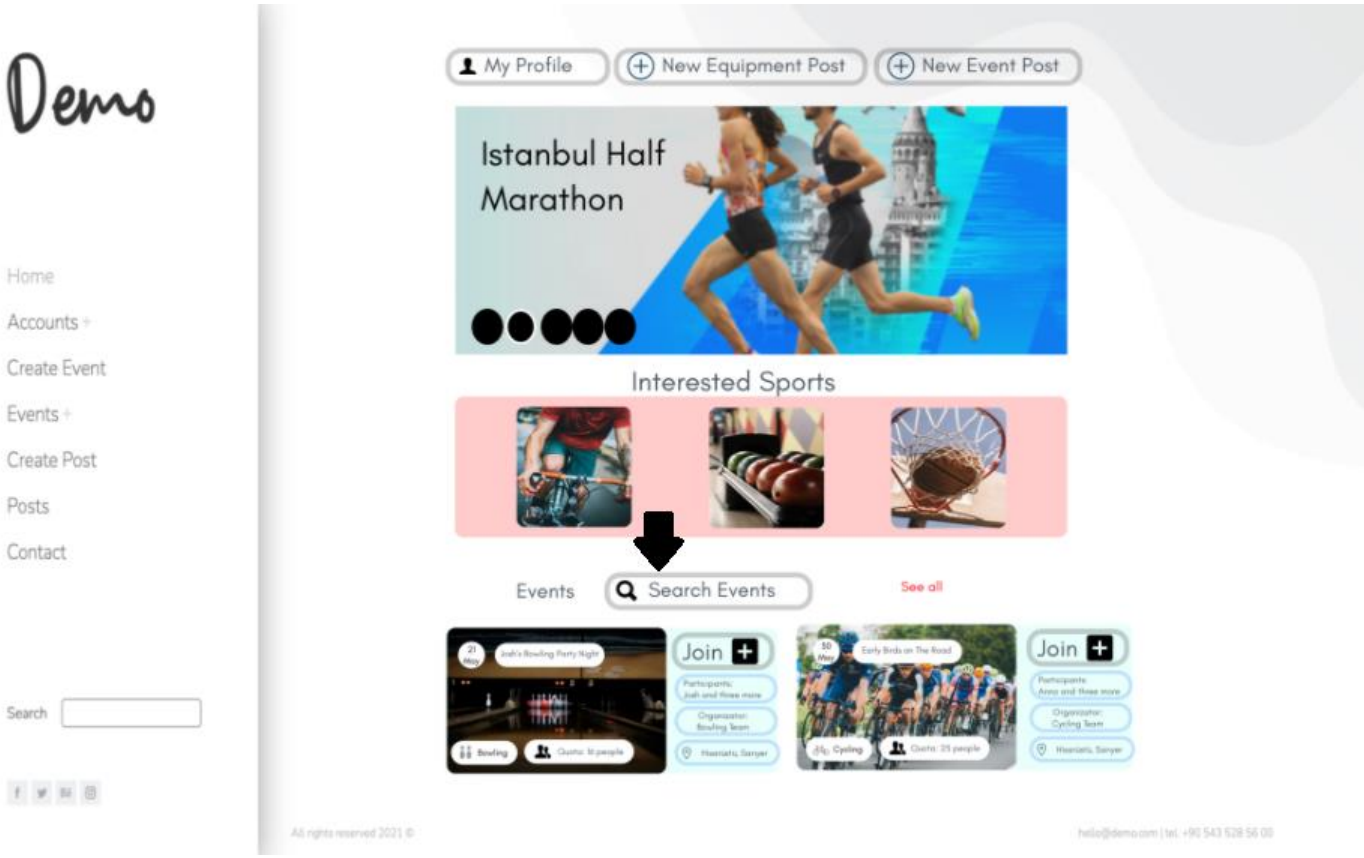
Acceptance Criteria

- **1.2.5.1.1** The system shall allow users to be able to search for events according to a name, location or type of an event.
- **1.2.5.1.2** Event search can be done by typing the keywords on a search bar or finding events near a location on a map like structure.
- **1.2.5.1.3** Event feed shall be filterable according to the specifications stated in date, location, game rate, incomplete number of participants in event.
- ***1.2.3.1.4*** The following information about the event shall be shown:
    - ***1.2.3.1.4.1*** event's date and time
    - ***1.2.3.1.4.2*** location
    - ***1.2.3.1.4.3*** sport type
    - ***1.2.3.1.4.7*** status (upcoming, live or passed / full or open to application)
    - ***1.2.3.1.4.8*** name of the event

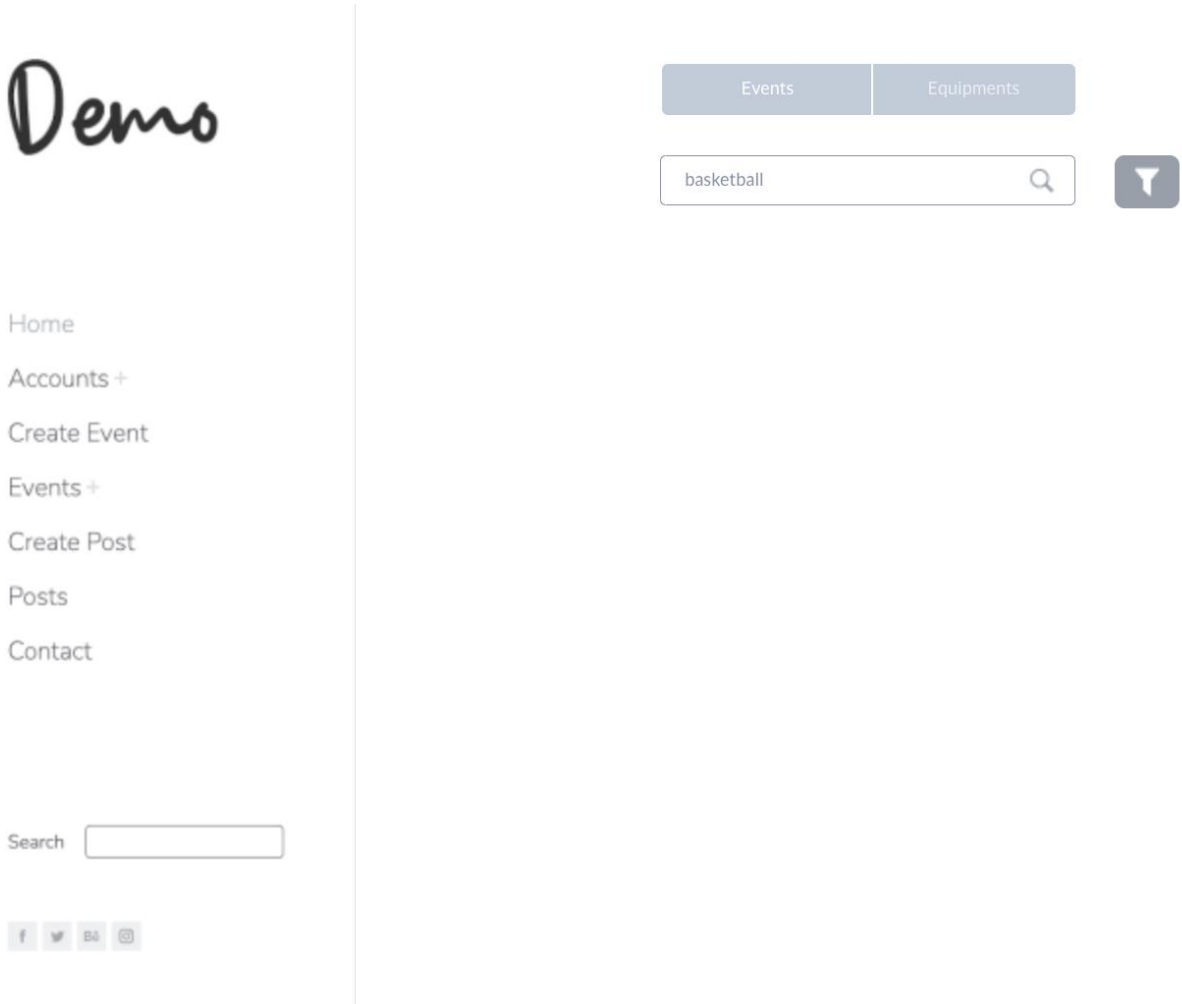
Mockup

Web

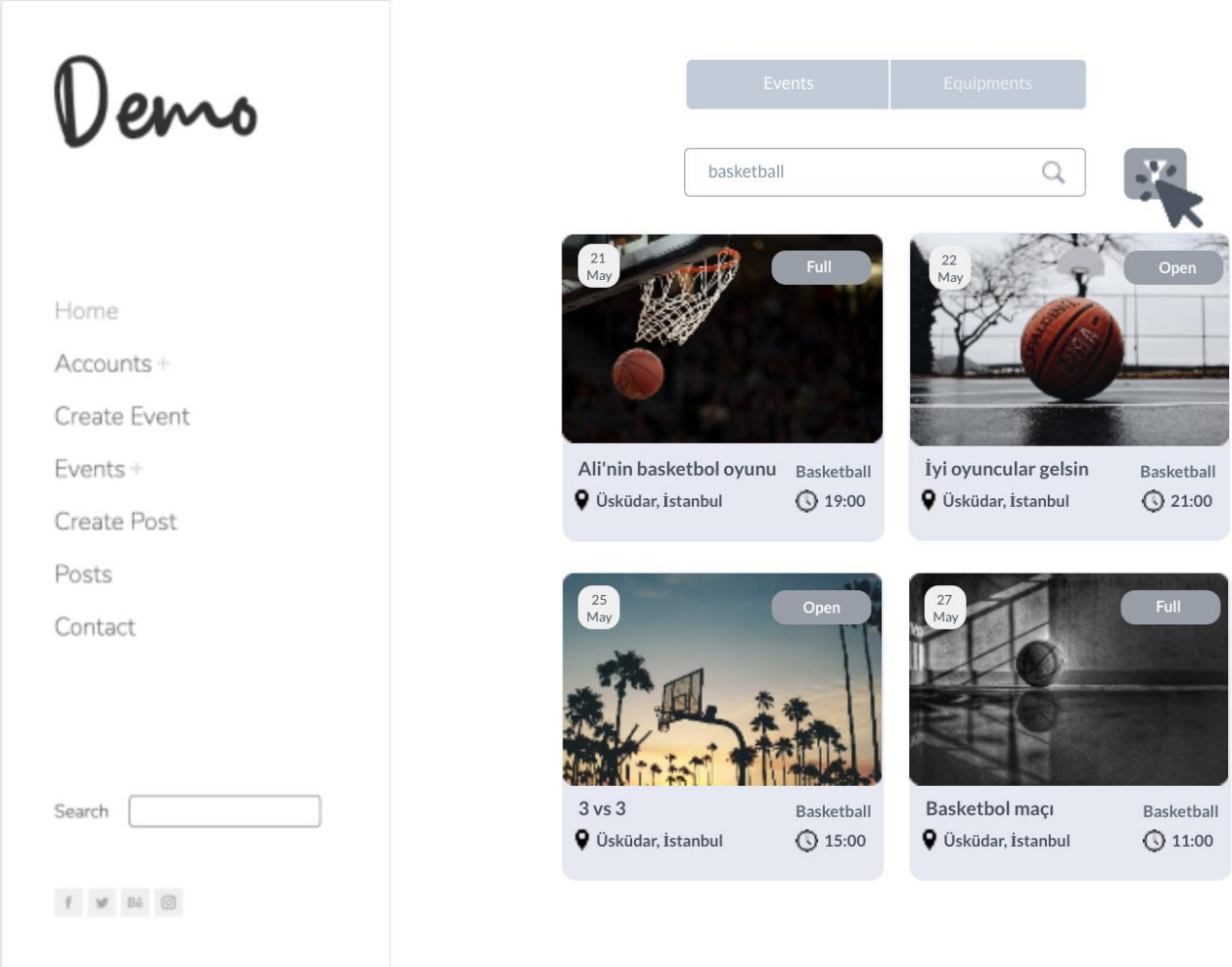
1. Ali clicks the application then the home page is shown on the screen.
2. He clicks the event search page to discover events.



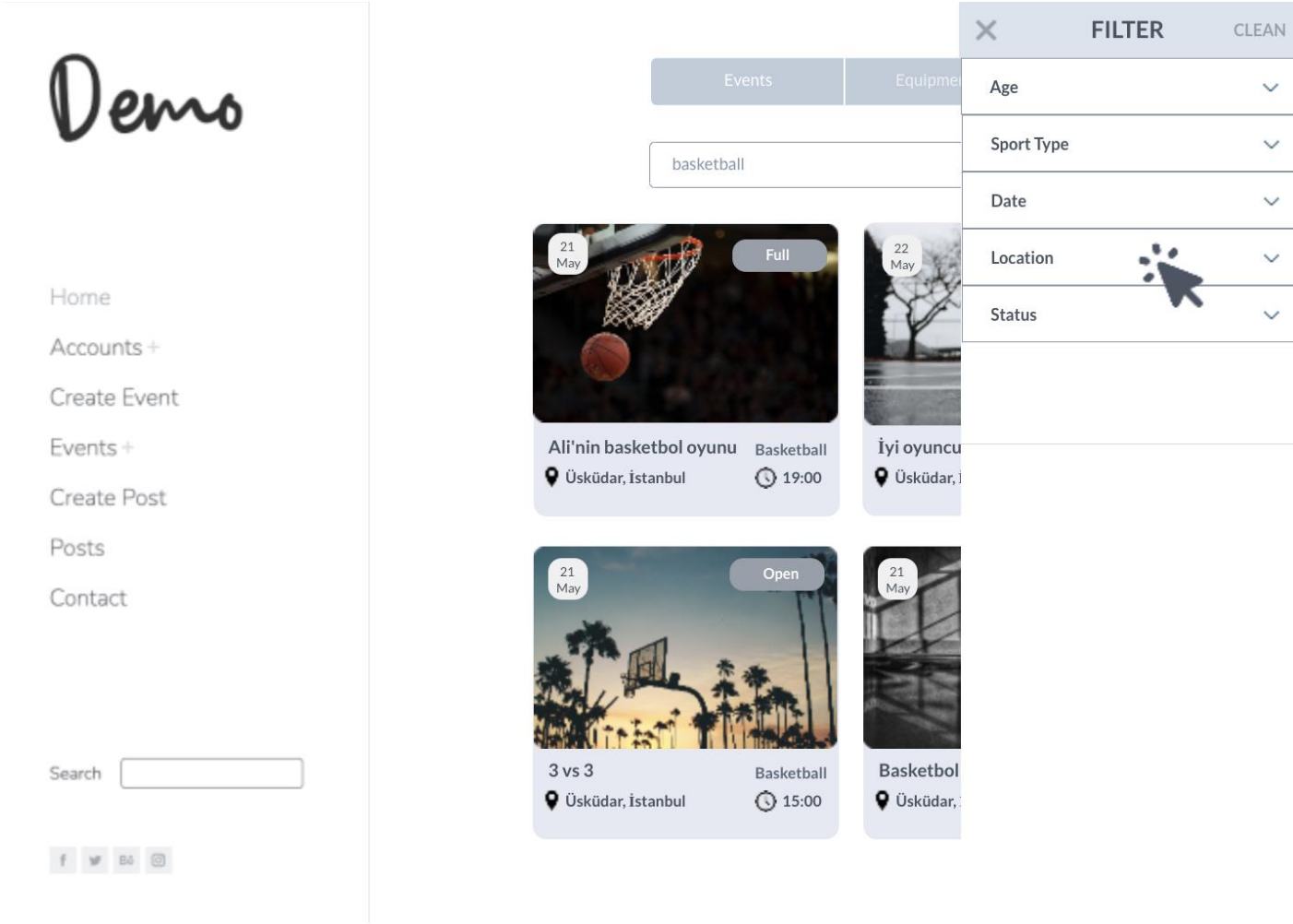
3. On the search page, there is a button to go to map to search events and also a search bar to type the keywords of a requested event. Ali uses search bar and types basketball.

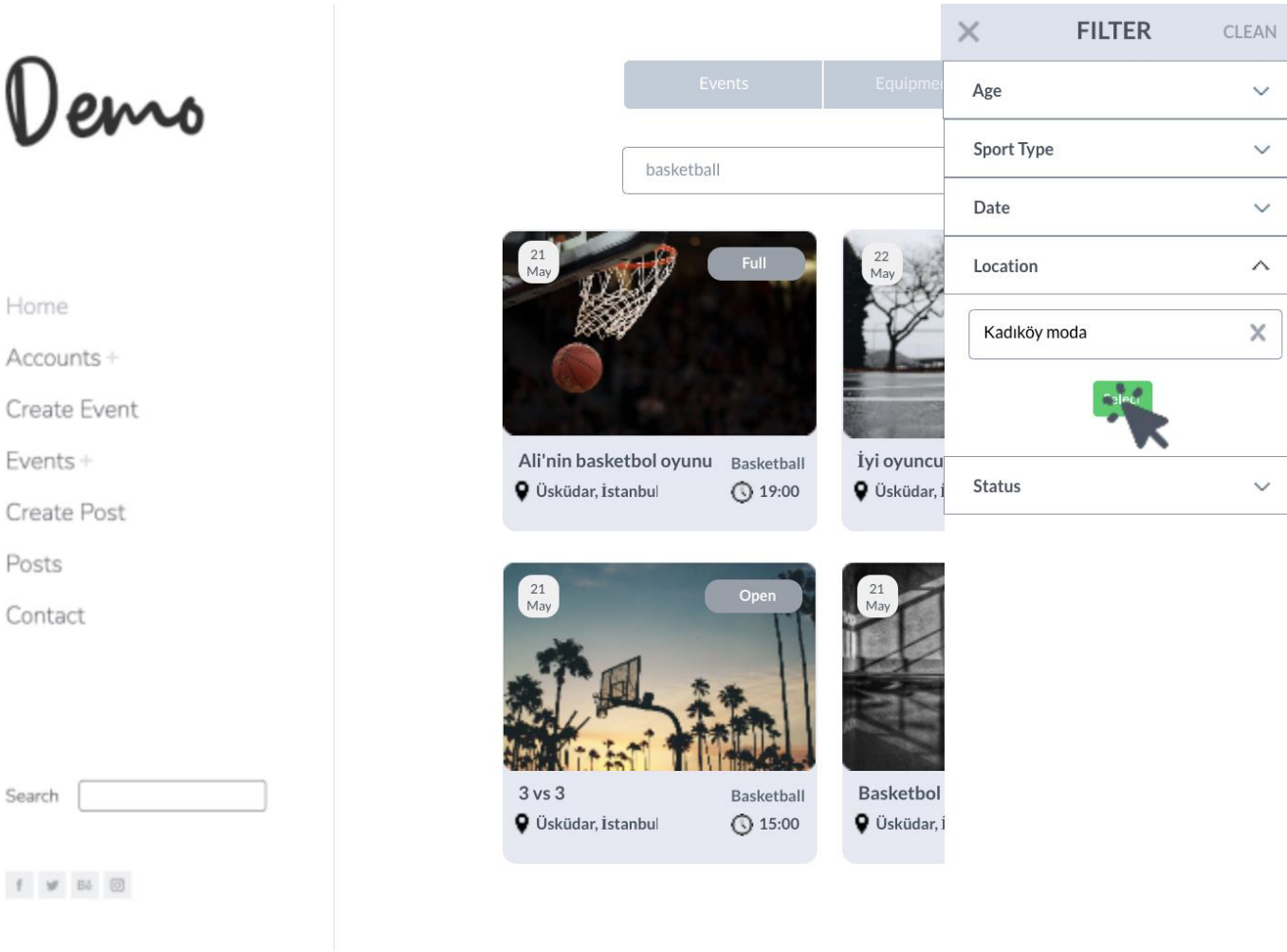


4. List of basketball events from random locations are listed.

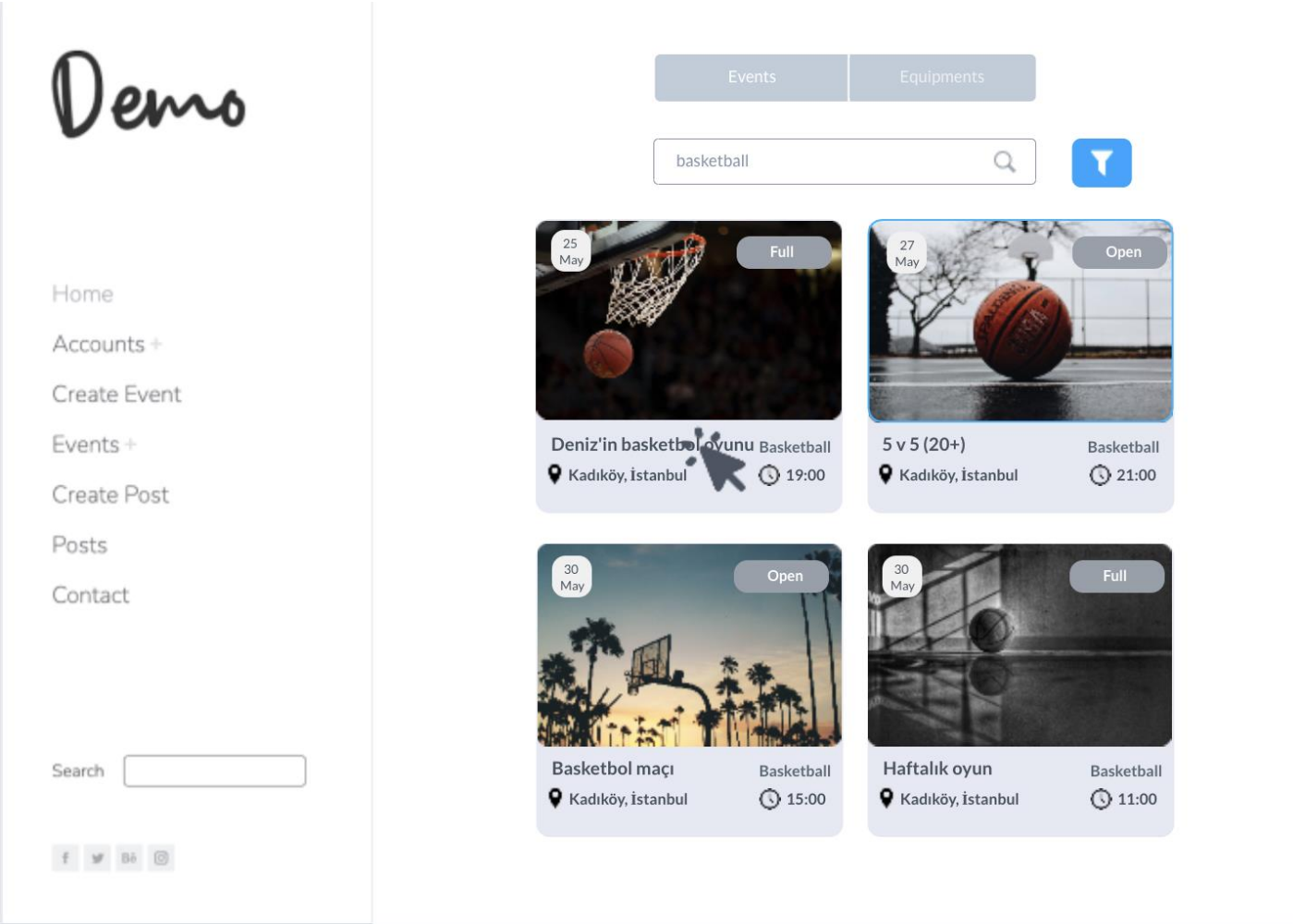


5. He filters the posts to find better results. He wants to find a basketball game that will occur in Kadıköy at this weekend.


