CMPE 451
Milestone Report 1
20.11.2021

Group 5

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1. Milestone Review

1.1. Executive Summary

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 participateevents 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 underthe event posts by commenting. Event creator can see the analytics of the post he/shecreated.

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). Userscan 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 makeall 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 receivenotifications 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.

PROJECT STATUS

We are divided into three groups. Furkan, Didem and Umut are developing Frontend using React. Gözde, Fatih and Salih are developing Backend using Django REST Framework. Berkay and Kemal are developing Android using Flutter. We initialized the project and created our workspaces. Fronted group created header, sidebar, login, sign up, forget password, search and filter features. Android group created welcome, login, signu, forget password, favourite sports, email confirm pages. Backend group created login, logout, sign up, forgot password, event creation, evet postpone, delete event post, update event post information, event participent selection and equipment post methods.

FORWARD PLANS

Moving onvards, we will continue our development at all fronts. First, we will connect frontend and android to backend. We are planning to complete all backend fetures by milestone 2. Frontend and android are planning to implement their major features until milestone 2.

1.2. List and Status of Deliverables

Deliverable	Completion date	Status
Requirements	19.10.2021	Done
UML Software Designs	30.10.2021	Done
Scenarios and Mockups	30.10.2021	Done
Project plan, RAM	13.11.2021	Done
Communication Plan	-	Done
Milestone Review	20.11.2021	Done

1.3. Evaluation of the Status of Deliverables

Requirements:

First of all we needed to revise the requirements according to the updates in the project. Then we decided that which requirements will be adressed in the milestone1. Every team had meetings and decided how to implement the code according to necessarry requirements. After implementation of the requirements we reviewed our work so that the project can be on the same direction with the requirements.

UML Software Designs:

After we updated the requirements, UML designs also had to be reviewed and updated. In order to update UML designs first backend team reviewed Class Diagram and took notes about it then we all discussed and decided the changes. The team which makes the Class Diagram updated the UML design documents. After that the other two teams rewieved and made the necessarry changes on Use-case Diagram and Sequence Diagram.

Scenarios and Mockups:

We have 4 scenarios. After reviewing the requirements first we reviewed the scenario and checked if there are changed parts. Then we updated the acceptance criteria according to updated requirements. There are not many changed in these parts.

Project plan, RAM:

In 352 we did Project Plan and RAM together because it contains nearly all of the work done. We worked on Excel sheet, noted main topics and subtopics. After content is finished our group communicator made Gannt Chart using ProjectLibre.

Communication Plan:

We didn't have any new group members. However our communicator has left the group. We vote for new communicator. Other communication methods stayed the same for the whole group but every sub-team has a weekly meeting for deciding frontend android and backend.

Milestone Review:

We divided the jobs according to time need. Then everyone picked one job. We used Excell sheet as documentation tool. After we finished the documentation communicator combined the parts in pdf format.

1.4. Evaluation of Tools and Processes

Whatsapp:

We used whatsapp for emergent group communications

Discord:
We used discord to communicate via voice,text, video, meetings, file sharing and generally do our weekly backend, frontend and mobile meetings

Django:
We used django for the backend implementation

Postgresql:
We used postgresql as database for the backend

Flutter:
We used flutter for android implementation

React:
We used react for frontend implementation

AWS:
We used an Amazon ec2 instance to deploy our project

Docker:
We used docker to containarize our app

Github:
We used github to create issues and push/pull/merge our work, wiki page, write weekly effort, meeting notes, project requirements

Material UI:
Material ui is a library of React, we used it for faster and easier frontend implementation

Android Studio:
We used android studio for android implementation

Project Libre:
We used to create our project plan

1.5. The Requirements Addressed in This Milestone

Backend:

Login, register, log out, event and equipment post creations, event and equipment post updates and equipment post deletion functions were implemented. Register function cannot send email to the users mail for now for the authentication, it be implemented as soon as possible. In the register function, it is not yet checked that the user types alphanumeric at least 6 character password or types a username of length at least 4 but it checks if there is already a user with the same username or email. Event and equipment post creations, event and equipment post updates and equipment post deletion functions use the default Django User model instead of the custom User model that was implemented for the project because the time didn't permit to correct them so these functions gave error for now even though before adding the custom user model the functions passed their unit tests. The User model used in these functions will be updated as soon as possible.
Save badges, save sports and save skill levels methods that will be used in the application and will only be executed at the initial boot of the application were implemented. The backend is dockerized and deployed to Amazon.