Demo
Home
Accounts +
Create Event
Events +
Create Post
Posts
Contact
Search
Events
Equipme
basketball
FILTER
CLEAN
Age
Sport Type
Date
Location
Status
21 May
Full
Ali'nin basketbol oyunu
Basketball
Üsküdar, İstanbul
19:00
22 May
İyi oyuncu
Üsküdar,
21 May
Open
3 vs 3
Basketball
Üsküdar, İstanbul
15:00
21 May
Basketbol
Üsküdar,

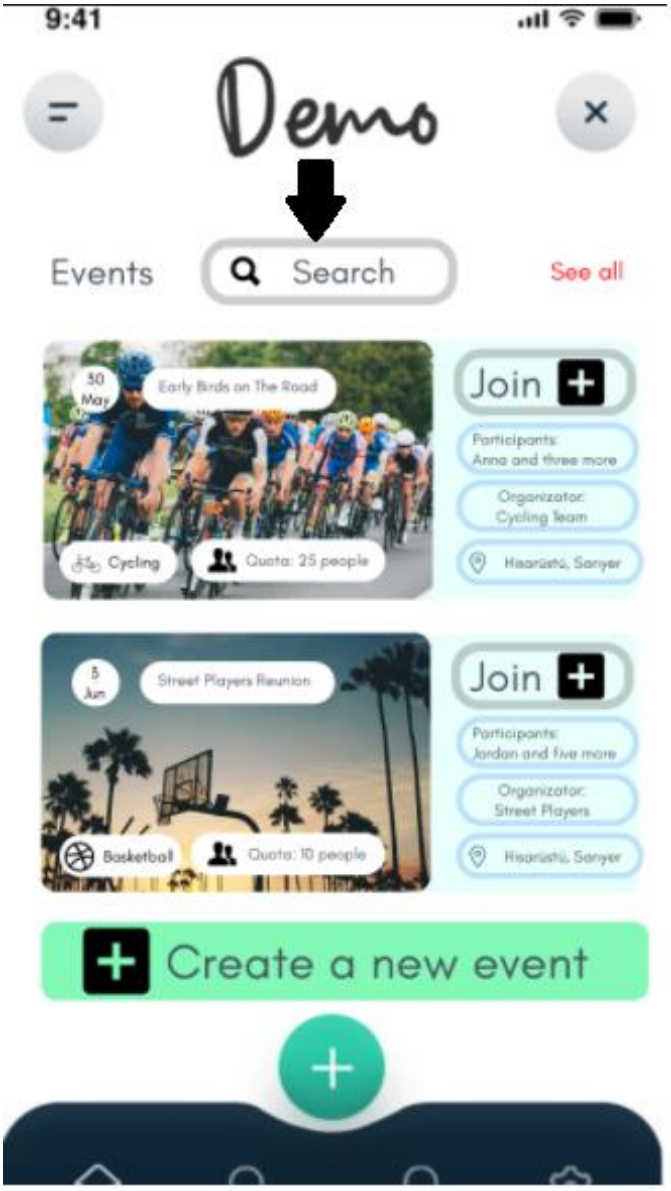


6. Filtered results are listed on the page. He clicks the first event post that occurs on the page.

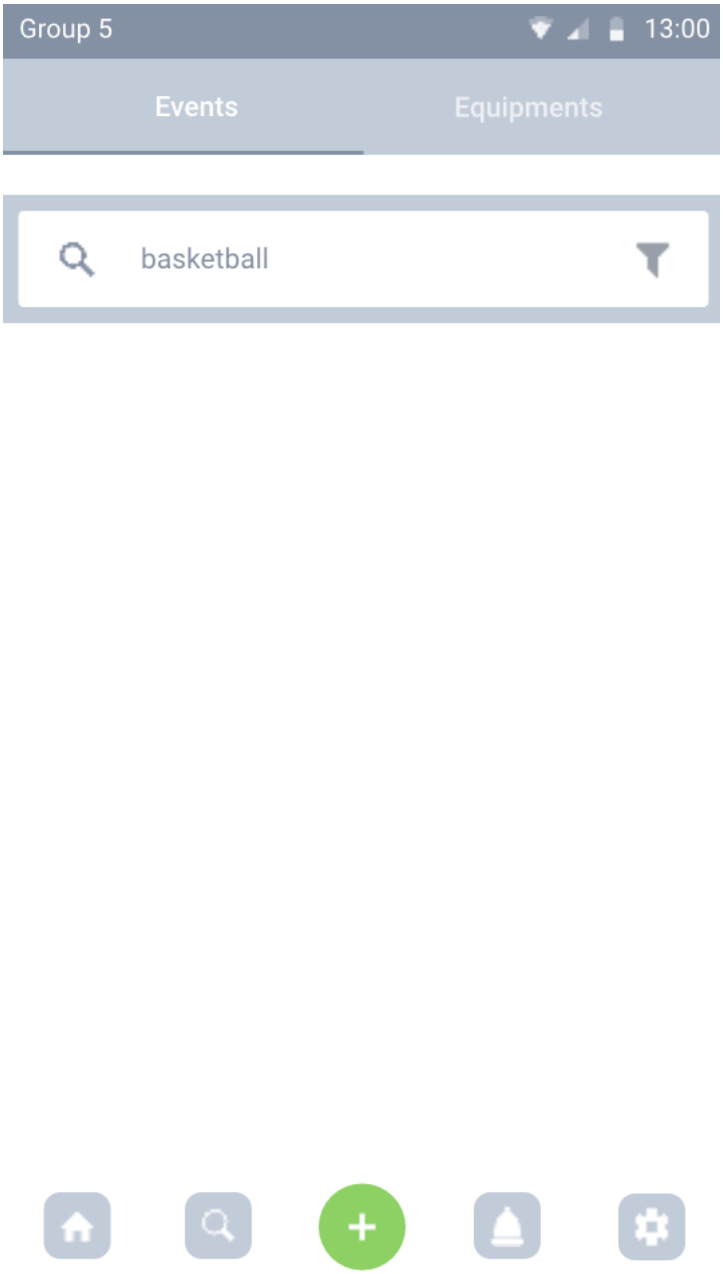


Android

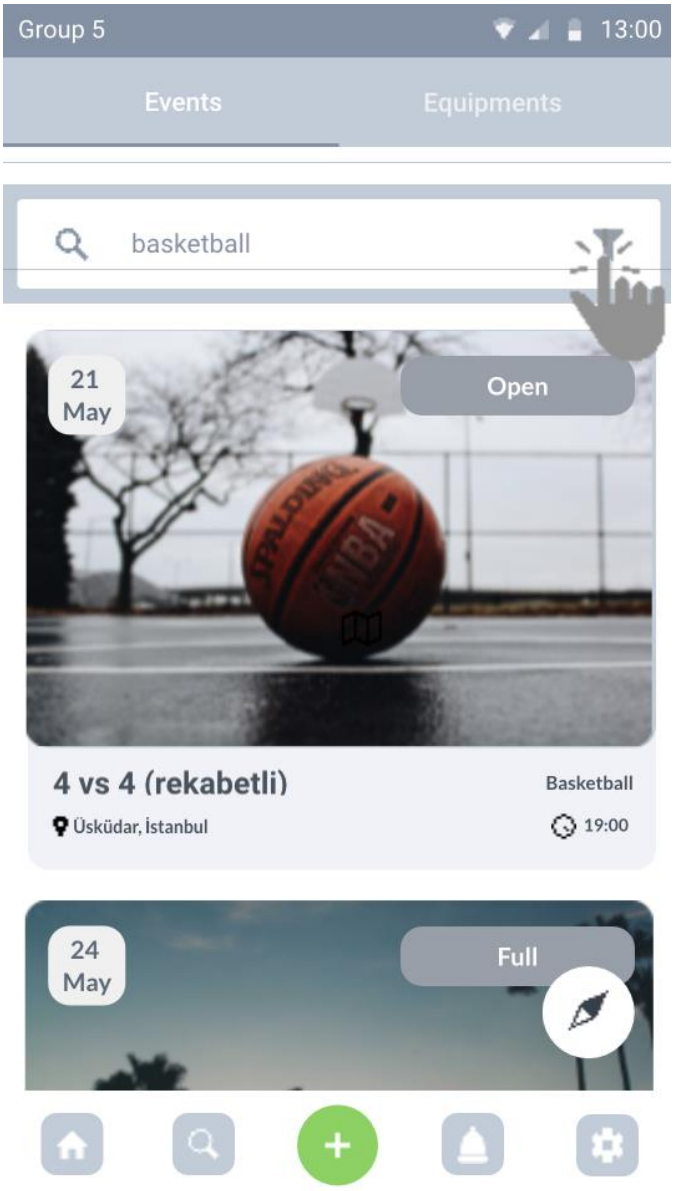
1. Ali clicks the application then the home page is shown on the screen.
2. He clicks the event search page to discover events.



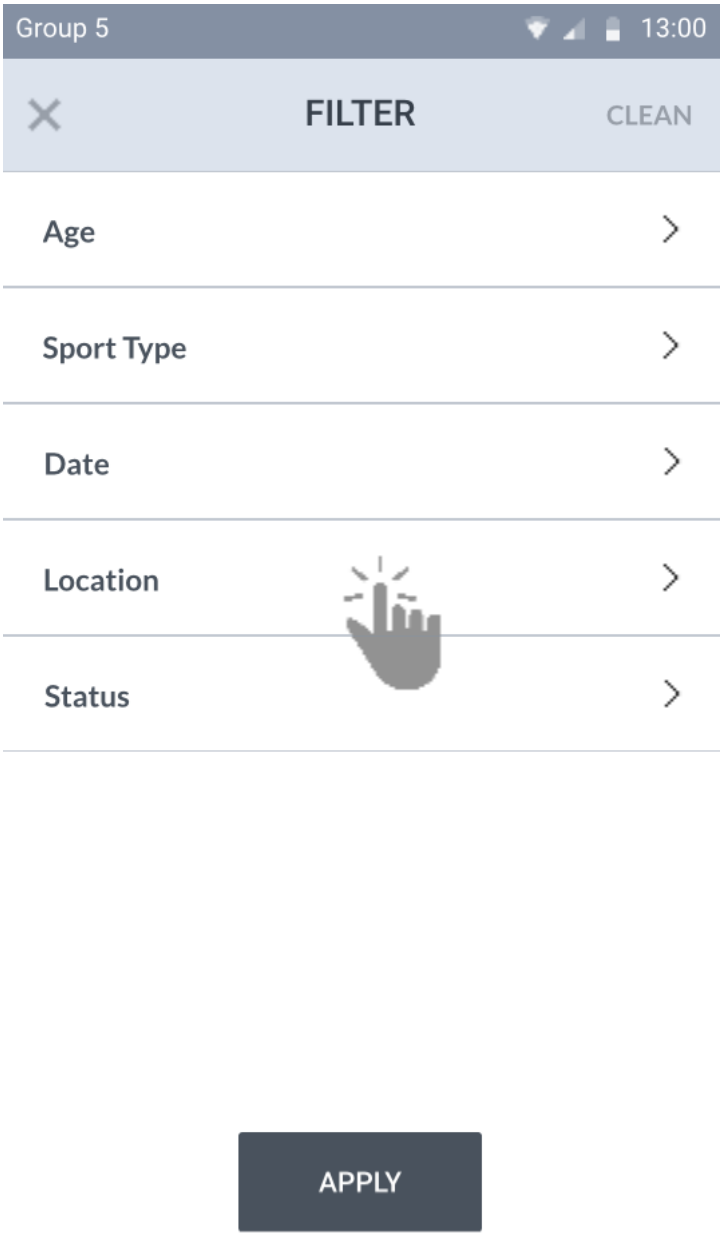
3. On the search page, there is a button to go to map to search events and also a search bar to type the keywords of a requested event. Ali uses search bar and types basketball.

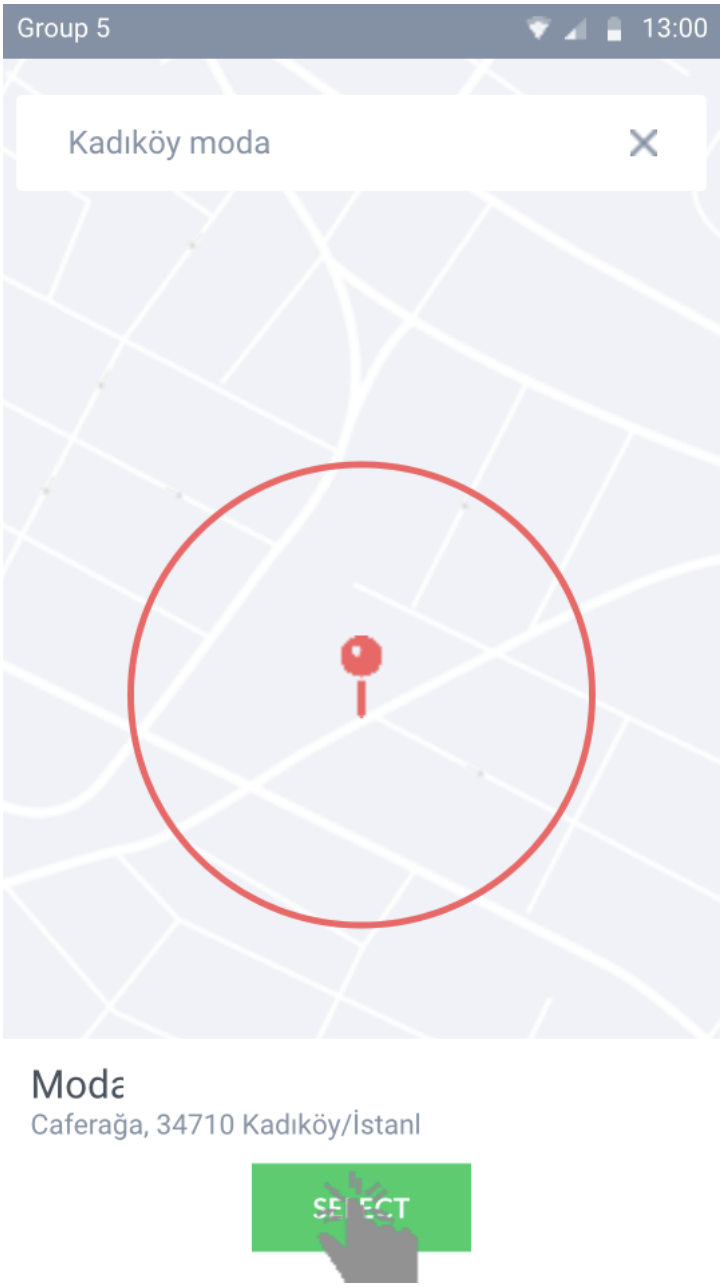


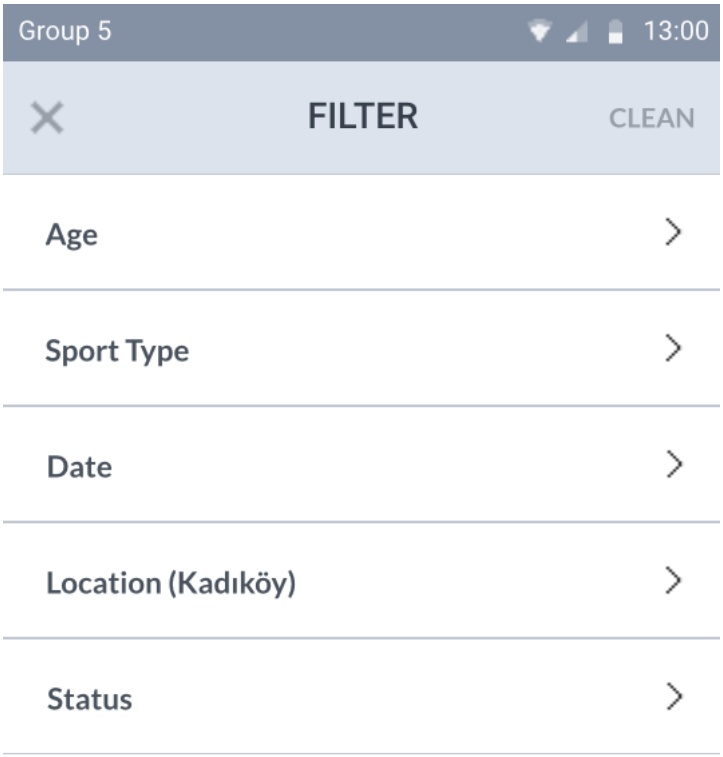
4. List of basketball events from random locations are listed.



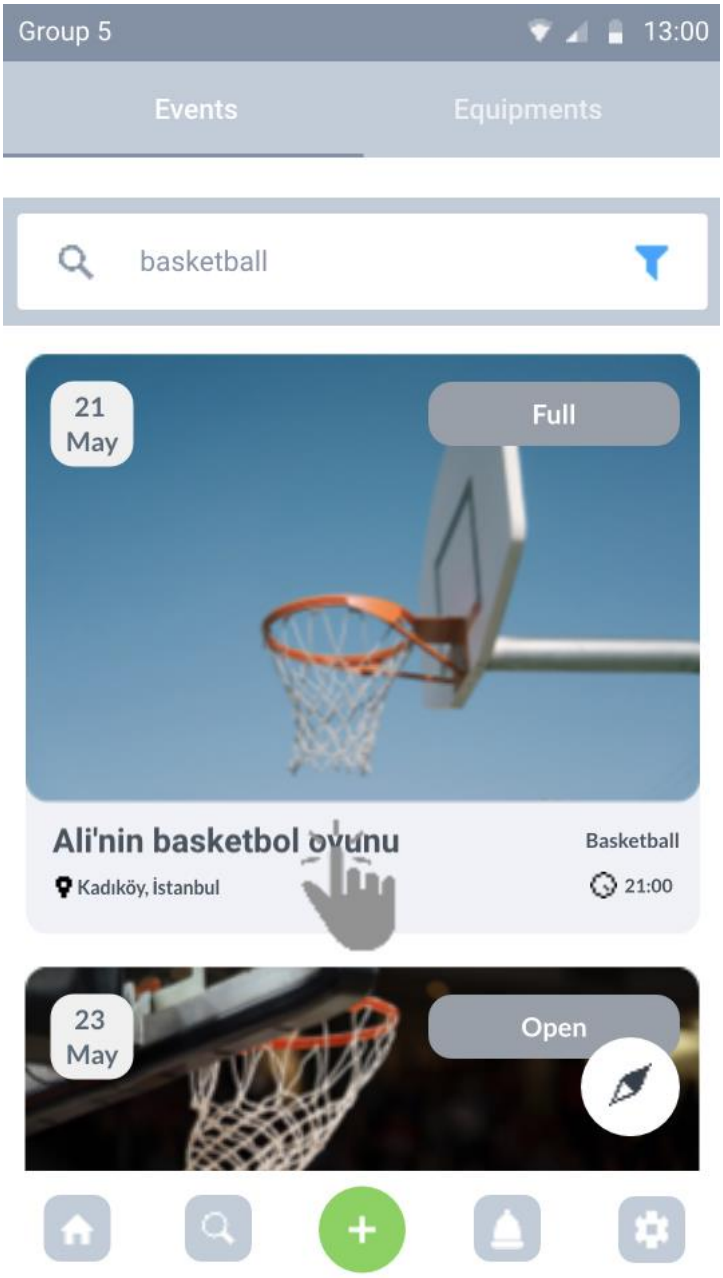
5. He filters the posts to find better results. He wants to find a basketball game that will occur in Kadıköy at this weekend.


Group 5
13:00
FILTER
CLEAN
Age
Sport Type
Date
Location
Status
APPLY


Group 5
13:00
Kadıköy moda
Moda
Caferağa, 34710 Kadıköy/İstanl
SELECT



6. Filtered results are listed on the page. He clicks the first event post that occurs on the page.



Scenario 4 & Mockup

Uncle Drew

Persona

- Uncle Drew
- 50 years old, male
- Street ball legend

User Story

Uncle Drew is a 50 years old street ball legend. He was a star when he was young, then quit playing. Now, he wants to play again and has created an event for that.

Goals

- He wants to see the events he has created.
- He wants to select the participants for the basketball event.
- He wants to view the analytics about the participants

Pre-Conditions

- He already has an account.
- He has already signed in to the system.
- He has already created an event.

- There are some applicants to the event.

Scenario

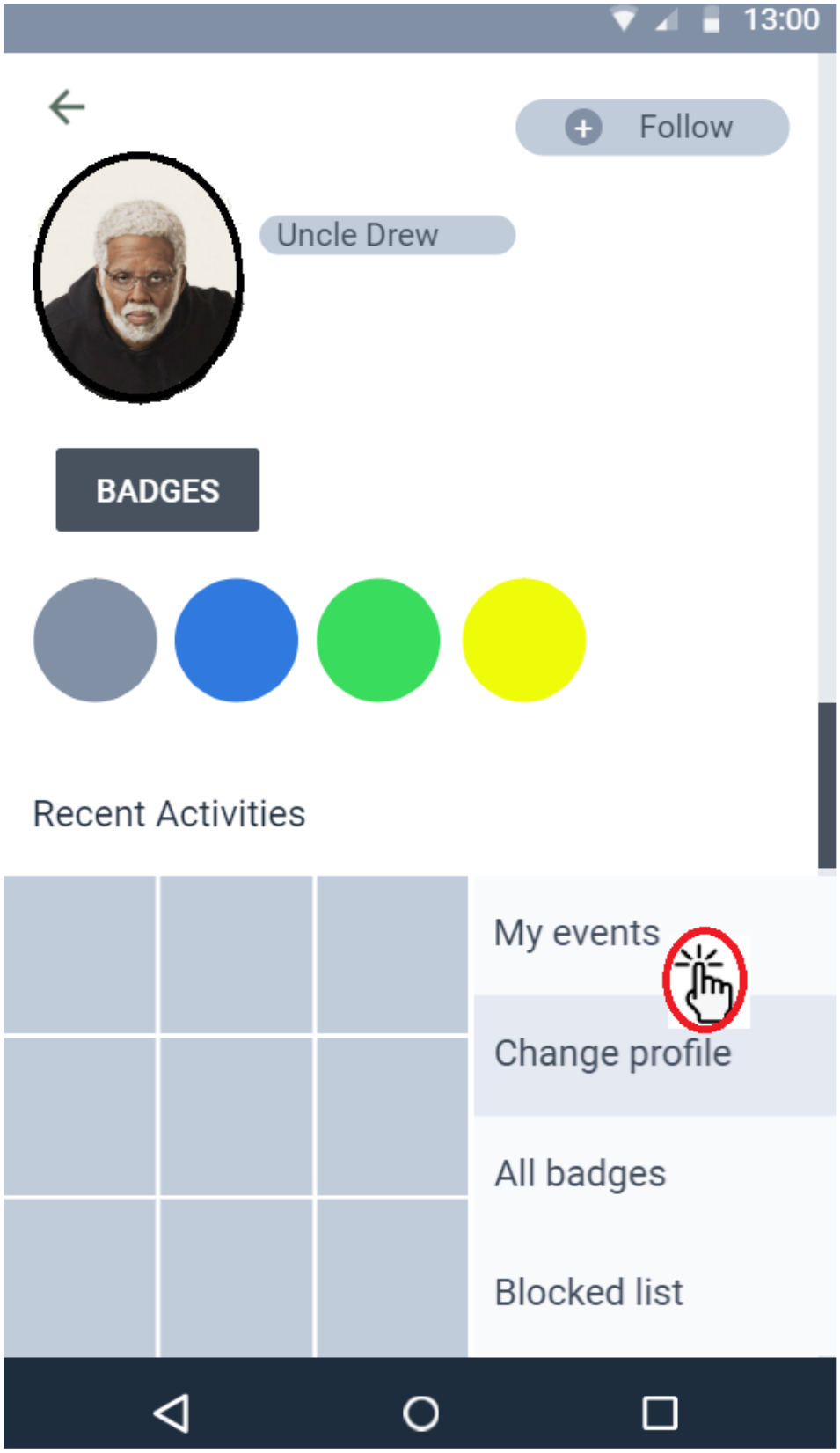
1. From his profile page, he goes to My Events tab. He can view the events he has created so far in this page.
2. He clicks the View Details button of the event called "Drew's Streetball".
3. He views the event details here. There is nothing he wishes to change but he scrolls down to check if there are any problems. (There is no scroll for web, all details are shown in a single page)
4. He wants to see the participants. So he clicks the View Participants button.
5. He is in the Participants page. There are no selected participants yet and there are 3 applicants. The applicants are listed with their profile pictures, names and usernames. He sees that all 3 applicants are his old friends. He starts approving.
6. As he approves the applicants, the participant counts in the above bar change. Also, the accepted participants profile page border turns green and their event participation status below their username is updated.
7. He continues to approve. For the approved applicants, the approve button changes to withdraw, which allows the event creator to take the user back to waiting state.
8. He finishes approving all his 3 old friends' requests. He wonders the participant analytics as he haven't heard from them for a while. He clicks the View Participant Analytics button.
9. He views the statistics about the participants of the event in this page.
10. With the joy of reuniting with his old street ball gang, he quits the app (or the web page).
11. He goes to the Play Store and gives 5 starts, leaves a thankful comment.

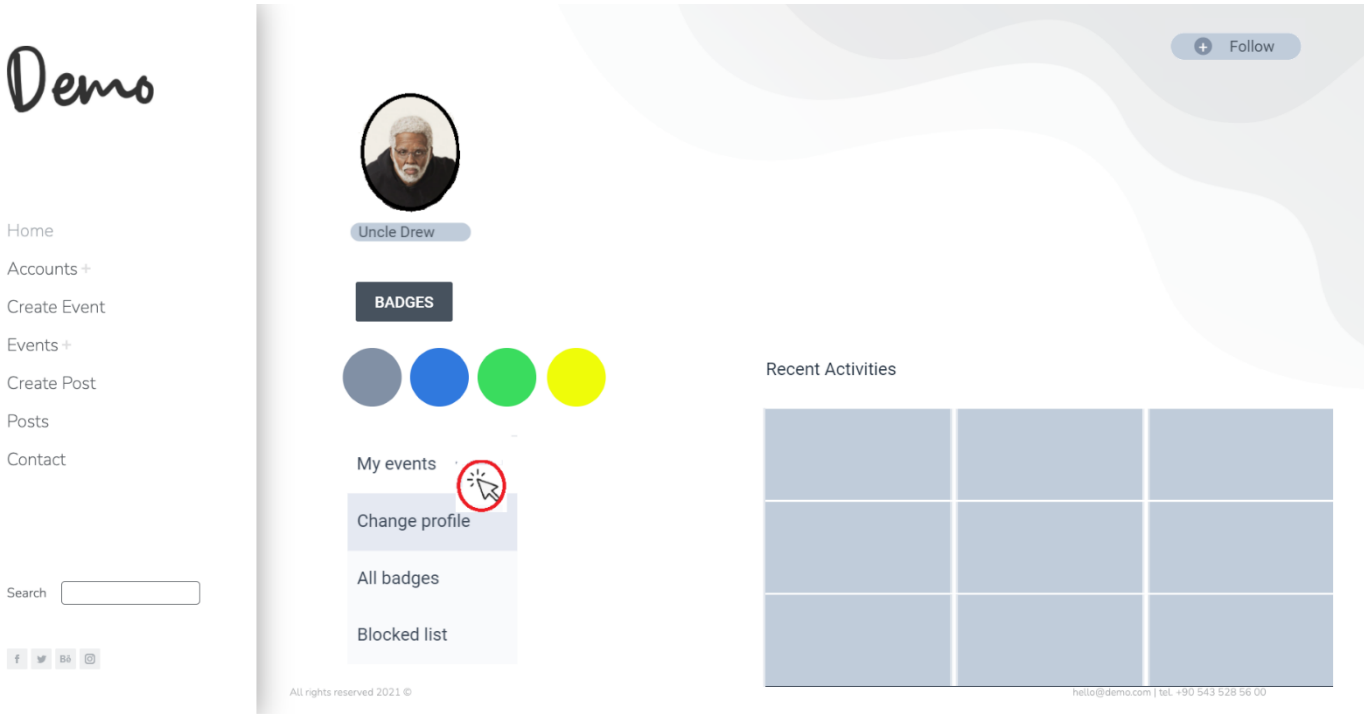
Acceptance Criteria

- ***1.1.1.11*** Coming events the user created or will be participated shall be seen on the profile page.
- ***1.1.2.12*** Users shall be able to see the limit to the number of people that can participate in an event, name of the event, types of participants, equipment required for an event, day-time, detailed location information, rules, skill requirement, status, badges that might be given at the end of the event and description of an event. Event creators can edit these information.
- ***1.1.2.14*** When there are sufficient numbers of interested users for their events, event creators shall choose among the applicants as participants of the event. Event creator shall be free to choose between the candidates.
- **1.1.2.17** Event creators shall be able to see the analytics of the event they created: Average age, distance, skill level, event count per year and event count per lifetime of the participants shall be shown.

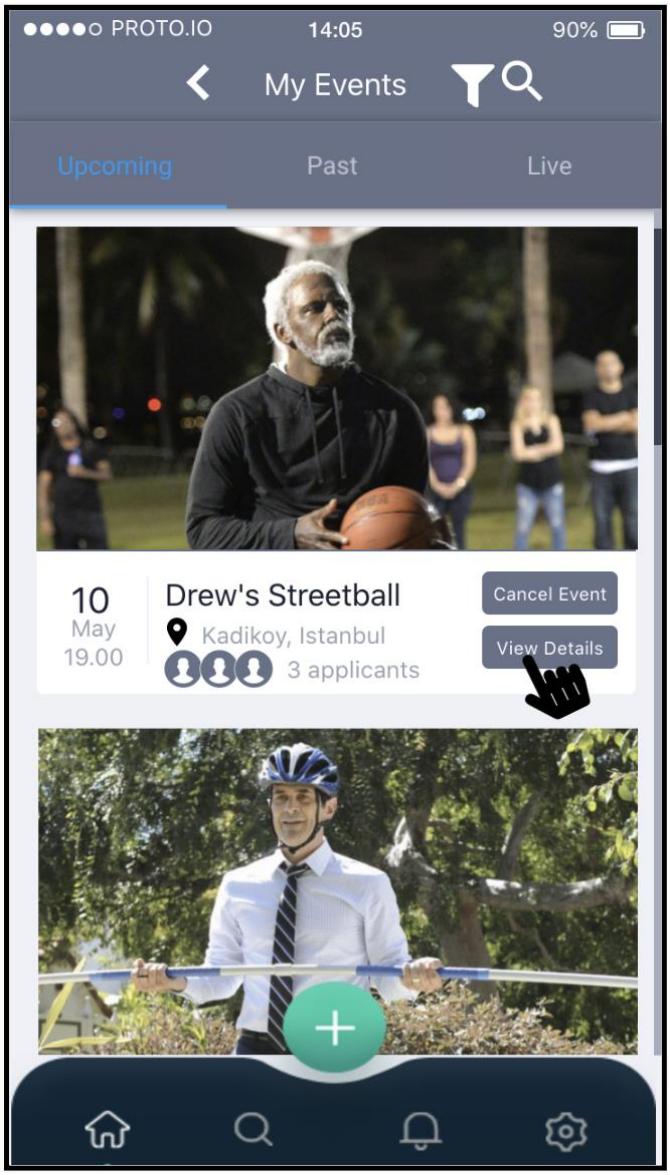
Mockup

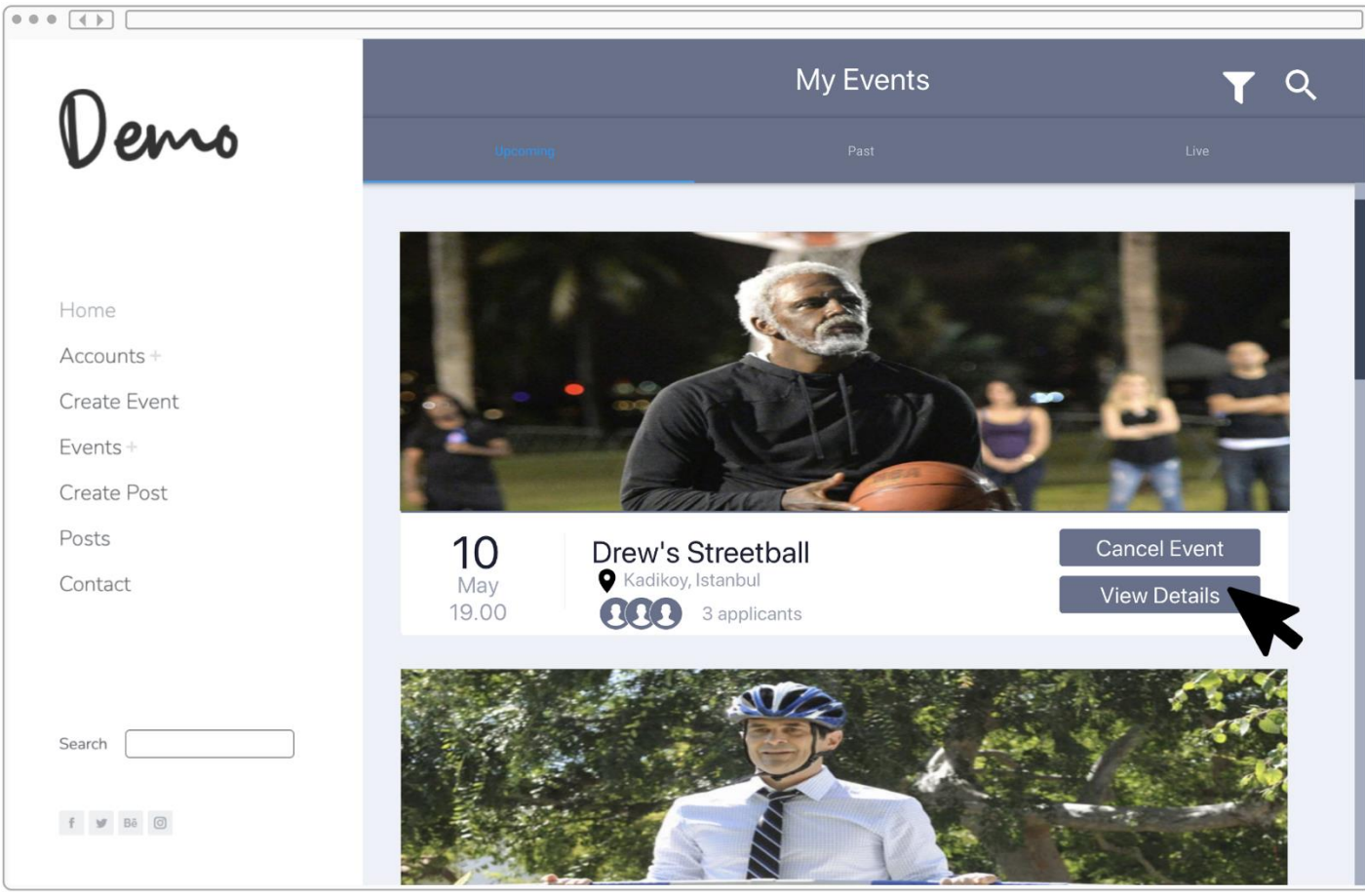
1. From his profile page, he goes to My Events tab. He can view the events he has created so far in this page.



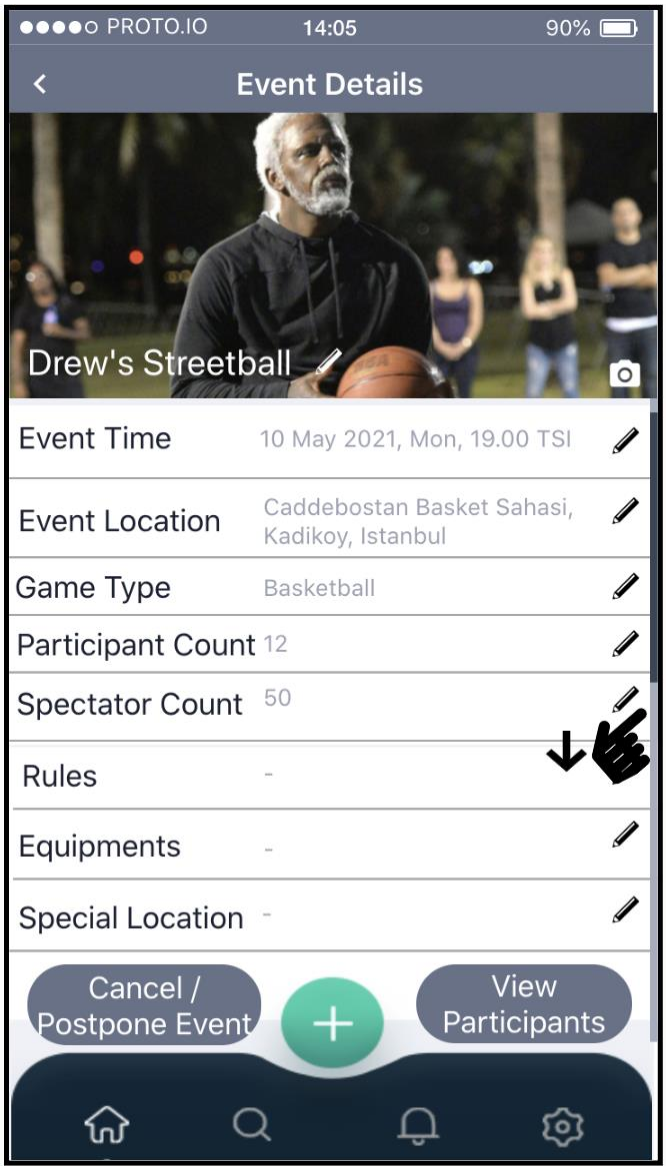


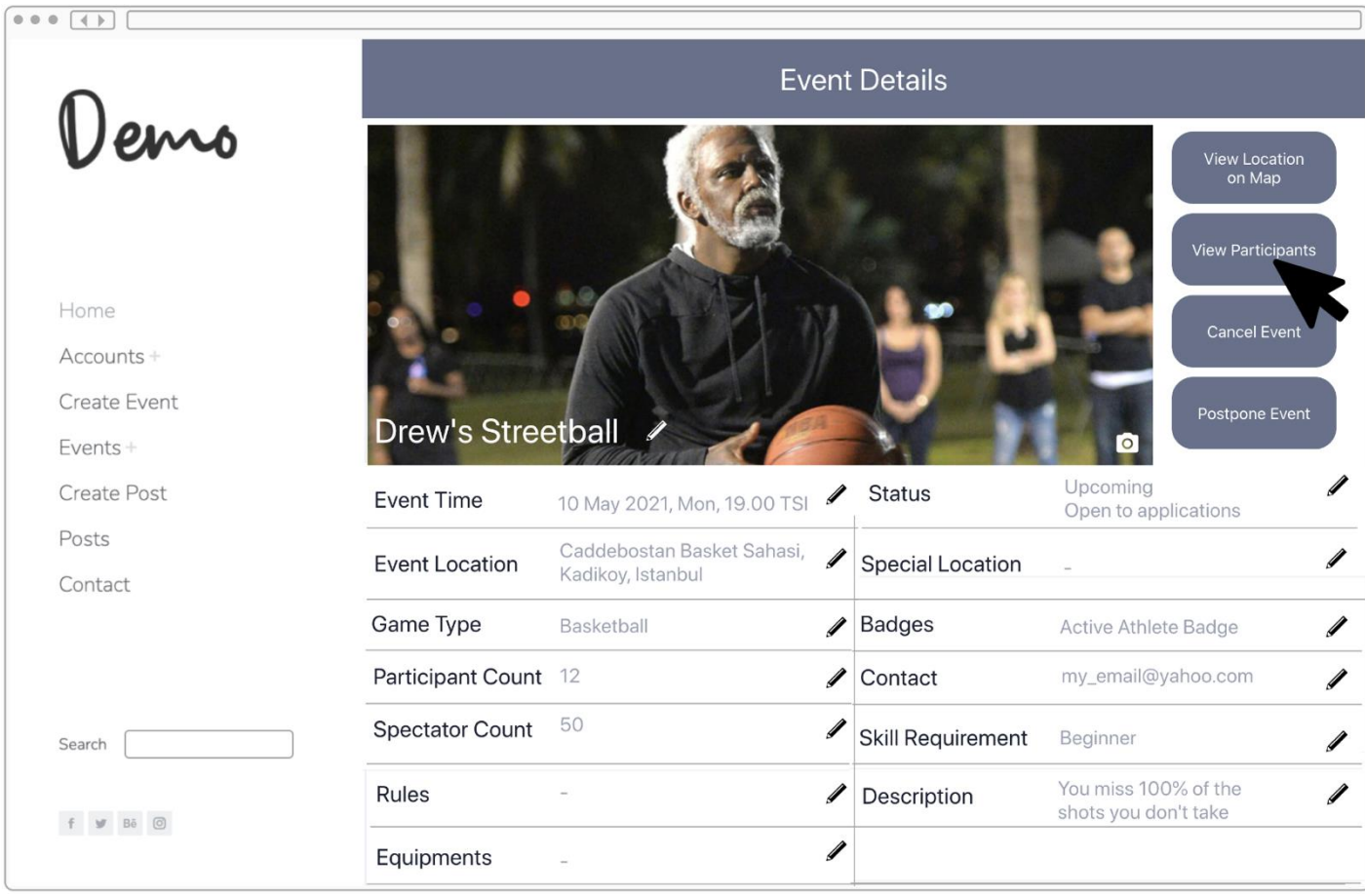
2. He clicks the View Details button of the event called "Drew's Streetball".


PROTO.IO
14:05
90%
My Events
Upcoming
Past
Live
10
May
19.00
Drew's Streetball
Kadikoy, Istanbul
3 applicants
Cancel Event
View Details

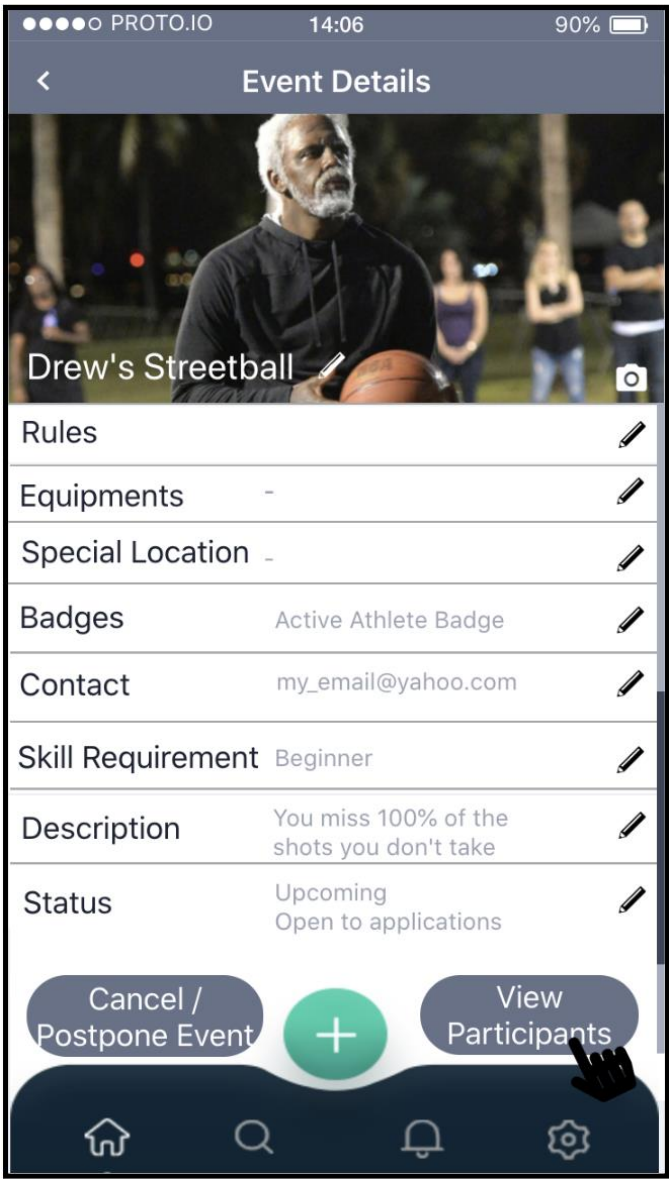


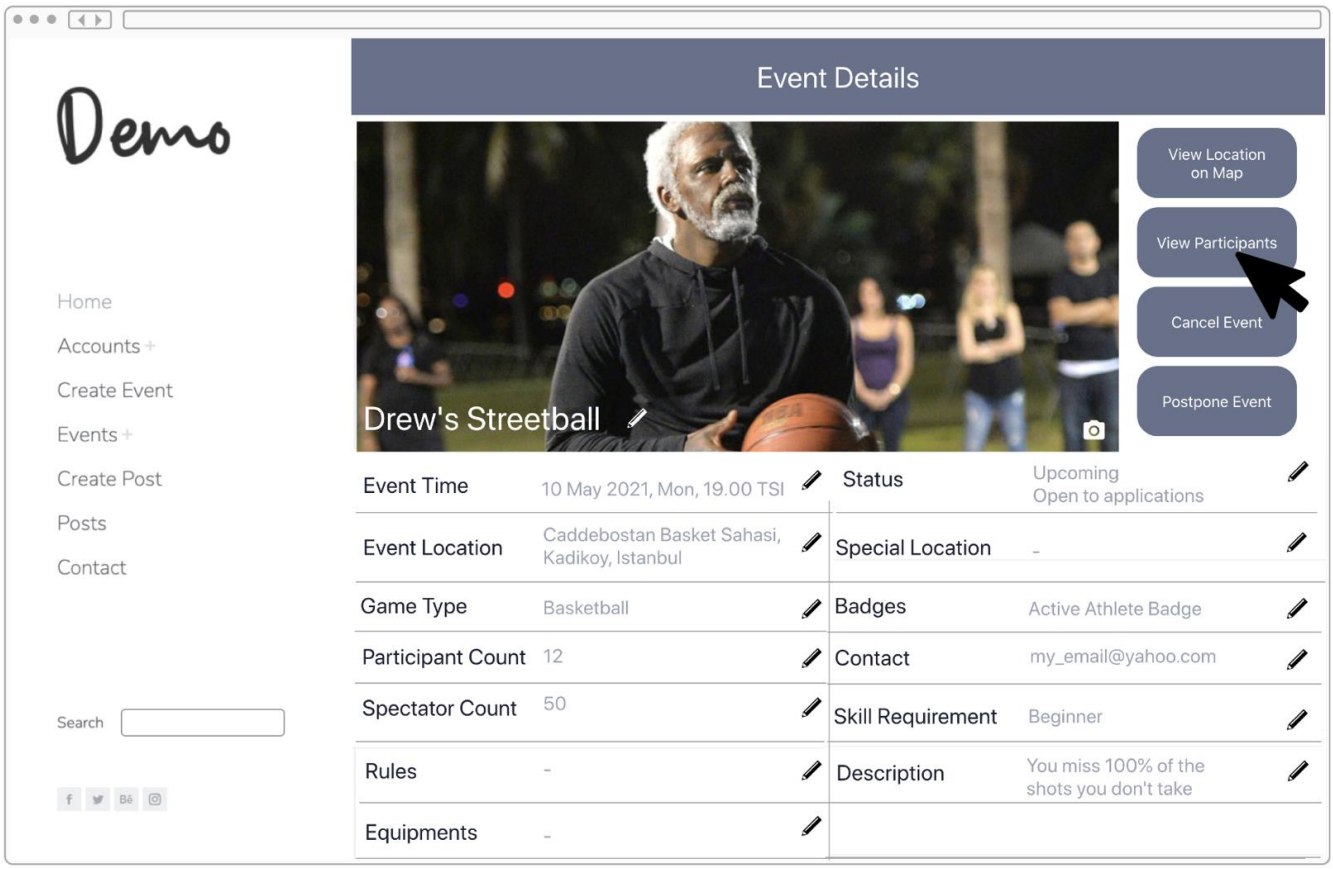
3. He views the event details here. There is nothing he wishes to change but he scrolls down to check if there are any problems. (There is no scroll for web, all details are shown in a single page)


PROTO.IO
14:05
90%
Event Details
Drew's Streetball
Event Time
10 May 2021, Mon, 19.00 TSI
Event Location
Caddebostan Basket Sahasi, Kadikoy, Istanbul
Game Type
Basketball
Participant Count
12
Spectator Count
50
Rules
-
Equipments
-
Special Location
-
Cancel / Postpone Event
View Participants