Frontend:

Header, sidebar, login, register, forgot password, and search page were implemented. In the register page, it is not yet checked that the user types alphanumeric at least 6 character password or types a username of length at least 4 but it is checked if the user left the blank empty or not or typed an actual email. Terms and conditions text will be added as well as soon as possible. It is not connected to the backend yet but it will be done as soon as possible. The frontend was deployed to Amazon.

Mobile:

Welcome page, login page and register pages were implemented. In the register page, it is not yet checked that the user types alphanumeric at least 6 character password or types a username of length at least 4 but it will be implemented as soon as possible. It is not yet connected to the backend so it worked on mock data during the demo but it will be connected to the backend as soon as possible. Mobile is not deployed yet but it will be done as soon as possible.

1.6. A Summary of Work Performed by Each Team Member of Deliverables

Gözde	- Updating sidebar of our github repo - Attending weekly team meetings and weekly backend meetings - Updating sport event creation sequence diagram - Reviewing and updating requirements - Writing the reasons of requirement updates on a new wiki page - Studying django, django rest frameworks, how to connect postgresql and activity stream structure - Creating the ER diagram of classes that we will use for the project together with Salih and Mehmet Fatih - Writing jsons for login, logout, forgot password, register, create equipment and event posts, view equipment and event posts, update equipment and event posts, delete equipment post, get event post analytics and filter event post functions - Implementing sport, equipment post, event post, skill level, event post activity stream, equipment post activity stream, application, event comment, event comment activity stream, equipment comment, equipment comment activty stream, badge offered by event post and badge owned by user models (tables) - Implementing create event post, create equipment post, delete equipment post, change event post and change equipment post functionalities and their unit tests. - Implementing save sport names, skills and badges into the database functions which will be called by the superuser at the initial boot - Writing docker files - Deploying backend to Amazon - Reviewing Mehmet Fatih Aksoy's login, logout, forgot password and register functionalitiies and writing review comments for him to update his code in his aksoybranch and newaksoybranch - Pulling Mehmet Fatih Aksoy's code from newaksoybranch to my local and merging his code with the master, resolving conflicts and bugs, adding some new code in addition to his functions and unit tests - Taking team meeting notes #22 - Taking backend meeting notes #2 - Writing my personal effort in RAM and adding missing tasks for the backend in the RAM and project plan - Asking frontend, mobile and backend teams what they have implemented or not yet impleneted so far and writing down those works in the requirements addressed in this milestone section for the group report - Attending customer presentation, reviewing other groups' presentations and giving feedbacks

Furkan	- Attend Weekly Lab sessions - Attend Frontend meetings - Organize questions about requirements and ask to advisor #237 - Take Meeting #19 Note - Learn React #261 - Updates on Project (Furkan) #244 - Check the Class Diagram - Organize Sidebar of the Wiki #252 - Writing frontend meeting notes 1 #277 - Initializing the repo and project #259 - Connecting the repo to Heroku #260 - Update Class Diagram #267 - Update Requirements #268 - Implement Header and Drawer of the frontend #279 - Writing frontend meeting notes 3 #278 - Decide to theme color of the web app #280 - Construct router of the web app #281 - Learn Material-ui #294 - Learn Bootstrap 5 #295 - Connecting repo to Amazon #296 - Implement Search screen of the frontend #297 - Preparing presentation for milestone 1 (customer presentation) #321 - Review pull requests: Feature/register, Feature/forgot password, Feature/login #323 - Attend Customer Milestone Meeting - Watch and review other groups presentations #324 - Write individual milestone report #322
Didem	- Learning React - Learning Activity Streams - Attending weekly LAB Sessions - Attending Frontend Meetings - Attending Customer Milestone #1 Meeting - Taking meeting notes in Frontend Meeting #2 - Deciding on the tecnologies to use on frontend - Deciding on the frontend implementation flow and task distribution - Reviewing pull requests for header, sidebar and search pages - Implementing Frontend of login, register and forgot password pages - Review and revise project requirements identified in Cmpe352 - Updating RAM Assignments - Reviewing Project Material (requirements, mockups, design, project plan) - Updating Scenario 4 Mockups - Creating logo alternatives - Taking First Customer Presentation Meeting Notes - Documenting personal weekly efforts - Documenting personal efforts for the RAM section of Milestone Report - Documenting personal efforts for the Project Plan section of Milestone Report - Documenting personal efforts for the tabular work summary section of Milestone Report - Documenting requirements addressed by me for Milestone Report