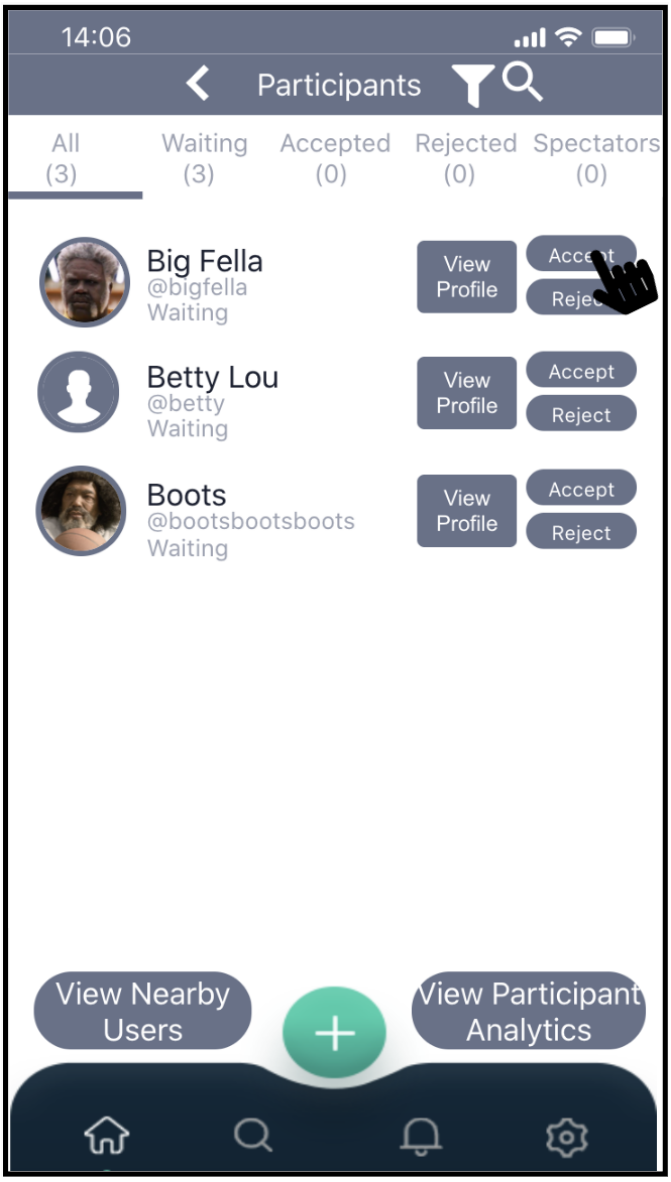


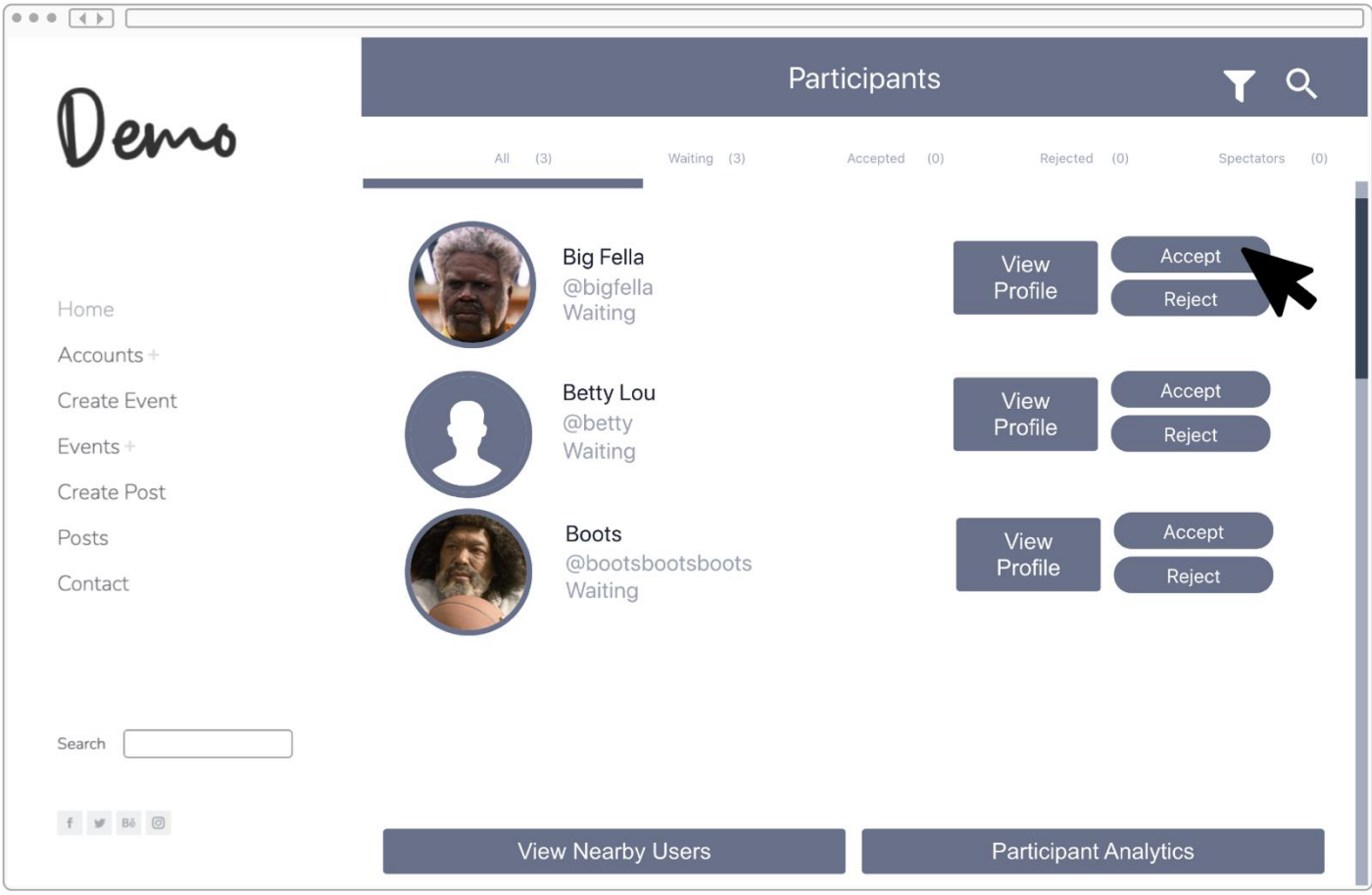
4. He wants to see the participants. So he clicks the View Participants button.


PROTO.IO
14:06
90%
Event Details
Drew's Streetball
Rules
Equipments
Special Location
Badges
Active Athlete Badge
Contact
my_email@yahoo.com
Skill Requirement
Beginner
Description
You miss 100% of the shots you don't take
Status
Upcoming
Open to applications
Cancel / Postpone Event
View Participants

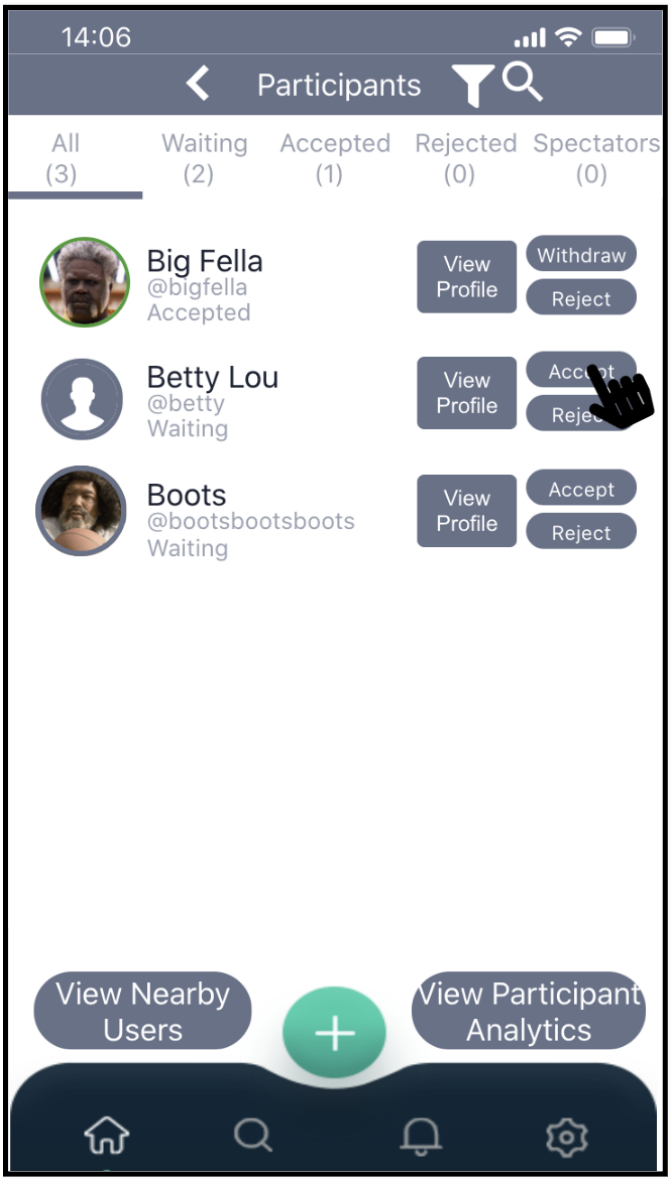


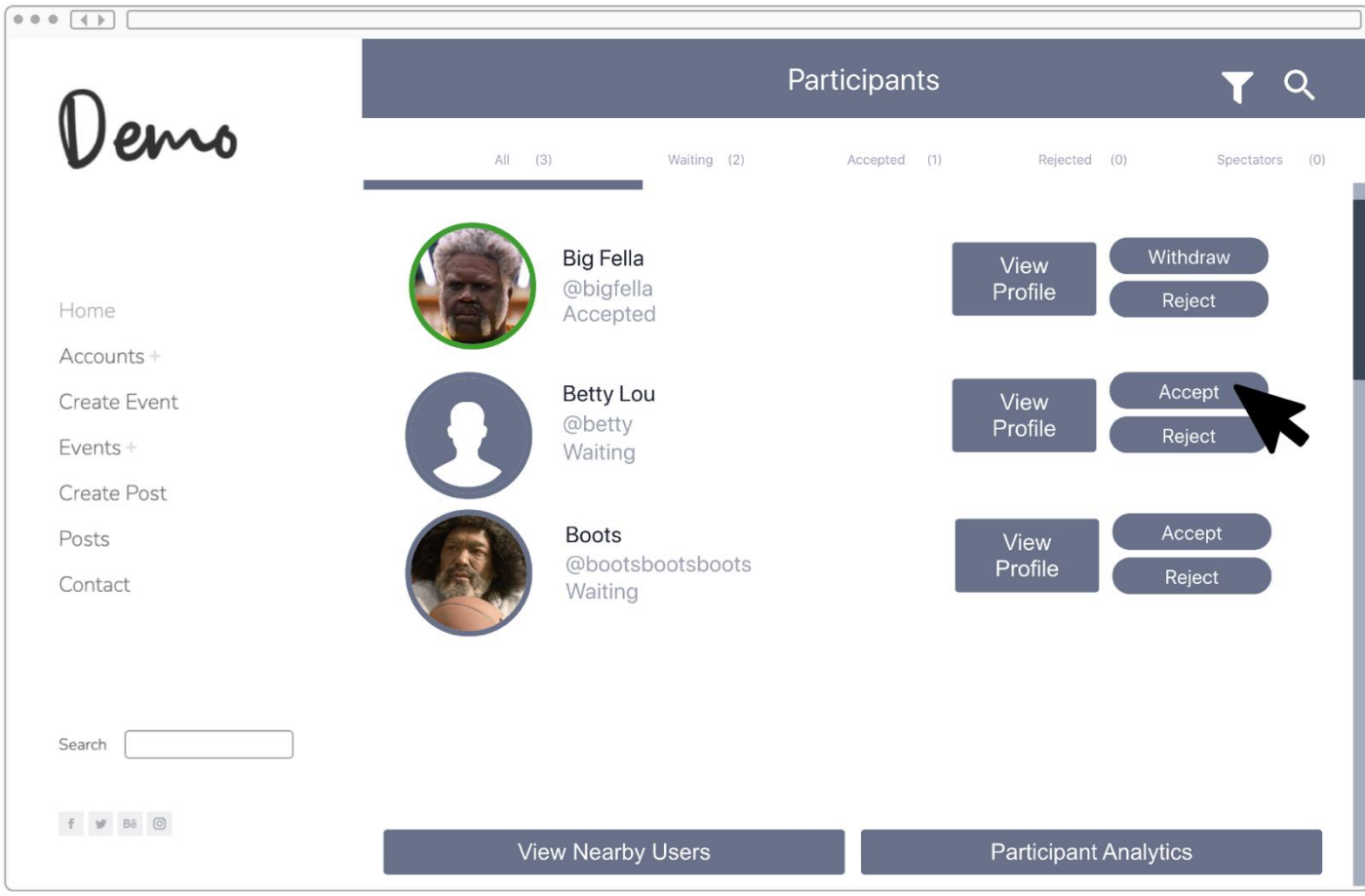
5. He is in the Participants page. There are no selected participants yet and there are 3 applicants. The applicants are listed with their profile pictures, names and usernames. He sees that all 3 applicants are his old friends. He starts approving.


14:06
Participants
All (3)
Waiting (3)
Accepted (0)
Rejected (0)
Spectators (0)
Big Fella
@bigfella
Waiting
View Profile
Accept
Reject
Betty Lou
@betty
Waiting
View Profile
Accept
Reject
Boots
@bootsbootsboots
Waiting
View Profile
Accept
Reject
View Nearby Users
View Participant Analytics

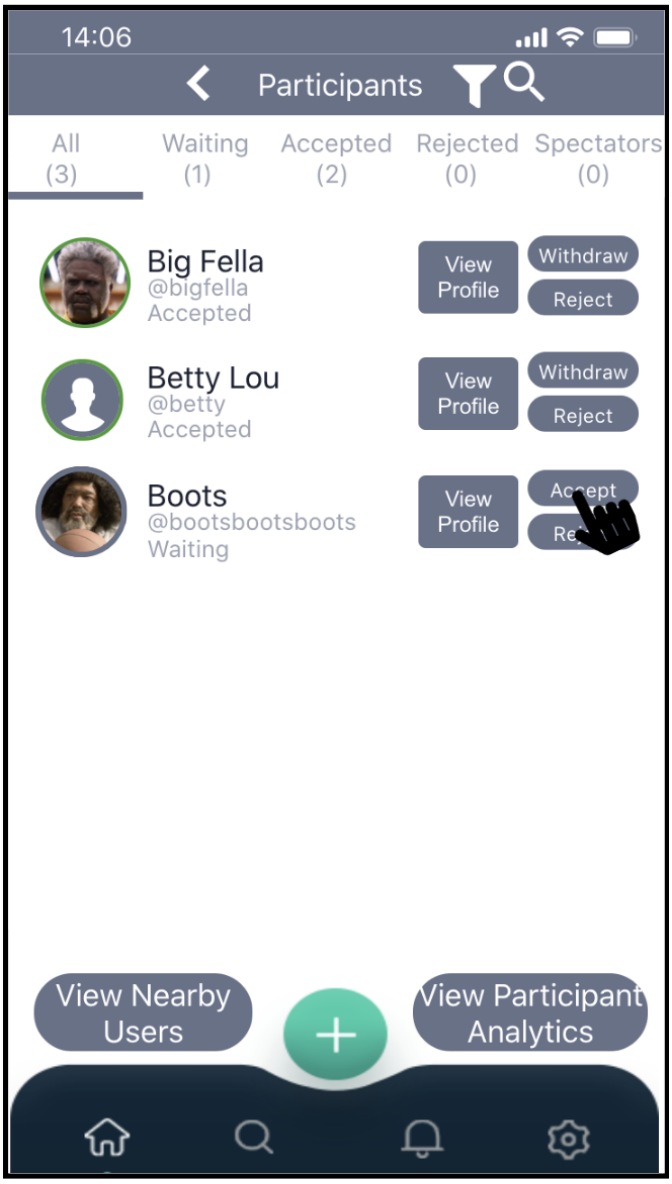


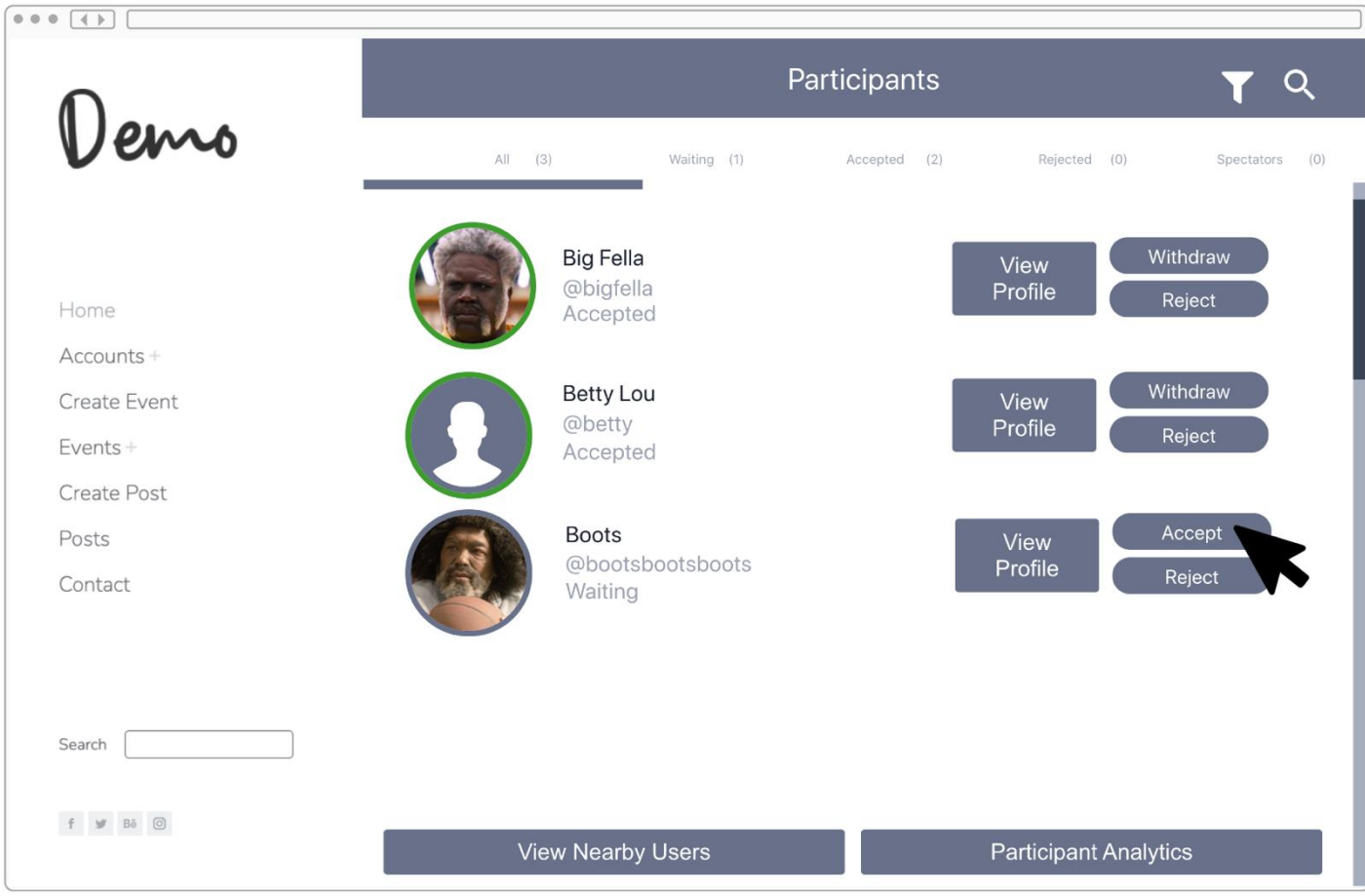
6. As he approves the applicants, the participant counts in the above bar change. Also, the accepted participants profile page border turns green and their event participation status below their username is updated.


14:06
Participants
All (3)
Waiting (2)
Accepted (1)
Rejected (0)
Spectators (0)
Big Fella
@bigfella
Accepted
View Profile
Withdraw
Reject
Betty Lou
@betty
Waiting
View Profile
Boots
@bootsbootsboots
Waiting
View Profile
Accept
Reject
View Nearby Users
View Participant Analytics

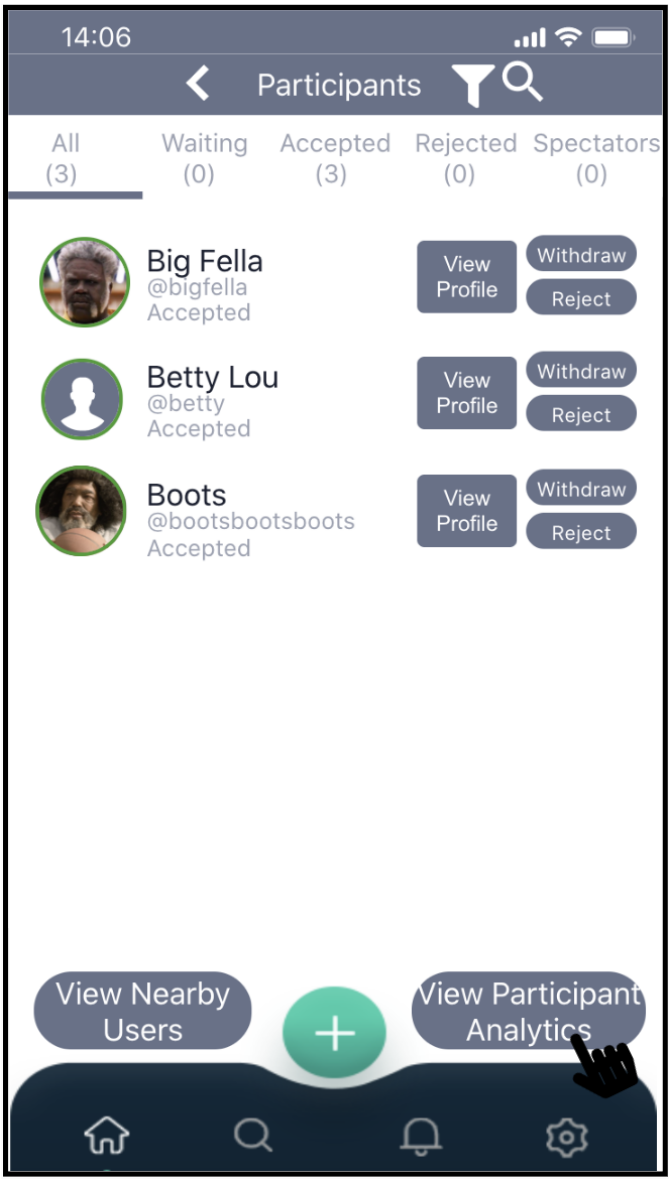


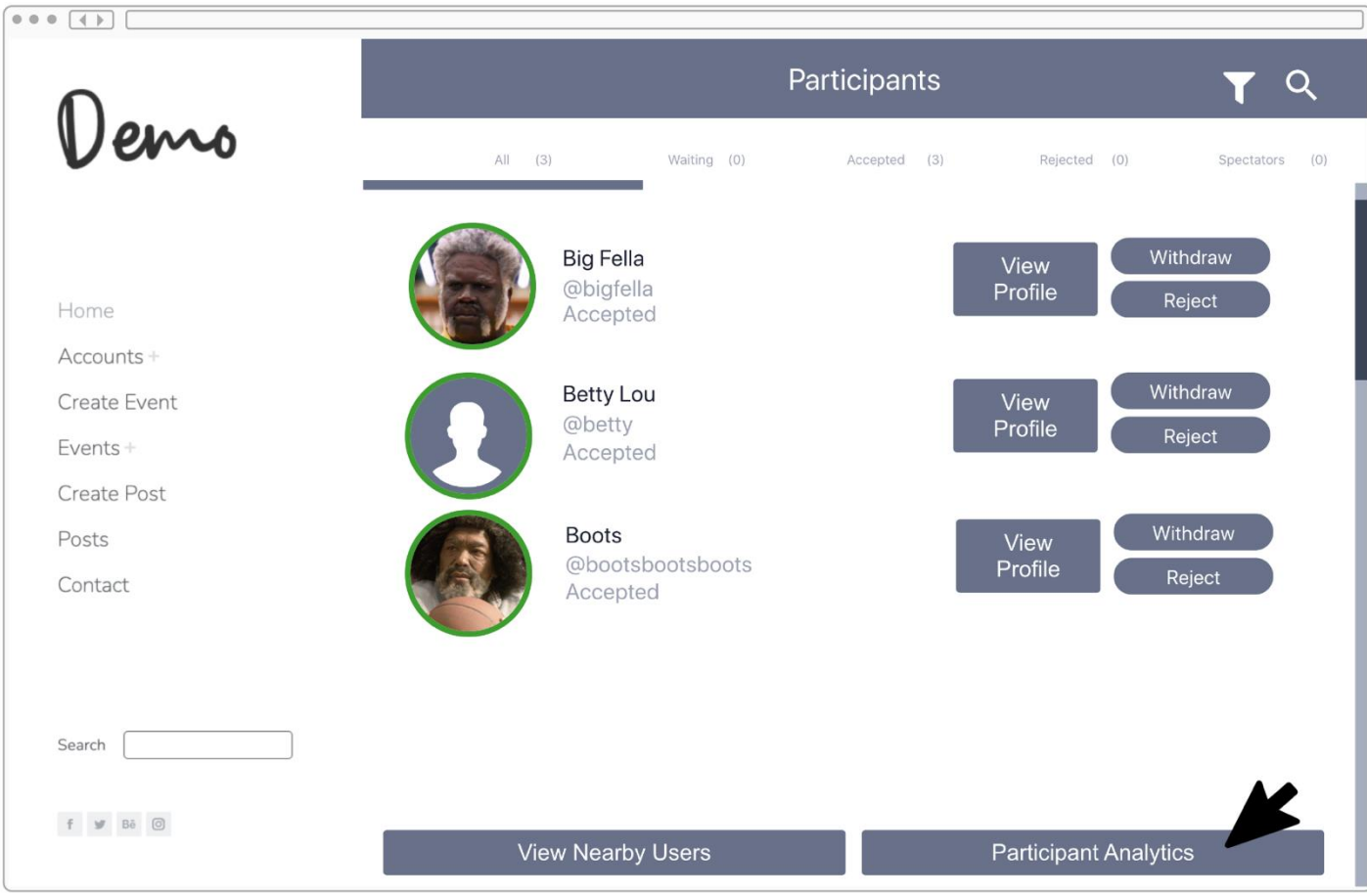
7. He continues to approve. For the approved applicants, the approve button changes to withdraw, which allows the event creator to take the user back to waiting state.


14:06
Participants
All (3)
Waiting (1)
Accepted (2)
Rejected (0)
Spectators (0)
Big Fella
@bigfella
Accepted
View Profile
Withdraw
Reject
Betty Lou
@betty
Accepted
View Profile
Withdraw
Reject
Boots
@bootsbootsboots
Waiting
View Profile
Accept
View Nearby Users
View Participant Analytics

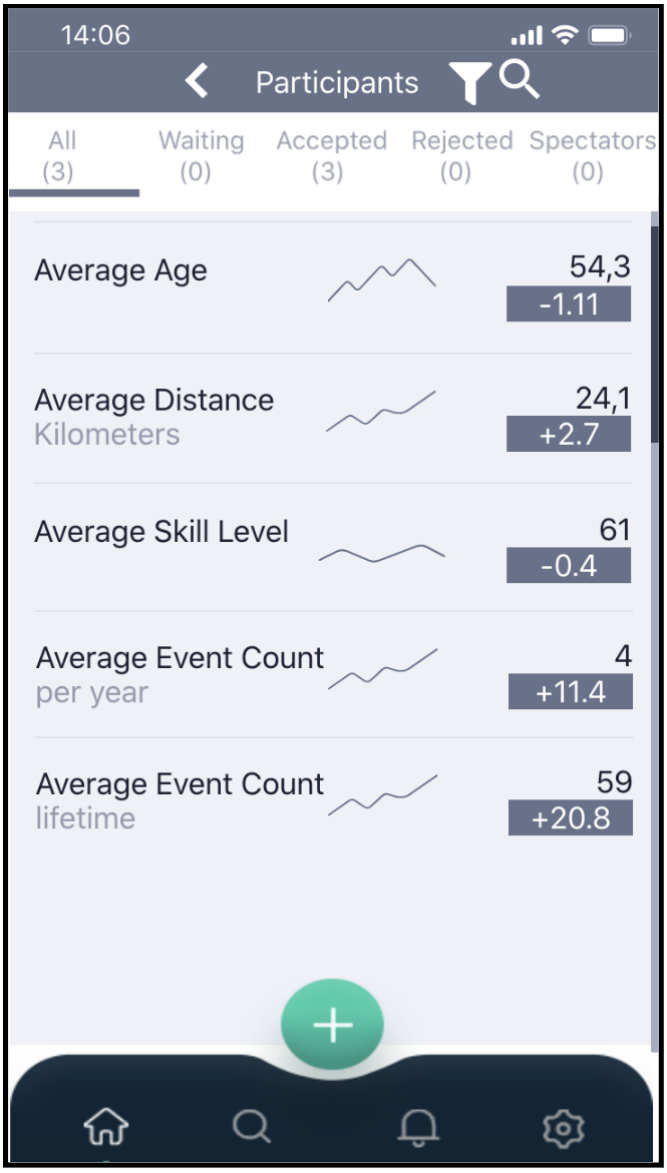


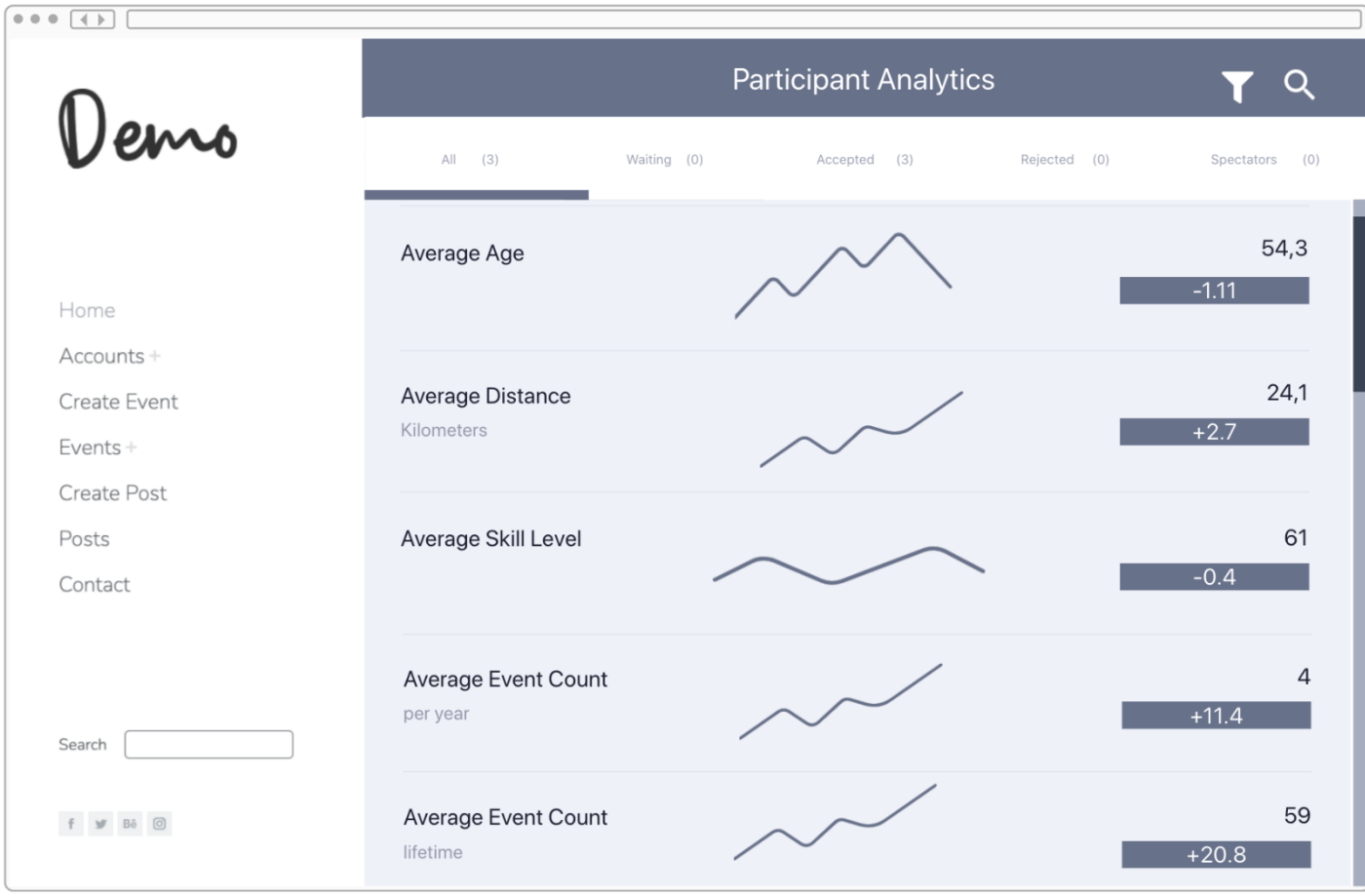
8. He finishes approving all his 3 old friends' requests. He wonders the participant analytics as he haven't heard from them for a while. He clicks the View Participant Analytics button.


14:06
Participants
All (3)
Waiting (0)
Accepted (3)
Rejected (0)
Spectators (0)
Big Fella
@bigfella
Accepted
View Profile
Withdraw
Reject
Betty Lou
@betty
Accepted
View Profile
Withdraw
Reject
Boots
@bootsbootsboots
Accepted
View Profile
Withdraw
Reject
View Nearby Users
View Participant Analytics



9. He views the statistics about the participants of the event in this page.


14:06
Participants
All (3)
Waiting (0)
Accepted (3)
Rejected (0)
Spectators (0)
Average Age
54,3
-1.11
Average Distance
Kilometers
24,1
+2.7
Average Skill Level
61
-0.4
Average Event Count
per year
4
+11.4
Average Event Count
lifetime
59
+20.8

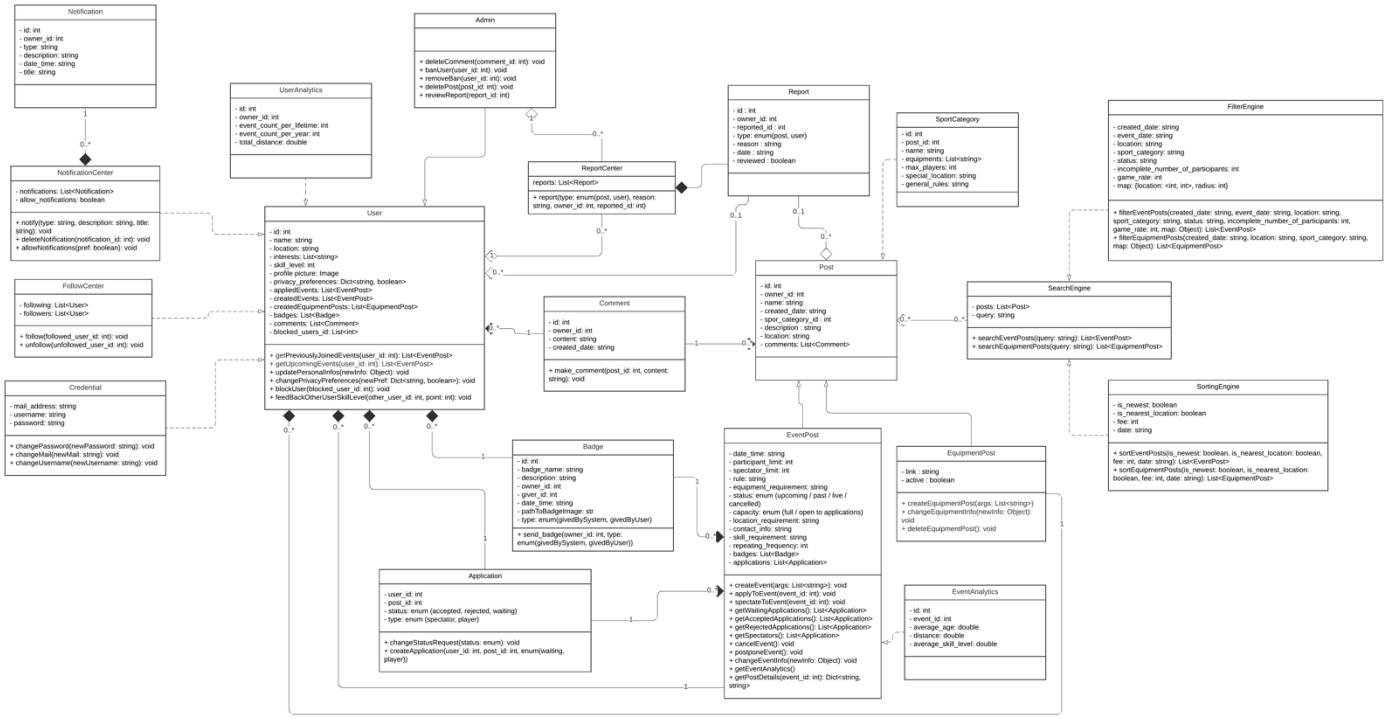


10. With the joy of reuniting with his old street ball gang, he quits the app (or the web page).

11. He goes to the Play Store and gives 5 starts, leaves a thankful comment.

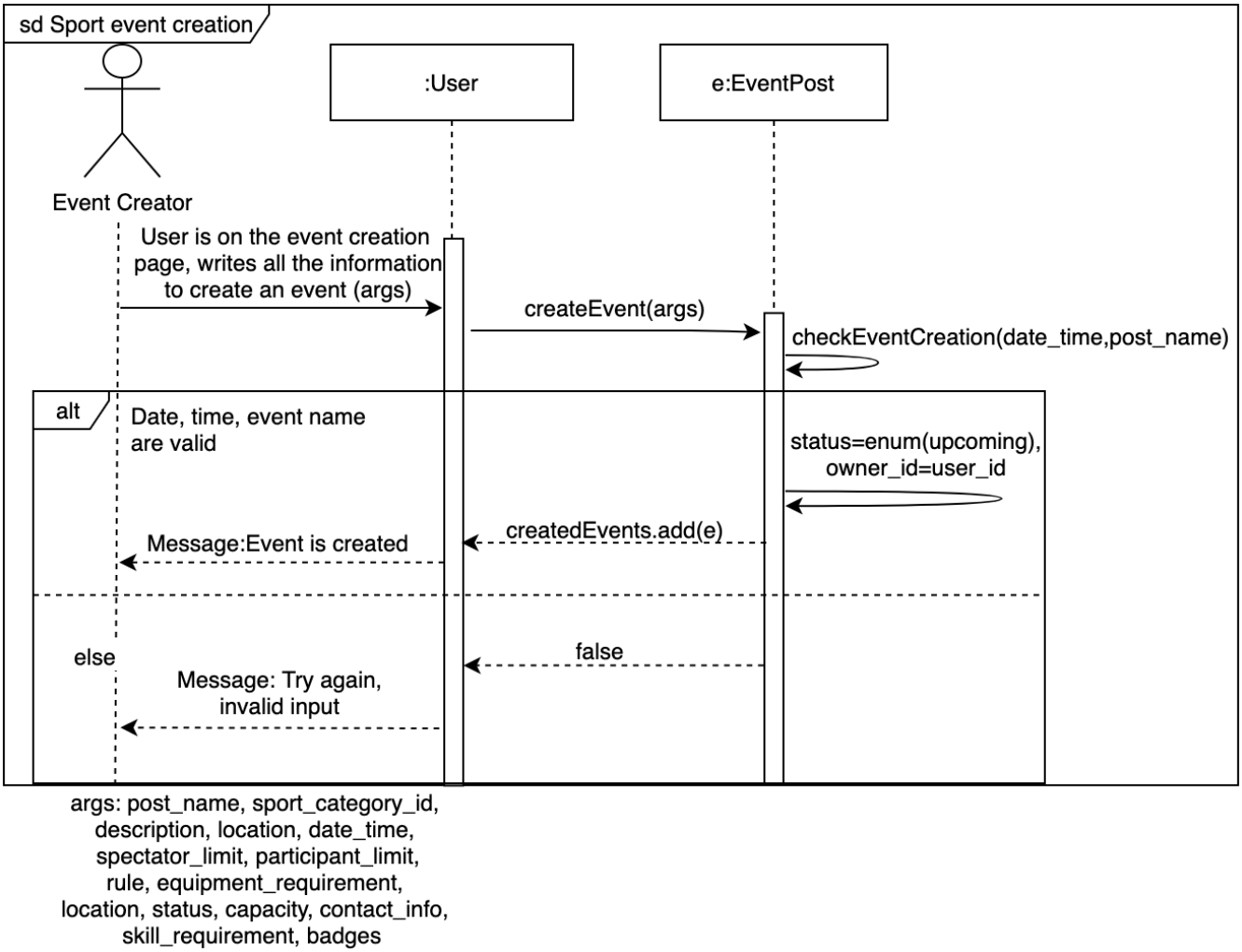
d)Software Design Documents in UML

Class Diagram



Sequence Diagrams

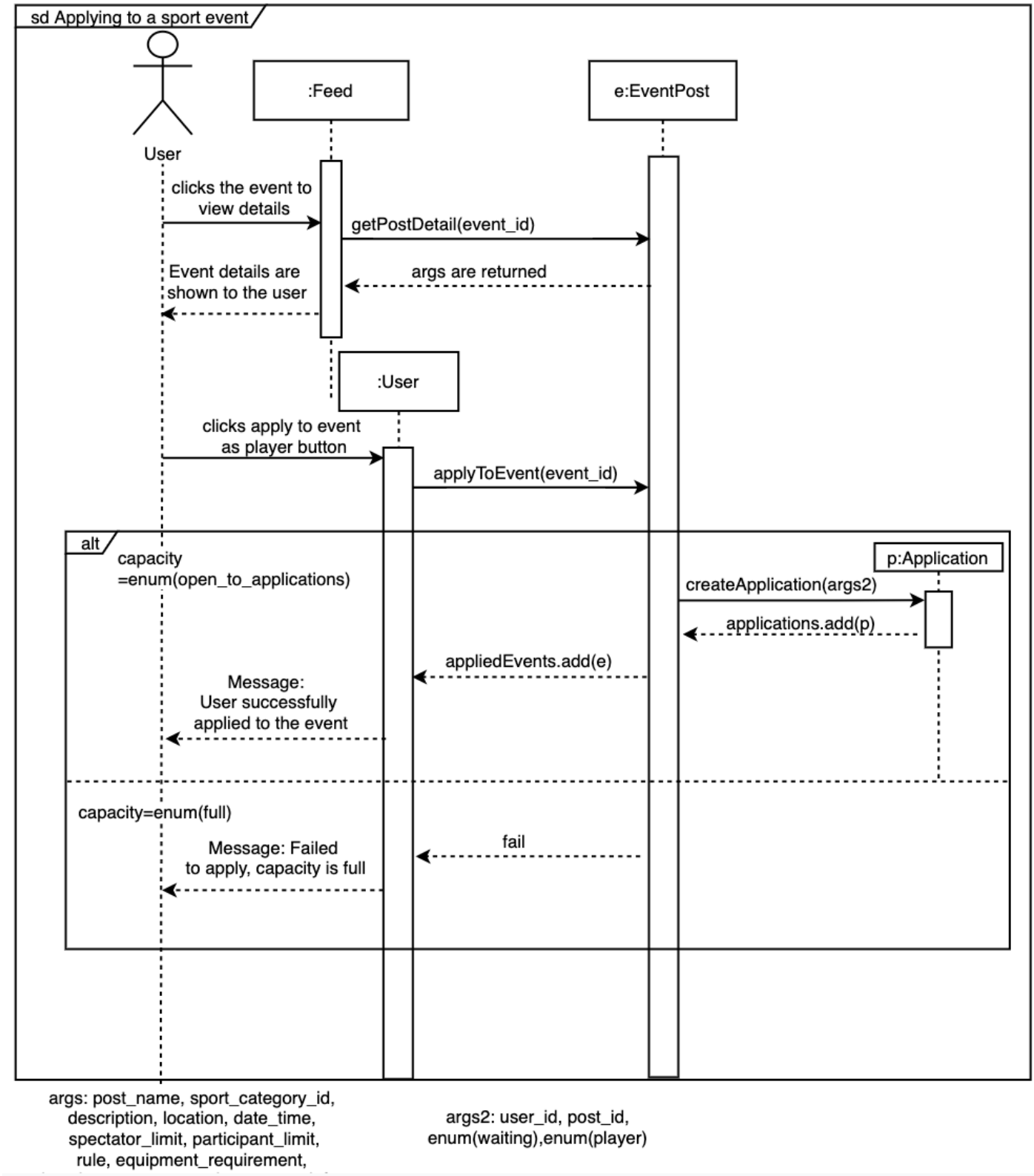
Sport event creation



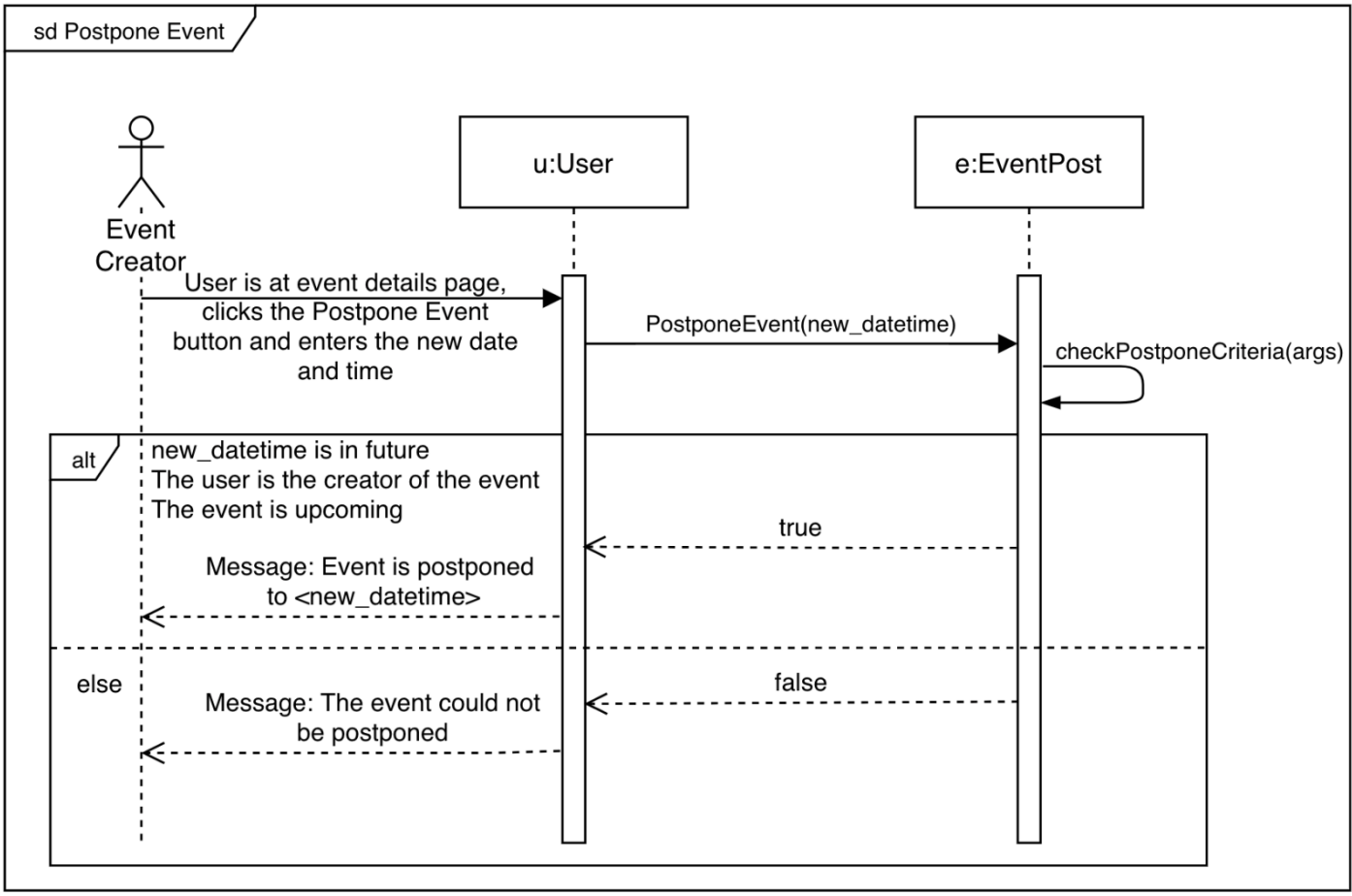
Apply to a sport event

User views the details of the event then clicks apply to event button and waits to be accepted as a

participant.