Mehmet Fatih	- Attending weekly team meetings and weekly backend meetings - Studying django,rest framework,postgresql and activity stream - Creating the ER diagram of classes that we will use for the project together with Salih and Gözde -Writing backend code of login, register, logout and activation mail functions -Open yandex account and using yandex smtp service for mail verification -Using postman to examine post and get methods of register functions -Helping Salih and Gözde in Amazon ec2 instance and docker implementation -Reviewing Gözde's pull requests -Taking backend metting note #1 -Taking meeting note #20 -Writing personal efforts in RAM -Writing evaluation of tools in RAM -Helping Gözde to deploy backend to Amazon -Talking with frontend and determine json syntax of register functions -Writing unit tests for login and register functions -Pariticapating demo presentation as backend team speaker
Berkay	- Learning Flutter and Dart - Attendindg LAB sessions - Attending customer milestone 1 meeting - Attending android development meetings - Taking notes during Meeting #23 - Creating workspace to develop Flutter - Implementing sing up flow #276 - Reviewing project requirements - Updating RAM assignments - Documenting personal weekly efforts - Giving feedback on other projects
Umut	- Learning React (#271) - Learning Bootstrap (#336) - Learning Material UI (#338) - Check the Activity Stream - Attending Weekly LAB Sessions - Attending Frontend Meetings - Attending Customer Milestone 1 - Taking Meeting Notes #20 (#269) - Review Project Requirements in Cmpe352 (#270) (#234) - Updating Project Plan After Changing Project Requirements (#243) - Searching Teamplate to Inspire us on Frontend (#339) - Deciding Tecnologies on Frontend - Deciding Tasks and the Distribution of Tasks on Frontend Team - Upddating Project Plan After the Distrubition of the Tasks on Teams (#341) - Watching and Reviewing Other Groups Presentations #337 - Writing Personal Weekly Efforts - Writing Individual Milestone Report (#343) - Writing Summary of Work for Milestone Report (#340)

Salih	- Attending team meetings and backend meetings - Updating mockup acceptance criteria - Updating requirements - Writing weekly efforts - Opening issues - Learning Django, postgresql - Researching activity stream structure - Writing request-responses in activity stream format - Implementing delete event post, application operations (get application, apply), postpone event, get analytics functions - Deploying Amazon (with backend team) - Reviewing backend pull requests and testing them (and give feedback) - Taking meeting notes #18 - Taking backend meeting notes #3 - Filling RAM and project plan - Reviewing other groups demos and give feedback - Documenting and listing the status of deliverables - Documenting evaluation of tools and processes we have used
Kemal	- Attending weekly lab meetings. - Attending Android meetings. - Learning Flutter / Dart language. - Initialize repo for android app. - Creating Android branch.(issue #330) - Implementing welcome, login and signup pages for Android. (issue #303) - Updating UI: background colors and images, fontsizes, fontweights, button sizes, button roundings.(issue #330) - Updating RAM file. - Attending customer meeting. - Presentation of Android Application in Customer Meeting on zoom. - Reviewing other groups' projects and giving feedbacks about those projects. - I created a new branch which is androidapp, however my previous commits can be found in android branch. - Creating pull request for androidapp. - Documenting personal efforts.