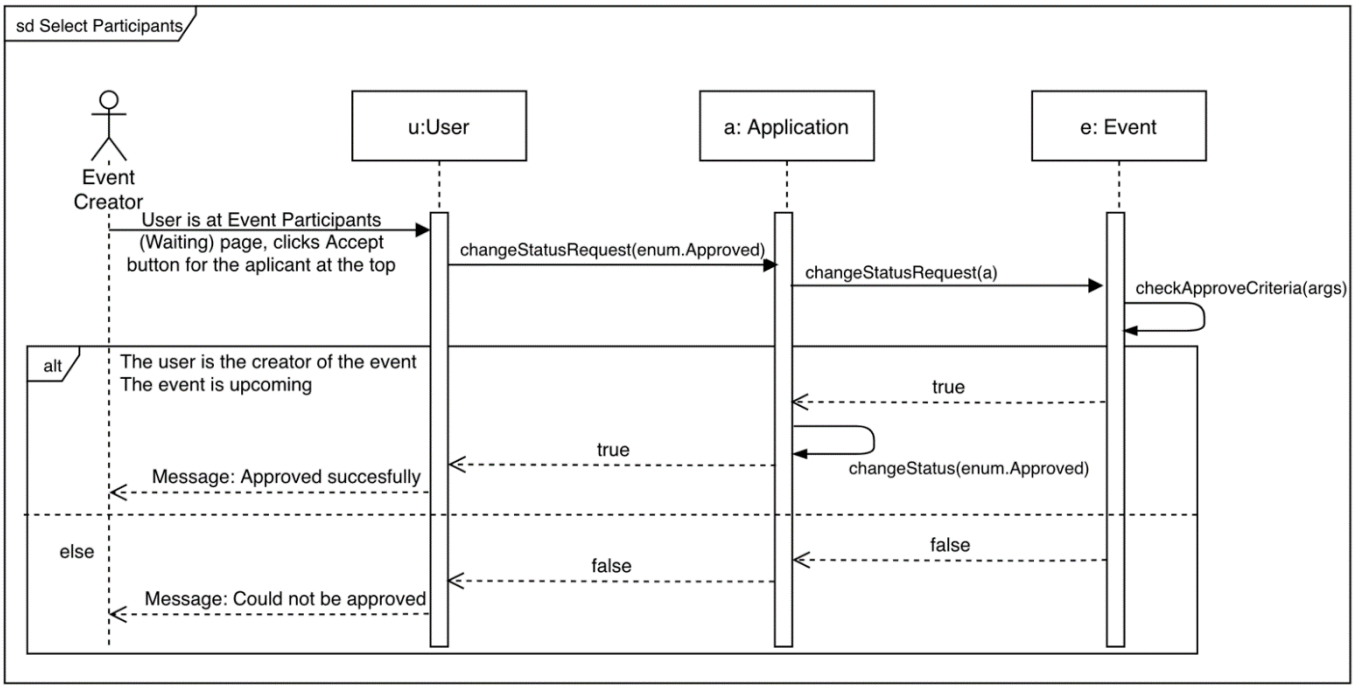
Postpone a sport event



args: event_status, new_datetime, event_date, event_time, event_creator_id, user_id

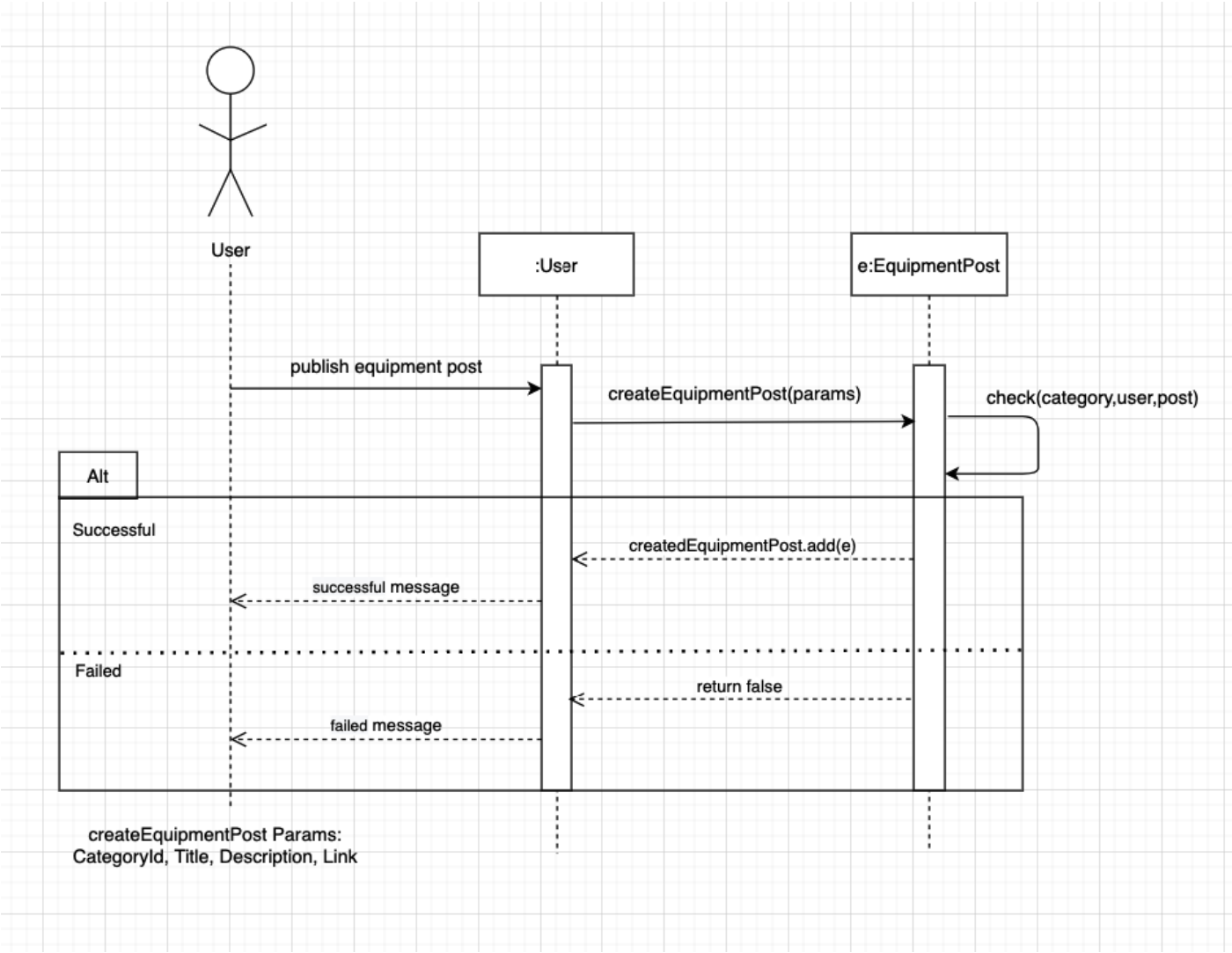
---

Approve a participant

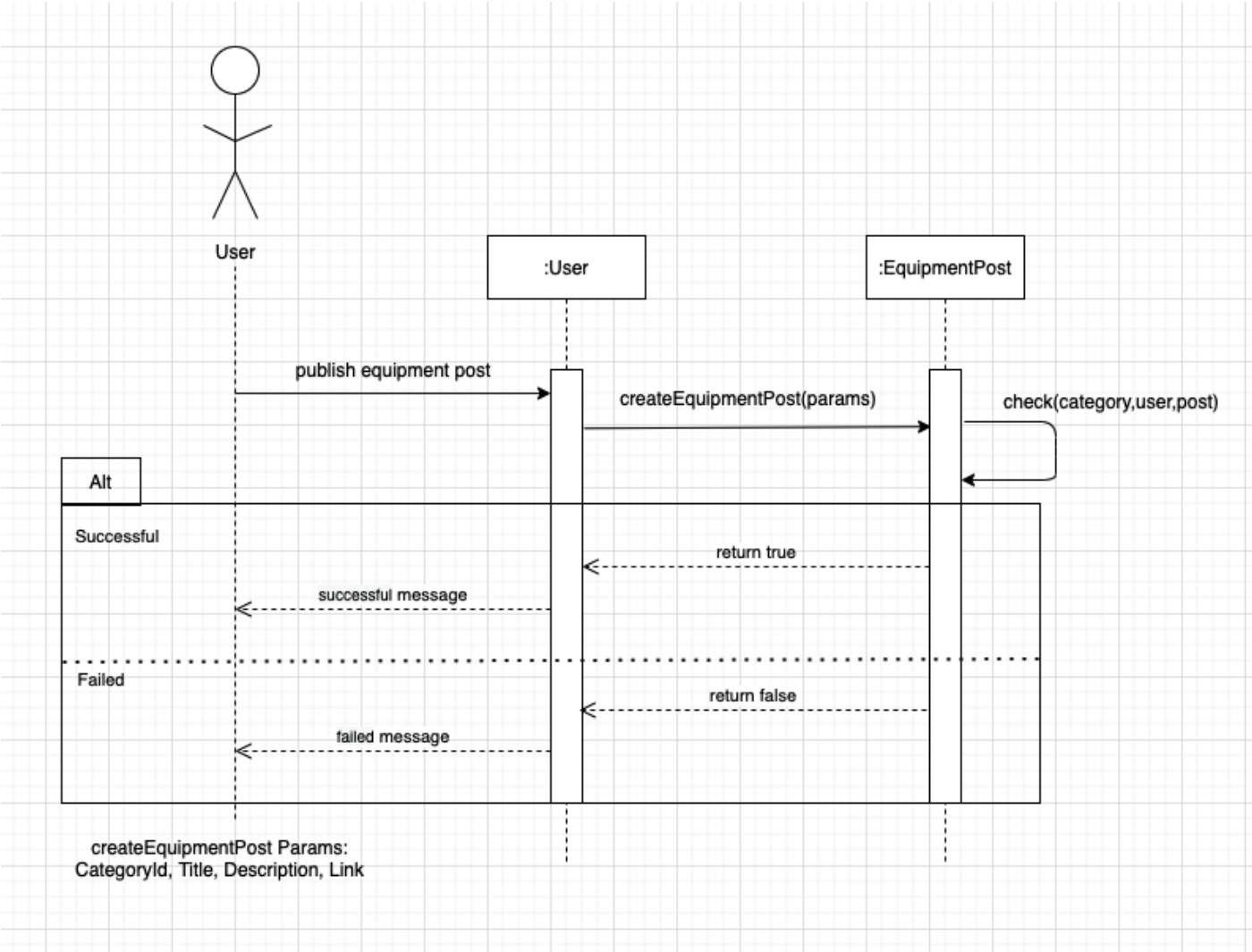


args: event_status, event_creator_id, user_id

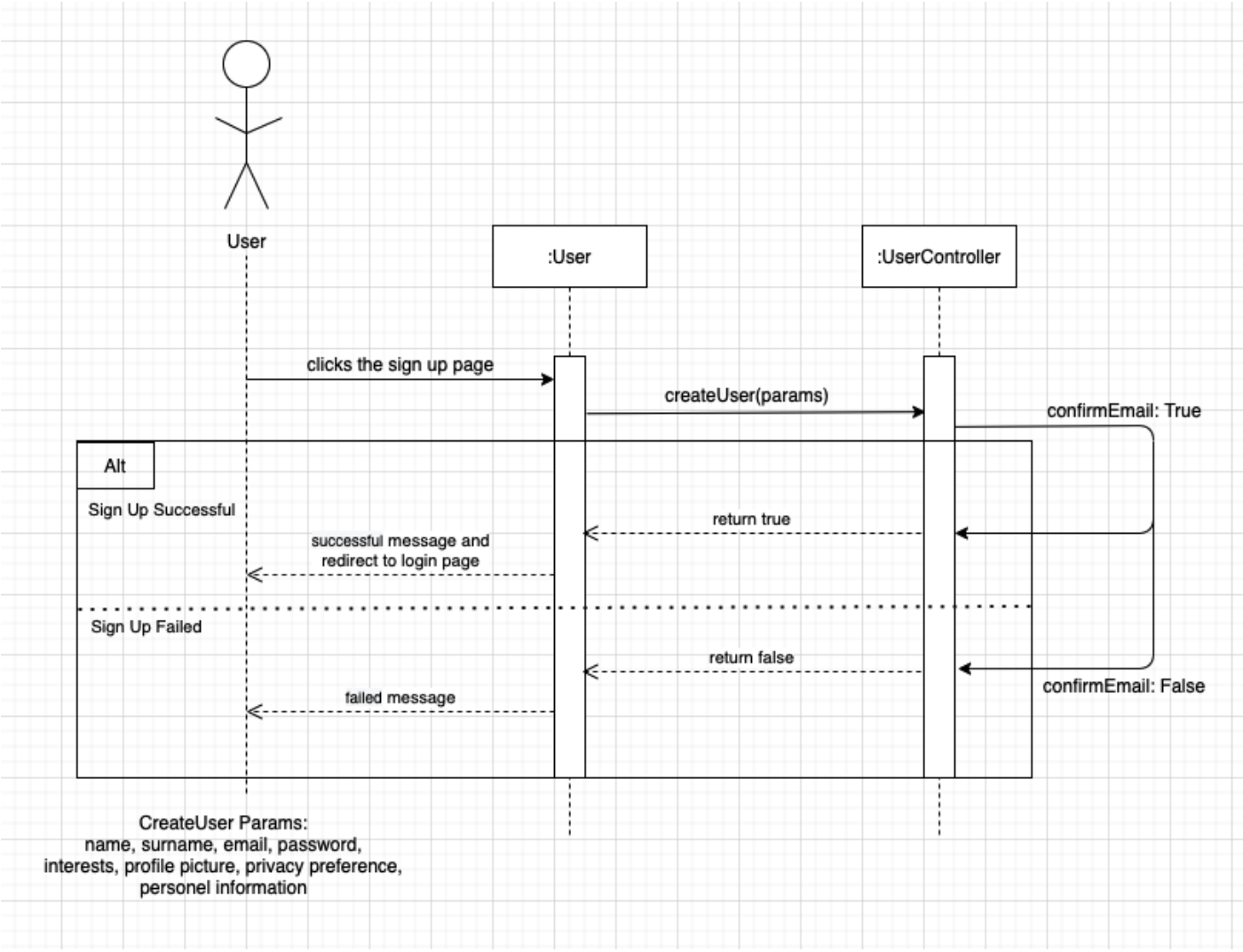
Equipment post creation



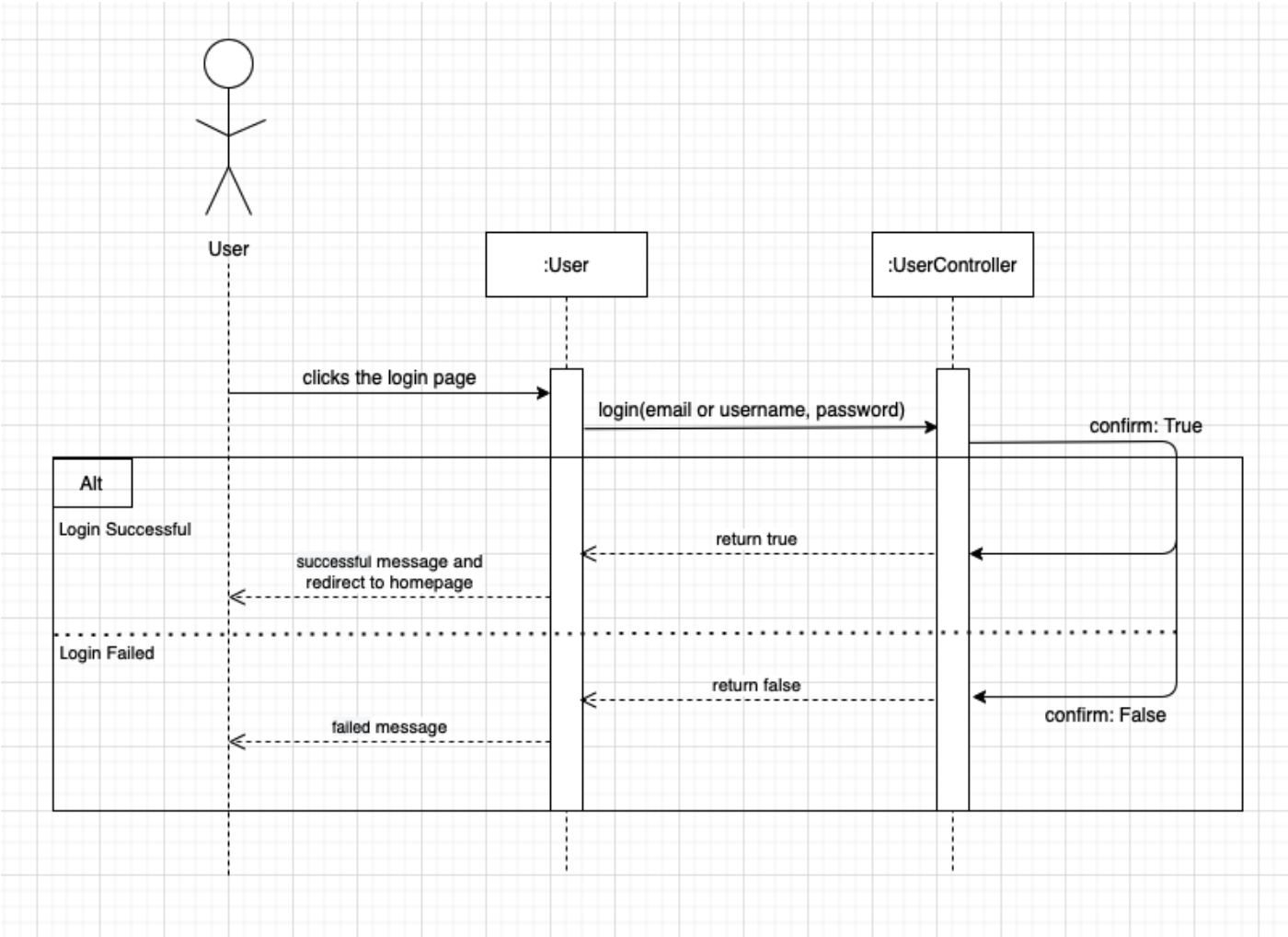
Equipment post comment


User
:User
:EquipmentPost
publish equipment post
createEquipmentPost(params)
check(category,user,post)
Alt
Successful
return true
successful message
Failed
return false
failed message
createEquipmentPost Params:
CategoryId, Title, Description, Link

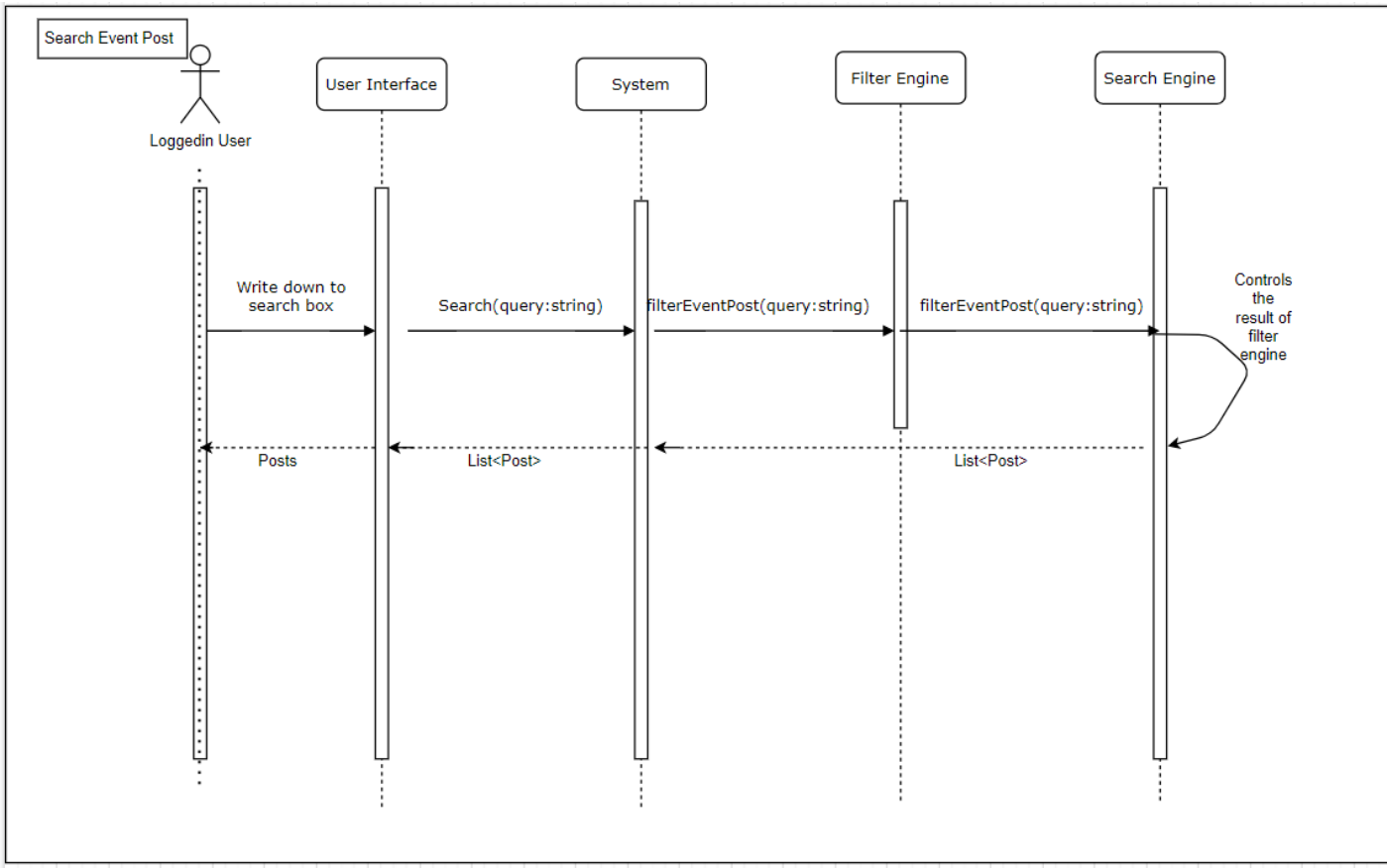
Sign Up


User
:User
:UserController
clicks the sign up page
createUser(params)
confirmEmail: True
Alt
Sign Up Successful
return true
successful message and
redirect to login page
Sign Up Failed
return false
confirmEmail: False
failed message
CreateUser Params:
name, surname, email, password,
interests, profile picture, privacy preference,
personel information

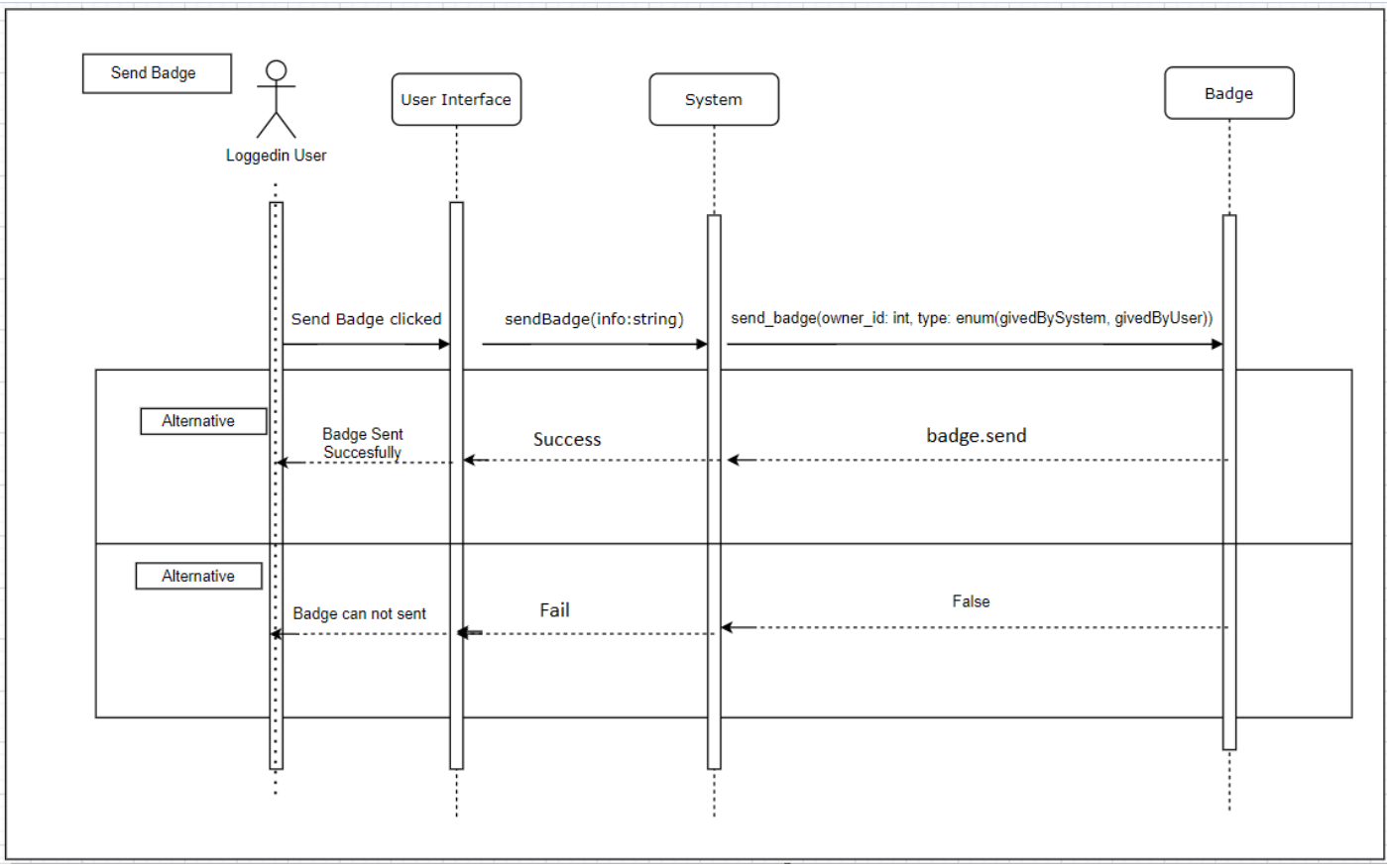
Login



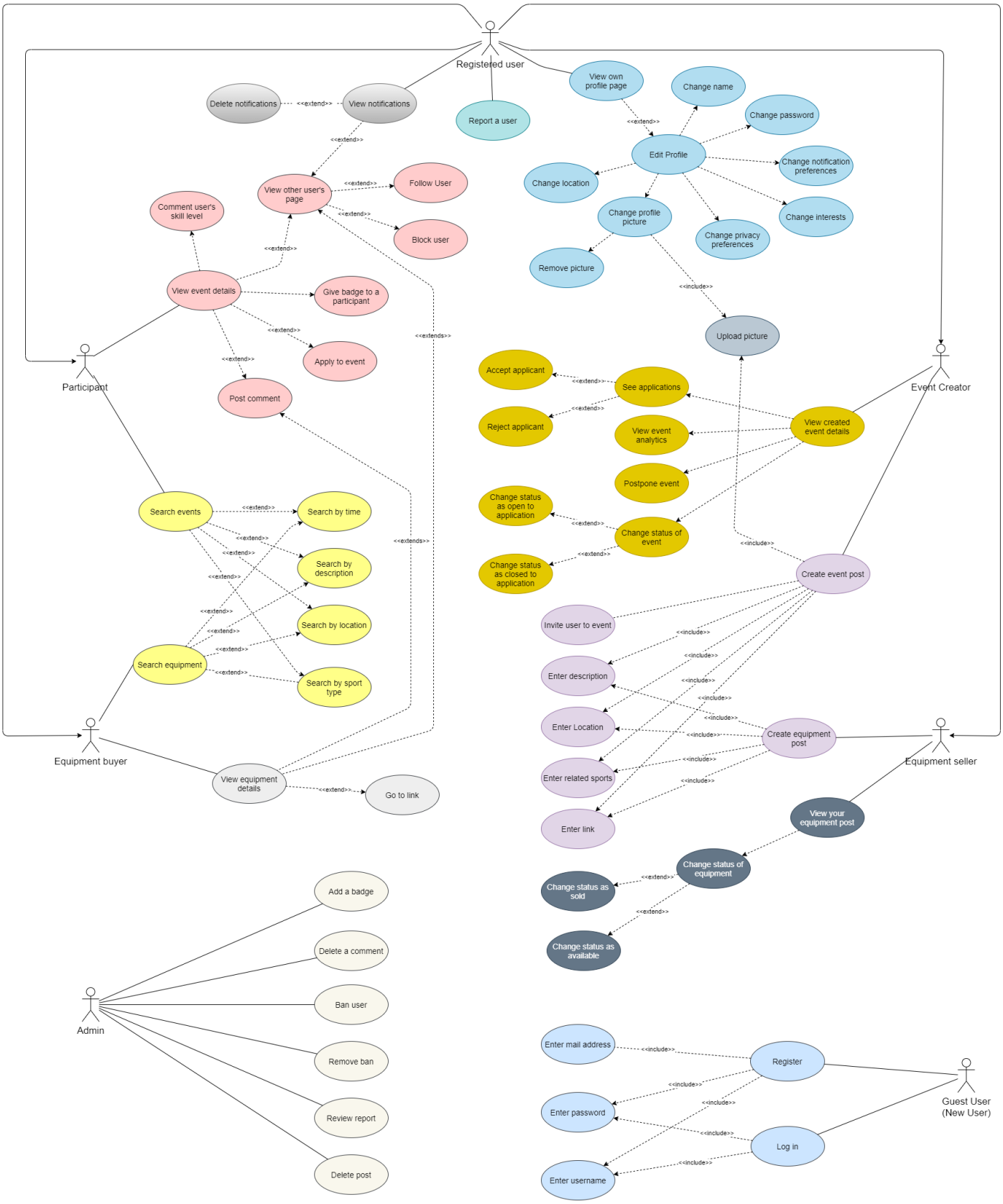
Search Event Post


Search Event Post
Loggedin User
User Interface
System
Filter Engine
Search Engine
Write down to search box
Search(query:string)
filterEventPost(query:string)
filterEventPost(query:string)
Controls the result of filter engine
Posts
List<Post>
List<Post>

Send Badge



Use Case Diagram


Registered user
Delete notifications
View notifications
Report a user
View own profile page
Change name
Change password
Edit Profile
Change notification preferences
Change location
Change profile picture
Change interests
Change privacy preferences
Remove picture
Upload picture
View other user's page
Follow User
Block user
Comment user's skill level
View event details
Give badge to a participant
Apply to event
Post comment
Participant
Event Creator
Accept applicant
See applications
Reject applicant
View event analytics
View created event details
Postpone event
Change status as open to application
Change status of event
Change status as closed to application
Create event post
Invite user to event
Enter description
Enter Location
Enter related sports
Enter link
Create equipment post
Equipment seller
View your equipment post
Change status of equipment
Change status as sold
Change status as available
Search events
Search by time
Search by description
Search by location
Search by sport type
Search equipment
Equipment buyer
View equipment details
Go to link
Admin
Add a badge
Delete a comment
Ban user
Remove ban
Review report
Delete post
Enter mail address
Register
Enter password
Log in
Enter username
Guest User (New User)
<<extend>>
<<extends>>
<<include>>

e) Project Plan and RAM

Project Plan

	Name	Duration	Start	Finish	Predecessors	Resource Names
1	**Orientation**	13 days?	**3/23/21 8:00 AM**	**4/8/21 5:00 PM**		
2	Setting up team whatsapp group	1 day?	3/23/21 8:00 AM	3/23/21 5:00 PM		Gözde
3	Setting up team discord channel	1 day?	3/23/21 8:00 AM	3/23/21 5:00 PM		Berkay;Didem
4	Learning git	1 day?	3/26/21 8:00 AM	3/26/21 5:00 PM		Everyone
5	Creating first labels	1 day?	3/27/21 8:00 AM	3/27/21 5:00 PM		Gözde
6	Creating a git commands summary page and adding the commands	1 day?	3/27/21 8:00 AM	3/27/21 5:00 PM		Furkan;Gözde
7	Creating first issues	1 day?	3/28/21 8:00 AM	3/28/21 5:00 PM		Gözde
8	Creating ReadMe file	1 day?	3/28/21 8:00 AM	3/28/21 5:00 PM		Umut
9	Examine previous groups pages	1 day?	3/29/21 8:00 AM	3/29/21 5:00 PM		Everyone
10	Github repository research	1 day?	3/30/21 8:00 AM	3/30/21 5:00 PM		Everyone
11	Discord subgroup creation	1 day?	4/8/21 8:00 AM	4/8/21 5:00 PM		Ozan
12	**Documention**	10 days?	**3/26/21 8:00 AM**	**4/8/21 5:00 PM**		
13	Creating communication plan	1 day?	3/26/21 8:00 AM	3/26/21 5:00 PM		Berkay
14	Creating personal wiki page	1 day?	3/27/21 8:00 AM	3/27/21 5:00 PM		Everyone
15	Creating sidebar of wiki page	1 day?	3/27/21 8:00 AM	3/27/21 5:00 PM		Furkan
16	Creating a footer	1 day?	3/28/21 8:00 AM	3/28/21 5:00 PM		Gözde
17	Crreating weekly effort page structure	1 day?	3/28/21 8:00 AM	3/28/21 5:00 PM		Ozan
18	Creating wiki home page	1 day?	3/29/21 8:00 AM	3/29/21 5:00 PM		Salih
19	Examining related softwares about our project	2 days?	4/3/21 8:00 AM	4/4/21 5:00 PM	10	Furkan;Mehmet;Ozan
20	Editing sidebar by adding links to the wiki pages we have done	1 day?	4/5/21 8:00 AM	4/5/21 5:00 PM	15	Didem;Gözde
21	Creating comparison table and wikipage of related softwares	1 day?	4/8/21 8:00 AM	4/8/21 5:00 PM		Ozan
22	**Requirements**	26 days?	**4/2/21 8:00 AM**	**5/8/21 5:00 PM**		
23	Requirements: authentication	1 day?	4/2/21 8:00 AM	4/2/21 5:00 PM		Didem;Furkan
24	Creating users requirements	1 day?	4/2/21 8:00 AM	4/2/21 5:00 PM		Gözde;Kemal
25	Creating non-functional requirements	1 day?	4/2/21 8:00 AM	4/2/21 5:00 PM		Berkay;Salih;Umut
26	Requirements: notification	1 day?	4/3/21 8:00 AM	4/3/21 5:00 PM		Furkan
27	Creating customer questions	4 days?	4/3/21 8:00 AM	4/6/21 5:00 PM		Berkay;Didem;Furkan;Gözde;Umu
28	Requirements: sports constraints	1 day?	4/3/21 8:00 AM	4/3/21 5:00 PM		Didem
29	System requirements: search	1 day?	4/3/21 8:00 AM	4/3/21 5:00 PM		Umut
30	Requirements: event participation	1 day?	4/4/21 8:00 AM	4/4/21 5:00 PM		Didem
31	System requirements: recommedation	1 day?	4/4/21 8:00 AM	4/4/21 5:00 PM		Umut
32	Adding glossary	2 days?	4/5/21 8:00 AM	4/6/21 5:00 PM		Everyone
33	Moving the requirements to Git, editing, stying	1 day?	4/5/21 8:00 AM	4/5/21 5:00 PM		Didem
34	Reviewing requirements	2 days?	4/14/21 8:00 AM	4/15/21 5:00 PM		Gözde
35	Having a customer meeting	1 day?	4/17/21 8:00 AM	4/17/21 5:00 PM	27	Berkay;Didem;Gözde;Umut
36	Adding/modifying requirements according to feedback from TA	1 day?	4/18/21 8:00 AM	4/18/21 5:00 PM	23;24;25;26;28;29;30;31	Didem;Gözde
37	Adding/modifying requirements according to feedback from proffessor	2 days?	4/24/21 8:00 AM	4/25/21 5:00 PM	23;24;25;26;28;29;30;31	Gözde
38	Adding/modifying requirements according to Class Diagram	1 day?	5/8/21 8:00 AM	5/8/21 5:00 PM	23;24;25;26;28;29;30;31	Furkan;Kemal

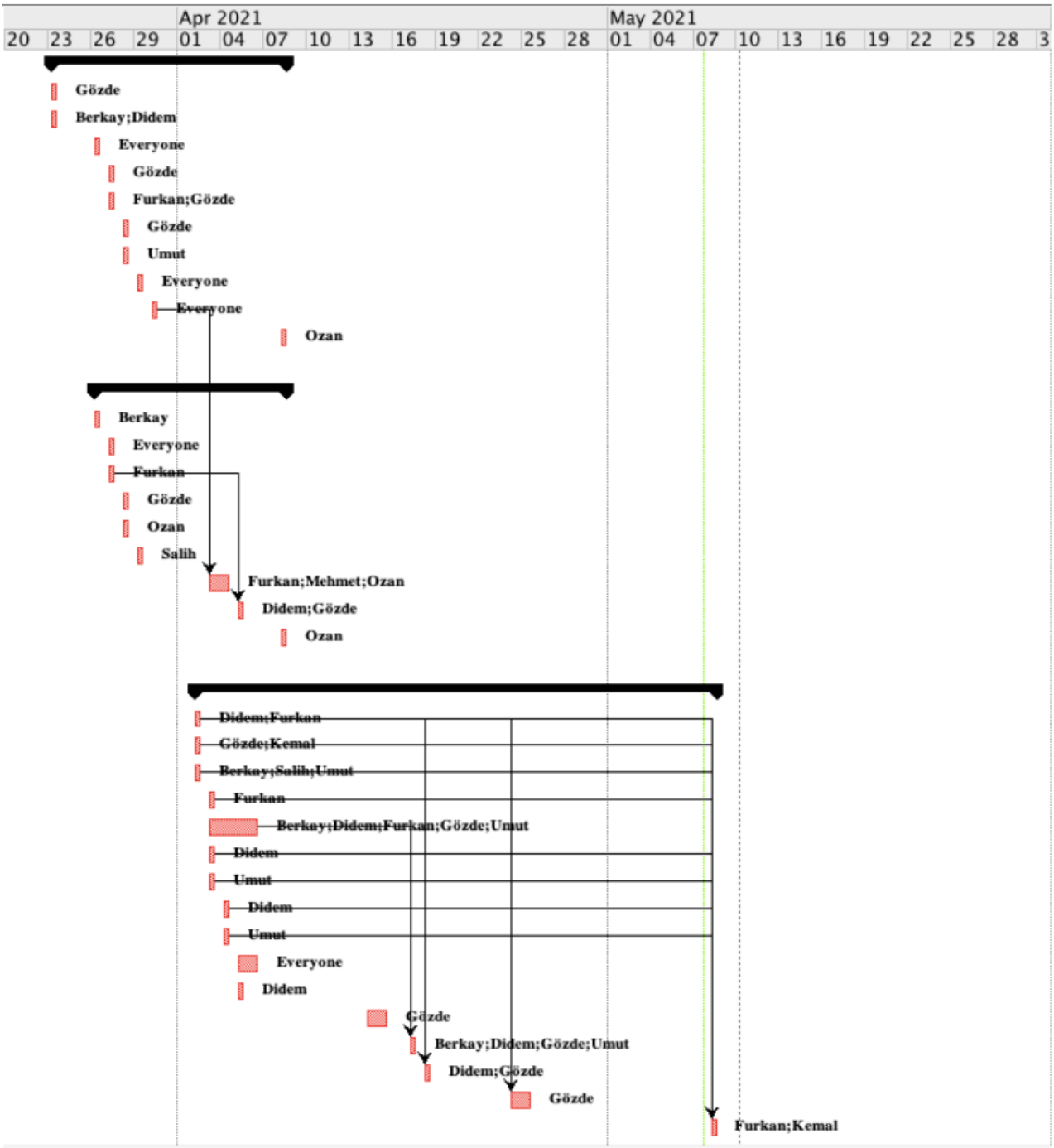
	Name	Duration	Start	Finish	Predecessors	Resource Names
39	**Mockups**	3 days?	**4/16/21 8:00 AM**	**4/20/21 5:00 PM**		
40	Creating mockups for My Events page (of event creator)	1 day?	4/16/21 8:00 AM	4/16/21 5:00 PM		Didem
41	Creating mockups for header and footer	2 days?	4/16/21 8:00 AM	4/17/21 5:00 PM		Umut
42	Creating mockups for Event Details page (of event creator)	2 days?	4/16/21 8:00 AM	4/17/21 5:00 PM		Didem
43	Creating mockups for search page	3 days?	4/17/21 8:00 AM	4/19/21 5:00 PM		Furkan
44	Creating mockups for event creation	3 days?	4/17/21 8:00 AM	4/19/21 5:00 PM		Kemal
45	Creating mockups for Participants page (of event creator)	3 days?	4/17/21 8:00 AM	4/19/21 5:00 PM		Didem
46	Creating mockups for Event Analytics (of event creator)	4 days?	4/17/21 8:00 AM	4/20/21 5:00 PM		Didem
47	Creating mockup for homepage	3 days?	4/17/21 8:00 AM	4/19/21 5:00 PM		Ozan
48	Creating sign in & sign up mockups	1 day?	4/17/21 8:00 AM	4/17/21 5:00 PM		Mehmet
49	Creating forgot password mockups	1 day?	4/17/21 8:00 AM	4/17/21 5:00 PM		Mehmet
50	Updating the mockups after the TA meeting	1 day?	4/17/21 8:00 AM	4/17/21 5:00 PM		Didem;Umut
51	Creating mockup for profile page and edit profile page	3 days?	4/17/21 8:00 AM	4/19/21 5:00 PM		Salih
52	Creating mockups for creation equipment post	2 days?	4/17/21 8:00 AM	4/18/21 5:00 PM		Umut
53	Reviewing all mockups	2 days?	4/18/21 8:00 AM	4/19/21 5:00 PM		Gözde
54	**User Scenarios**	1 day?	**4/16/21 8:00 AM**	**4/18/21 5:00 PM**		
55	Creating scenario 1	3 days?	4/16/21 8:00 AM	4/16/21 5:00 PM	47;48;51;52	Berkay;Gözde
56	Creating scenario 2	1 day?	4/16/21 8:00 AM	4/16/21 5:00 PM	44;48	Berkay
57	Creating scenario 3	1 day?	4/17/21 8:00 AM	4/17/21 5:00 PM	43;47	Gözde
58	Creating scenario 4	6 days?	4/17/21 8:00 AM	4/18/21 5:00 PM	42;45;46;51	Didem;Gözde
59	Updating the scenario after the TA meeting	3 days?	4/17/21 8:00 AM	4/17/21 5:00 PM	55;56;57;58	Didem;Kemal
60	**Diagrams**	5 days?	**4/25/21 8:00 AM**	**4/30/21 5:00 PM**		
61	Creating class diagram	5 days?	4/25/21 8:00 AM	4/29/21 5:00 PM		Furkan;Kemal
62	Creating sport event creation sequence diagram	2 days?	4/26/21 8:00 AM	4/27/21 5:00 PM		Gözde
63	Creating applying to an event sequence diagram	2 days?	4/26/21 8:00 AM	4/27/21 5:00 PM		Gözde
64	Reviewing class diagram	1 day?	4/26/21 8:00 AM	4/26/21 5:00 PM		Berkay;Gözde;Salih;Umut
65	Creating equipment post creation sequence diagram	2 days?	4/26/21 8:00 AM	4/27/21 5:00 PM		Umut
66	Creating equipment post comment sequence diagram	1 day?	4/27/21 8:00 AM	4/27/21 5:00 PM		Umut
67	Creating event postpone sequence diagram	1 day?	4/28/21 8:00 AM	4/28/21 5:00 PM		Didem
68	Creating select participants sequence diagram	1 day?	4/28/21 8:00 AM	4/28/21 5:00 PM		Didem
69	Creating Use Case Diagram	1 day?	4/28/21 8:00 AM	4/28/21 5:00 PM		Berkay;Mehmet;Salih
70	Creating sign up sequence diagram	1 day?	4/28/21 8:00 AM	4/28/21 5:00 PM		Umut
71	Creating login sequence diagram	1 day?	4/28/21 8:00 AM	4/28/21 5:00 PM		Umut
72	Updating sequence diagrams according to the feedback from the TA	1 day?	4/30/21 8:00 AM	4/30/21 5:00 PM		Didem;Gözde;Umut
73	**Meetings**	30 days?	**3/28/21 8:00 AM**	**5/7/21 5:00 PM**		
74	Taking meeting notes (#1)	1 day?	3/28/21 8:00 AM	3/28/21 5:00 PM		Didem

	Name	Duration	Start	Finish	Predecessors	Resource Names
72	Updating sequence diagrams according to the feedback from the TA	1 day?	4/30/21 8:00 AM	4/30/21 5:00 PM		Didem;Gözde;Umut
73	**Meetings**	30 days?	**3/28/21 8:00 AM**	**5/7/21 5:00 PM**		
74	Taking meeting notes (#1)	1 day?	3/28/21 8:00 AM	3/28/21 5:00 PM		Didem
75	Taking meeting notes (#2)	2 days?	3/28/21 8:00 AM	3/29/21 5:00 PM		Didem
76	Creating meeting notes template	1 day?	3/29/21 8:00 AM	3/29/21 5:00 PM		Didem
77	Taking meeting notes (#3)	3 days?	3/31/21 8:00 AM	4/2/21 5:00 PM		Didem
78	Taking meeting notes (#4)	1 day?	4/2/21 8:00 AM	4/2/21 5:00 PM		Gözde
79	Taking meeting notes (#5)	1 day?	4/4/21 8:00 AM	4/4/21 5:00 PM		Furkan
80	Taking meeting notes(#6)	1 day?	4/11/21 8:00 AM	4/11/21 5:00 PM		Salih
81	Taking customer meeting notes (#7)	1 day?	4/17/21 8:00 AM	4/17/21 5:00 PM		Gözde
82	Taking meeting notes (#8)	1 day?	4/22/21 8:00 AM	4/22/21 5:00 PM		Berkay
83	Taking meeting notes (#9)	1 day?	4/30/21 8:00 AM	4/30/21 5:00 PM		Ozan
84	Taking meeting notes (#10)	1 day?	5/1/21 8:00 AM	5/1/21 5:00 PM		Kemal
85	Taking meeting notes (#11)	1 day?	5/7/21 8:00 AM	5/7/21 5:00 PM		Umut
86	**Planning**	6 days?	**5/11/21 8:00 AM**	**5/18/21 5:00 PM**		
87	Past Plan	4 days?	5/11/21 8:00 AM	5/14/21 5:00 PM		Everyone
88	Future Plan	5 days?	5/14/21 8:00 AM	5/18/21 5:00 PM		Everyone
89	**Api**	8 days?	**5/20/21 8:00 AM**	**5/31/21 5:00 PM**		
90	Studying Api	5 days?	5/20/21 8:00 AM	5/24/21 5:00 PM		Everyone
91	Designing Api	3 days?	5/24/21 8:00 AM	5/26/21 5:00 PM		Everyone
92	Testing Api	6 days?	5/26/21 8:00 AM	5/31/21 5:00 PM		Everyone
93	**Verification & Validation**	7 days?	**6/1/21 8:00 AM**	**6/9/21 5:00 PM**		
94	User scenarios	4 days?	6/1/21 8:00 AM	6/4/21 5:00 PM		Everyone
95	User tests	4 days?	6/4/21 8:00 AM	6/7/21 5:00 PM		Everyone
96	Documenting user tests	2 days?	6/7/21 8:00 AM	6/8/21 5:00 PM		Everyone
97	Configuration manageent	2 days?	6/8/21 8:00 AM	6/9/21 5:00 PM		Everyone
98	**CMPE451**	48 days?	**9/23/21 8:00 AM**	**11/29/21 5:00 PM**		
99	Review CMPE352	4 days?	9/23/21 8:00 AM	9/26/21 5:00 PM		Everyone
100	Deciding to technology (for database, backend, frontend and android) language, technologies	5 days?	9/28/21 8:00 AM	10/2/21 5:00 PM		Everyone
101	Initializing project, servers, databse (frontend, backend, android)	3 days?	10/2/21 8:00 AM	10/4/21 5:00 PM		Everyone
102	Starting to design templates	2 days?	10/10/21 8:00 AM	10/11/21 5:00 PM		Everyone
103	Milestone 1	3 days?	11/10/21 8:00 AM	11/12/21 5:00 PM		Everyone
104	**Mobile**	35 days?	**10/12/21 8:00 AM**	**11/29/21 5:00 PM**		
105	Login, sign up, forgot password	1 day?	10/13/21 8:00 AM	10/13/21 5:00 PM		Berkay;Gözde;Mehmet