2. Deliverables

2.1. 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, they don'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.

2.1.1.Functional Requirements

2.1.1.1.User Requirements

2.1.1.1.1 User profile

- **2.1.1.1.1.1** Users shall have a profile page.
- **2.1.1.1.1.2** Users shall be able to make selected information private or public. These information are all information other than username.
- **2.1.1.1.1.3** Users shall be able to add profile picture.
- **2.1.1.1.1.4** There is a default profile picture.
- **2.1.1.1.1.5** Users shall be able to show or hide badges that other users sent to them.
- **2.1.1.1.1.6** Users will be able to show the sports they are interested in.
- **2.1.1.1.1.7** Users shall be able to add/modify their skill levels in sports that they are interested in.
- **2.1.1.1.1.8** Users shall be able to show the events they previously joined.
- **2.1.1.1.1.9** Users who created an event before shall be able to show the events they previously created.
- **2.1.1.1.1.10** Users shall be able to change the informations given at sign up.
- **2.1.1.1.1.11** Upcoming events the user created or will participate shall be shown on the profile page.

2.1.1.1.2 Users

- **2.1.1.1.2.1** User shall sign up to the system.
- **2.1.1.1.2.2** All users including the user that created the event shall be able to participate in events.
- **2.1.1.1.2.3** Users shall receive badges.
    - **2.1.1.1.2.3.1** Users that participate in events shall be able to receive badges from event creators.
    - **2.1.1.1.2.3.2** Users shall be able to receive badges from the system after participating number of events.

    - **2.1.1.1.2.3.3** Users shall be able to receive badges from other users that participated in the same event.
- **2.1.1.1.2.4** Users shall be able to select badges from the options that system provides.
- **2.1.1.1.2.5** Users shall discover potential sport events of interest.
    - **2.1.1.1.2.5.1** This discovery shall be done by stating the name of the event, the type of sports, time of the event and location that are specified by the user.
    - **2.1.1.1.2.5.2** 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.
- **2.1.1.1.2.6** Users shall be able to discover other users. The user can view the participant list of the event that they participate.
- **2.1.1.1.2.7** Users shall be able to search sports equipments.
- **2.1.1.1.2.8** 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.
- **2.1.1.1.2.9** Users shall receive notifications about status of the join request to event and changes on the date of the event.
- **2.1.1.1.2.10** Users can turn notifications on/off.
- **2.1.1.1.2.11** Users shall be able to tag any item with semantic tags (from Wikidata).
- **2.1.1.1.2.12** Users shall be able to see the limit to the number of people that can participate in an event, name of the event, equipment required for an event, date and 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.
- **2.1.1.1.2.13** Users shall be able to communicate through posts.
- **2.1.1.1.2.14** Event creators shall choose among the applicants as participants of the event. Event creator shall be free to choose between the candidates.
- **2.1.1.1.2.15** When an event is being created, event creator shall choose among the types of sports, if there is no such event recognized by the system, event creator shall describe the type of the event in terms of its characteristics.
- **2.1.1.1.2.16** 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.
- **2.1.1.1.2.17** Users shall be able to block other users.
- **2.1.1.1.2.19** Users shall be able to follow each other.
- **2.1.1.1.2.20** PostCreator shall be able to delete comments of the post he/she opened.

2.1.1.1.3 Sign Up

- **2.1.1.1.3.1** Users shall input their name, surname, email, username and password.
- **2.1.1.1.3.2** Users shall accept the terms & conditions.
- **2.1.1.1.3.3** After successful sign up, users shall be able to provide detailed information that are age, gender, location, favorite sports on their profile page.