	Name	Duration	Start	Finish	Predecessors	Resource Names
104	**Mobile**	35 days?	**10/12/21 8:00 AM**	**11/29/21 5:00 PM**		
105	Login, sign up, forgot password	1 day?	10/13/21 8:00 AM	10/13/21 5:00 PM		Berkay;Gözde;Mehmet
106	Integrating with map server	5 days?	10/12/21 8:00 AM	10/16/21 5:00 PM		Berkay;Gözde;Mehmet
107	Search page, filtering, searching, sorting	2 days?	10/17/21 8:00 AM	10/19/21 5:00 PM		Berkay;Gözde;Mehmet
108	Event creation	2 days?	10/19/21 8:00 AM	10/20/21 5:00 PM		Berkay;Gözde;Mehmet
109	Event post comment	1 day?	10/20/21 8:00 AM	10/20/21 5:00 PM		Berkay;Gözde;Mehmet
110	Event details	4 days?	10/21/21 8:00 AM	10/26/21 5:00 PM		Berkay;Gözde;Mehmet
111	Event participants (participant selection)	4 days?	10/26/21 8:00 AM	10/29/21 5:00 PM		Berkay;Gözde;Mehmet
112	Participant analytics	4 days?	10/31/21 8:00 AM	11/4/21 5:00 PM		Berkay;Gözde;Mehmet
113	Homepage	4 days?	11/5/21 8:00 AM	11/10/21 5:00 PM		Berkay;Gözde;Mehmet
114	User profile	1 day?	11/10/21 8:00 AM	11/10/21 5:00 PM		Berkay;Gözde;Mehmet
115	Equipment post creation	4 days?	11/12/21 8:00 AM	11/17/21 5:00 PM		Berkay;Gözde;Mehmet
116	Equipment comment	3 days?	11/17/21 8:00 AM	11/19/21 5:00 PM		Berkay;Gözde;Mehmet
117	Equipment post detail	1 day?	11/19/21 8:00 AM	11/19/21 5:00 PM		Berkay;Gözde;Mehmet
118	Recommendation	2 days?	11/20/21 8:00 AM	11/23/21 5:00 PM		Berkay;Gözde;Mehmet
119	Push notification mechanism	7 days?	11/23/21 8:00 AM	11/29/21 5:00 PM		Berkay;Gözde;Mehmet
120	**Frontend**	35 days?	**10/12/21 8:00 AM**	**11/29/21 5:00 PM**		
121	Login, sign up, forgot password	3 days?	10/13/21 8:00 AM	10/15/21 5:00 PM		Didem;Furkan;Umut
122	Integrating with map server	6 days?	10/12/21 8:00 AM	10/17/21 5:00 PM		Didem;Furkan;Umut
123	Search page, filtering, searching, sorting	2 days?	10/17/21 8:00 AM	10/19/21 5:00 PM		Didem;Furkan;Umut
124	Event creation	1 day?	10/19/21 8:00 AM	10/19/21 5:00 PM		Didem;Furkan;Umut
125	Event post comment	1 day?	10/20/21 8:00 AM	10/20/21 5:00 PM		Didem;Furkan;Umut
126	Event details	4 days?	10/21/21 8:00 AM	10/26/21 5:00 PM		Didem;Furkan;Umut
127	Event participants (participant selection)	4 days?	10/26/21 8:00 AM	10/29/21 5:00 PM		Didem;Furkan;Umut
128	Participant analytics	4 days?	10/31/21 8:00 AM	11/4/21 5:00 PM		Didem;Furkan;Umut
129	Homepage	4 days?	11/5/21 8:00 AM	11/10/21 5:00 PM		Didem;Furkan;Umut
130	User profile	1 day?	11/10/21 8:00 AM	11/10/21 5:00 PM		Didem;Furkan;Umut
131	Equipment post creation	4 days?	11/12/21 8:00 AM	11/17/21 5:00 PM		Didem;Furkan;Umut
132	Equipment comment	3 days?	11/17/21 8:00 AM	11/19/21 5:00 PM		Didem;Furkan;Umut
133	Equipment post detail	1 day?	11/19/21 8:00 AM	11/21/21 5:00 PM		Didem;Furkan;Umut
134	Recommendation	2 days?	11/20/21 8:00 AM	11/23/21 5:00 PM		Didem;Furkan;Umut
135	Push notification mechanism	7 days?	11/23/21 8:00 AM	11/29/21 5:00 PM		Didem;Furkan;Umut
136	**Backend**	35 days?	**10/12/21 8:00 AM**	**11/29/21 5:00 PM**		
137	Login, sign up, forgot password	1 day?	10/13/21 8:00 AM	10/13/21 5:00 PM		Kemal;Ozan;Salih
138	Integrating with map server	6 days?	10/12/21 8:00 AM	10/17/21 5:00 PM		Kemal;Ozan;Salih
139	Search page, filtering, searching, sorting	2 days?	10/17/21 8:00 AM	10/19/21 5:00 PM		Kemal;Ozan;Salih
140	Event creation	1 day?	10/19/21 8:00 AM	10/19/21 5:00 PM		Kemal;Ozan;Salih

		Name	Duration	Start	Finish	Predecessors	Res
136		**Backend**	35 days?	**10/12/21 8:00 AM**	**11/29/21 5:00 PM**		
137		Login, sign up, forgot password	1 day?	10/13/21 8:00 AM	10/13/21 5:00 PM		Kemal;Ozan;Sa
138		Integrating with map server	6 days?	10/12/21 8:00 AM	10/17/21 5:00 PM		Kemal;Ozan;Sa
139		Search page, filtering, searching, sorting	2 days?	10/17/21 8:00 AM	10/19/21 5:00 PM		Kemal;Ozan;Sa
140		Event creation	1 day?	10/19/21 8:00 AM	10/19/21 5:00 PM		Kemal;Ozan;Sa
141		Event post comment	1 day?	10/20/21 8:00 AM	10/20/21 5:00 PM		Kemal;Ozan;Sa
142		Event details	4 days?	10/21/21 8:00 AM	10/26/21 5:00 PM		Kemal;Ozan;Sa
143		Event participants (participant selection)	4 days?	10/26/21 8:00 AM	10/29/21 5:00 PM		Kemal;Ozan;Sa
144		Participant analytics	4 days?	10/31/21 8:00 AM	11/4/21 5:00 PM		Kemal;Ozan;Sa
145		Homepage	4 days?	11/5/21 8:00 AM	11/10/21 5:00 PM		Kemal;Ozan;Sa
146		User profile	1 day?	11/10/21 8:00 AM	11/10/21 5:00 PM		Kemal;Ozan;Sa
147		Equipment post creation	4 days?	11/12/21 8:00 AM	11/17/21 5:00 PM		Kemal;Ozan;Sa
148		Equipment comment	3 days?	11/17/21 8:00 AM	11/19/21 5:00 PM		Kemal;Ozan;Sa
149		Equipment post detail	1 day?	11/19/21 8:00 AM	11/21/21 5:00 PM		Kemal;Ozan;Sa
150		Recommendation	2 days?	11/20/21 8:00 AM	11/23/21 5:00 PM		Kemal;Ozan;Sa
151		Push notification mechanism	7 days?	11/23/21 8:00 AM	11/29/21 5:00 PM		Kemal;Ozan;Sa
152		Milestone 2	7 days?	11/29/21 5:00 PM	12/6/21 5:00 PM		Everyone
153		Review project	22 days?	12/6/21 5:00 PM	12/28/21 5:00 PM		Everyone
154		Fix Bugs	7 days?	12/14/21 5:00 PM	12/21/21 5:00 PM		Everyone
155		Debugging	6 days?	12/21/21 5:00 PM	12/27/21 5:00 PM		Everyone
156		Testing	4 days?	12/27/21 5:00 PM	12/31/21 5:00 PM		Everyone
157		Miletstone 3	7 days?	1/1/22 8:00 AM	1/7/22 5:00 PM		Everyone

Gantt Chart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Didem;Gözde
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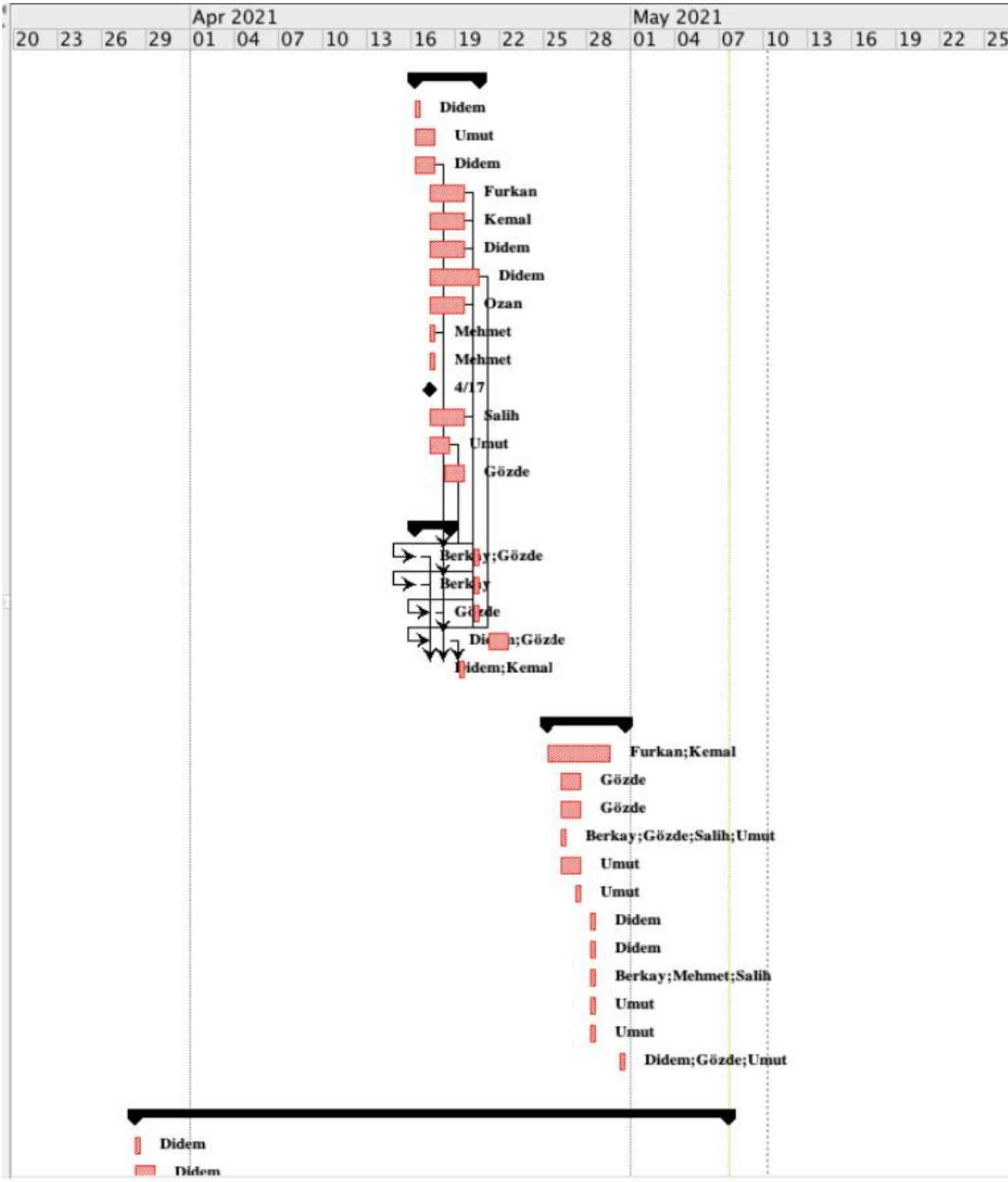
Furkan;Kemal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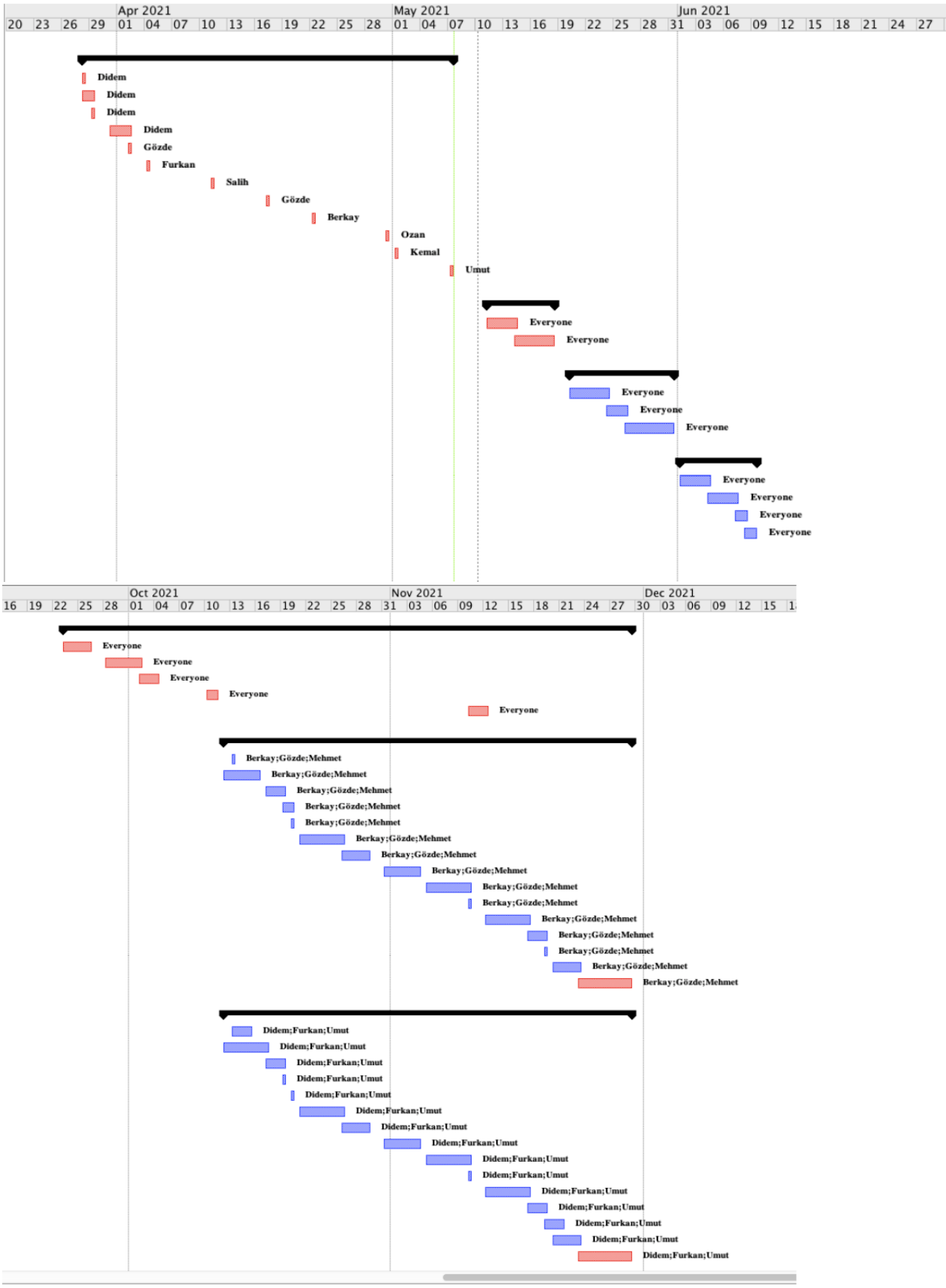
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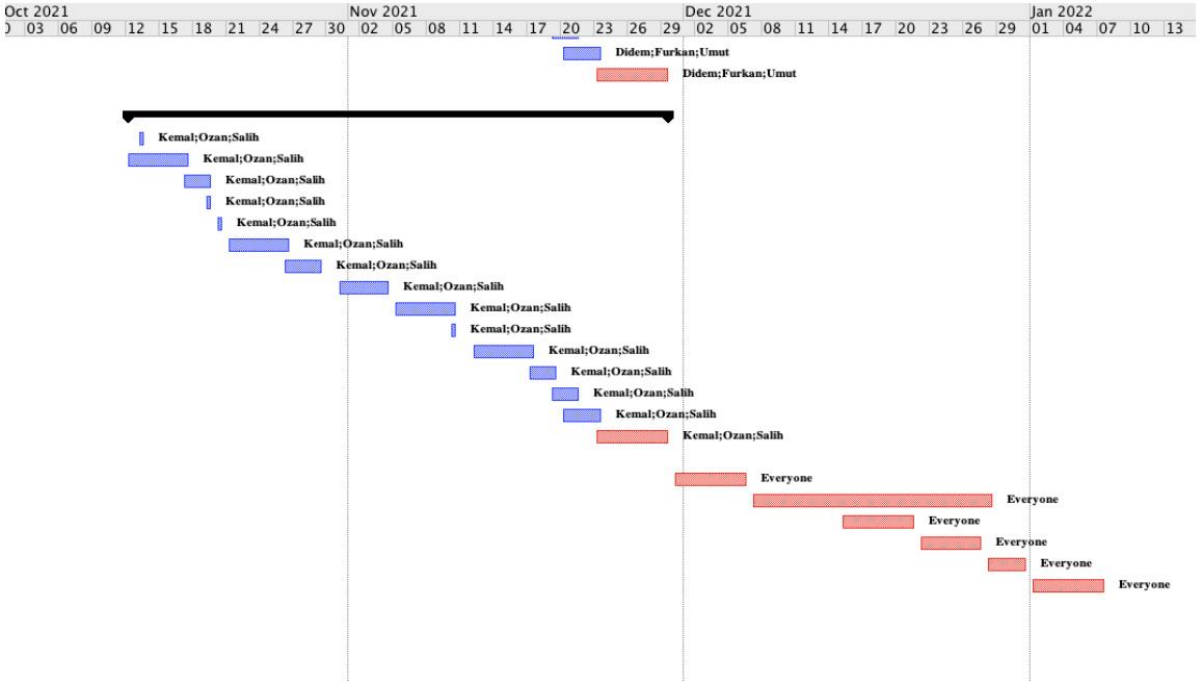
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Didem;Furkan;Umut
Kemal;Ozan;Salih
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Kemal;Ozan;Salih
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Kemal;Ozan;Salih
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RESPONSIBILITY ASSIGNMENT MATRIX									
– **A: Approval** – approves the item as complete – **L: Lead** – Final responsibility – **S: Secondary** – Lead person's backup, else C and R – **C: Contributor** – physically contributes to item – **R: Reviewer** – Only reviews – **N: None**	**Berkay Bör**	**Gözde Ünver**	**Kemal Çağın Sertkaya**	**Mehmet Fatih Aksoy**	**Muhammed Furkan Ataşoy**	**Ozan Kılıç**	**Salih Bedirhan Eker**	**Umut Gün**	**Zuhal Didem Aytaç**
INFRASTRUCTURE SETUP									
registering to the repository	L	L	L	L	L	L	L	L	L
creating wiki homepage	A	A	A	A	A	A	L	A	A
creating personal wiki pages	L	L	L	L	L	L	L	L	L
creating personal effort pages	L	L	L	L	L	L	L	L	L
creating communication plan	L	A	A	A	A	A	A	A	A
creating discord channel	C	N	N	N	N	N	N	N	L
creating whatsapp group	N	L	N	N	N	N	N	N	N
reviewing the possible projects	L	L	L	L	L	L	L	L	L
creating labels	N	L	R	N	R	N	R	R	R
creating initial issues	N	L	N	N	N	N	N	N	N
creating sidebar of wiki	R	C	C	R	L	R	C	R	C
PROJECT REQUIREMENTS									
requirement analysis	L	L	L	L	L	L	L	L	L
user requirements analysis	N	L	L	L	C	L	R	R	C
system requirements analysis	N	C	C	R	L	N	R	C	L
non functional requirements analysis	L	A	N	N	R	N	L	L	R
creating glossary	L	L	L	L	L	L	L	L	L

creating customer questions	C	L	C	N	C	C	C	C	L
SCENARIOS & MOCKUPS									
preparing scenario 1	L	L	R	C	R	R	R	R	R
preparing scenario 2	L	R	L	C	C	R	R	R	R
preparing scenario 3	R	L	R	N	R	R	R	R	R
preparing scenario 4	N	C	R	N	R	R	R	R	L
creating sign in & sign up mockups	N	R	N	C	N	N	R	N	N
creating forgot password mockups	N	R	N	C	N	N	R	N	N
creating homepage mockups	N	R	N	N	N	L	R	N	N
creating search mockups	N	R	N	N	L	N	R	N	N
creating profile page mockups	N	R	N	N	N	N	L	N	N
creating event details / analytics mockups	N	R	N	N	N	N	R	N	L
creating event creation mockups	N	R	L	N	N	N	R	N	N
creating header / footer mockups	N	A	N	N	R	N	R	L	R
creating equipment post mockups	N	A	N	N	N	N	R	L	N
DESIGN DOCUMENTS									
creating class diagrams	C	R	L	R	L	N	C	C	R
creating sequence diagrams	R	L	N	N	R	L	R	L	L
creating use case diagrams	C	N	N	C	N	N	C	N	R
UPDATES & REVISIONS									
updating requirements after customer meeting #1	C	L	C	C	C	C	R	C	C
updating glossary after customer meeting #1	N	L	N	N	N	R	C	C	C
updating mockups after customer meeting #1	N	A	L	L	L	L	R	L	L
updating scenarios after customer meeting #1	L	L	L	N	N	N	R	N	L
updating class diagram after customer meeting #2	N	A	L	N	L	N	R	N	A

updating sequence diagrams after customer meeting #2	N	L	N	N	N	L	R	L	L
updating use case diagrams after customer meeting #2	L	N	N	R	N	N	L	N	N
RESEARCH									
repository research	L	L	L	L	L	L	L	L	L
git research	L	L	L	L	L	L	L	L	L
related software research	N	N	N	N	L	L	N	N	N
MEETINGS									
creating meeting notes template	N	N	N	N	N	N	N	N	L
Joining meetings	L	L	L	L	L	L	L	L	L
Taking meeting notes #1, #2, #3	N	R	N	N	N	N	N	N	L
Taking meeting notes #4	N	L	N	N	N	N	N	N	N
Taking meeting notes #7, #9	N	N	N	N	N	L	N	N	N
Taking meeting notes #6	N	N	N	N	N	N	L	N	N
Taking meeting notes #5	N	N	N	N	L	N	N	N	N
Taking meeting notes #8	L	N	N	N	N	N	N	N	N
Taking meeting notes #10	N	N	L	N	N	N	N	N	N
Taking meeting notes #11	N	N	N	N	N	N	N	L	N
PLANNING									
Past plan	C	C	C	C	C	C	C	C	C
Future plan	C	C	C	C	C	C	C	C	C
API									
Studying API	C	C	C	C	C	C	C	C	C
Designing API	C	C	C	C	C	C	C	C	C
Testing API	C	C	C	C	C	C	C	C	C
VERIFICATION & VALIDATION									
User scenarios	C	C	C	C	C	C	C	C	C

User tests	C	C	C	C	C	C	C	C	C
Documenting user tests	C	C	C	C	C	C	C	C	C
Configuration Management	C	C	C	C	C	C	C	C	C
CMPE 451									
Reviewing CmpE 352	C	C	C	C	C	C	C	C	C
Deciding the technology	C	C	C	C	C	C	C	C	C
İnitializing the project, servers, database	C	C	C	C	C	C	C	C	C
Starting to design templates	C	C	C	C	C	C	C	C	C
MOBILE									
login, sign up, forgot password	L	L	R	L	R	R	R	R	R
map server inregration	L	L	R	L	R	R	R	R	R
search page, filtering, searching, sorting	L	L	R	L	R	R	R	R	R
event creation	L	L	R	L	R	R	R	R	R
event post comment	L	L	R	L	R	R	R	R	R
event details	L	L	R	L	R	R	R	R	R
event participants (participant selection)	L	L	R	L	R	R	R	R	R
participant analytics	L	L	R	L	R	R	R	R	R
homepage	L	L	R	L	R	R	R	R	R
user profile	L	L	R	L	R	R	R	R	R
equipment post creation	L	L	R	L	R	R	R	R	R
equipment comment	L	L	R	L	R	R	R	R	R
equipment post detail	L	L	R	L	R	R	R	R	R
recommendation	L	L	R	L	R	R	R	R	R
notifications	L	L	R	L	R	R	R	R	R
FRONTEND									
login, sign up, forgot password	R	R	R	R	L	R	R	L	L
map server inregration	R	R	R	R	L	R	R	L	L
search page, filtering, searching, sorting	R	R	R	R	L	R	R	L	L

event creation	R	R	R	R	L	R	R	L	L
event post comment	R	R	R	R	L	R	R	L	L
event details	R	R	R	R	L	R	R	L	L
event participants (participant selection)	R	R	R	R	L	R	R	L	L
participant analytics	R	R	R	R	L	R	R	L	L
homepage	R	R	R	R	L	R	R	L	L
user profile	R	R	R	R	L	R	R	L	L
equipment post creation	R	R	R	R	L	R	R	L	L
equipment comment	R	R	R	R	L	R	R	L	L
equipment post detail	R	R	R	R	L	R	R	L	L
recommendation	R	R	R	R	L	R	R	L	L
notifications	R	R	R	R	L	R	R	L	L
BACKEND									
login, sign up, forgot password	R	R	L	R	R	L	L	R	R
map server inregration	R	R	L	R	R	L	L	R	R
search page, filtering, searching, sorting	R	R	L	R	R	L	L	R	R
event creation	R	R	L	R	R	L	L	R	R
event post comment	R	R	L	R	R	L	L	R	R
event details	R	R	L	R	R	L	L	R	R
event participants (participant selection)	R	R	L	R	R	L	L	R	R
participant analytics	R	R	L	R	R	L	L	R	R
homepage	R	R	L	R	R	L	L	R	R
user profile	R	R	L	R	R	L	L	R	R
equipment post creation	R	R	L	R	R	L	L	R	R
equipment comment	R	R	L	R	R	L	L	R	R
equipment post detail	R	R	L	R	R	L	L	R	R
recommendation	R	R	L	R	R	L	L	R	R
notifications	R	R	L	R	R	L	L	R	R

FINAL TASKS									
Bug checks	**C**	**C**	**C**	**C**	**C**	**C**	**C**	**C**	**C**
Debugging	**C**	**C**	**C**	**C**	**C**	**C**	**C**	**C**	**C**
Testing	**C**	**C**	**C**	**C**	**C**	**C**	**C**	**C**	**C**