2.1.1.1.4 Sign In

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

2.1.1.2.System Requirements

2.1.1.2.1 Authentication

2.1.1.2.1.1 Sign Up

- **2.1.1.2.1.1.1** Sign up shall require the user to enter their e-mail address, name and surname.
- **2.1.1.2.1.1.2** E-mail shall be verified via a code.
- **2.1.1.2.1.1.3** 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.
- **2.1.1.2.1.1.4** The username shall be at least 4 characters long and containing only alphanumeric characters.
- **2.1.1.2.1.1.5** The username shall be non-taken
- **2.1.1.2.1.1.6** Password shall be at least 6 characters long, containing at least one number and one letter and containing only alphanumeric characters.
- **2.1.1.2.1.1.7** Password shall be asked twice
- **2.1.1.2.1.1.8** After registration steps are completed, users shall enter multiple kinds of sports they are interested in and their skill levels in those sports.

2.1.1.2.1.2 Sign In

- **2.1.1.2.1.2.1** Sign In shall require a e-mail or username and password.
- **2.1.1.2.1.2.2** 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.
- **2.1.1.2.1.2.3** System shall provide reset password functionality using the verified e-mail address, and shall send a new randomly generated password to e-mail address.

2.1.1.2.2 Sports Constraints

- **2.1.1.2.2.1** The system shall support different kinds of amateur spots.
- **2.1.1.2.2.2** Each sport shall have some specifications, which are:
    - **2.1.1.2.2.2.1** number of people who can participate (can be limitless or tentative)
    - **2.1.1.2.2.2.2** general rules
    - **2.1.1.2.2.2.3** equipment requirement
    - **2.1.1.2.2.2.4** special location requirement

2.1.1.2.3 Event posts

- **2.1.1.2.3.1.1** Events shall be discoverable by users that are of their interests and that are nearby.
- **2.1.1.2.3.1.2** Events shall be applicable by users that satisfy the skill set constraint.
- **2.1.1.2.3.1.3** Events shall be shown to the users via the search functionality.
- **2.1.1.2.3.1.4** The following information about the event shall be shown:
    - **2.1.1.2.3.1.4.1** event's date and time
    - **2.1.1.2.3.1.4.2** location
    - **2.1.1.2.3.1.4.3** sport type
    - **2.1.1.2.3.1.4.4** skill level requirement
    - **2.1.1.2.3.1.4.5** quota of the sport
    - **2.1.1.2.3.1.4.6** participant/spectator count
    - **2.1.1.2.3.1.4.7** status (upcoming, live or passed / full or open to application)
    - **2.1.1.2.3.1.4.8** name of the event
    - **2.1.1.2.3.1.4.9** comment section
    - **2.1.1.2.3.1.4.10** required equipment(s) if any
    - **2.1.1.2.3.1.4.11** rules

    - **2.1.1.2.3.1.4.12** badges that might be given at the end of the event
    - **2.1.1.2.3.1.4.13** description of the event
- **2.1.1.2.3.1.5** Event shall be postponed if necessary participant count could not be satisfied.
- **2.1.1.2.3.1.6** There shall be section on the event posts where users can interact via commenting.
- **2.1.1.2.3.1.7** 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.
- **2.1.1.2.3.1.8** 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.

2.1.1.2.4 Sports equipment posts

- **2.1.1.2.4.1** 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. These informations are required
- **2.1.1.2.4.2** 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. This information is optional.
- **2.1.1.2.4.3** 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. This information is optional.
- **2.1.1.2.4.4** In the posts about sports equipments, there shall be comment section where users are able to ask questions about the post.

2.1.1.2.5 Search

2.1.1.2.5.1 Game/Event

- **2.1.1.2.5.1.1** The system shall allow users to be able to search for events according to a name, location or type of a sport.
- **2.1.1.2.5.1.2** Event search can be done by typing the keywords on a search bar
- **2.1.1.2.5.1.3** Event feed shall be filterable according to the specifications stated in date, location, game rate, incomplete number of participants in event.

- **2.1.1.2.5.1.4** 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).
- **2.1.1.2.5.1.5** 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.

2.1.1.2.5.2 Sports equipments

- **2.1.1.2.5.2.1** 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.
- **2.1.1.2.5.2.3** Posts that don't have location information shall not be listed when user filters the results according to a location.
- **2.1.1.2.5.2.4** 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.

2.1.1.2.6 Recommendation

2.1.1.2.6.2 By Systems

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

2.1.1.2.7 Notifications

- **2.1.1.2.7.1** People who are selected and not selected for an event shall be notified by the event creator.
- **2.1.1.2.7.2** Users shall be able to turn on/off the notifications
- **2.1.1.2.7.3** 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.

2.1.1.2.8 Location Services

- **2.1.1.2.8.1** Users shall be able to see sports events near a specified region by searching.

2.1.2.Non-Functional Requirements

2.1.2.1. Security

- **2.1.2.1.1** Passwords shall be encrypted.?
- **2.1.2.1.2** 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.?
- **2.1.2.1.3** The website interactions shall use SSL.

2.1.2.2. Availability

- **2.1.2.2.1** The system shall have a web application.
- **2.1.2.2.2** The system shall have an android application.
- **2.1.2.2.3** The system shall support English language.

2.1.2.3. Privacy

- **2.1.2.3.1** The system shall respect the user privacy laws.
- **2.1.2.3.2** System shall follow rules defined by GPDR and KVKK.

2.1.2.4. Deployment

- **2.1.2.4.1** Deployment details will be announced.

2.1.2.5. Protocol

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

2.1.2.6. Performance

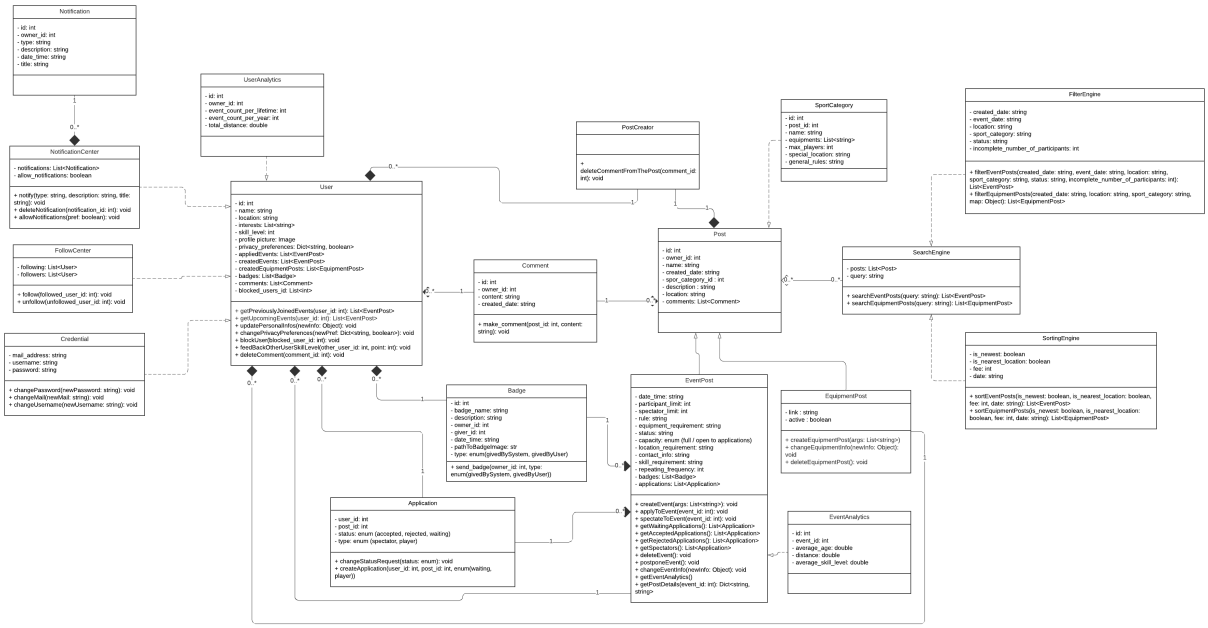
- Performance details will be announced.

2.1.2.7 Language

- Language details will be announced.

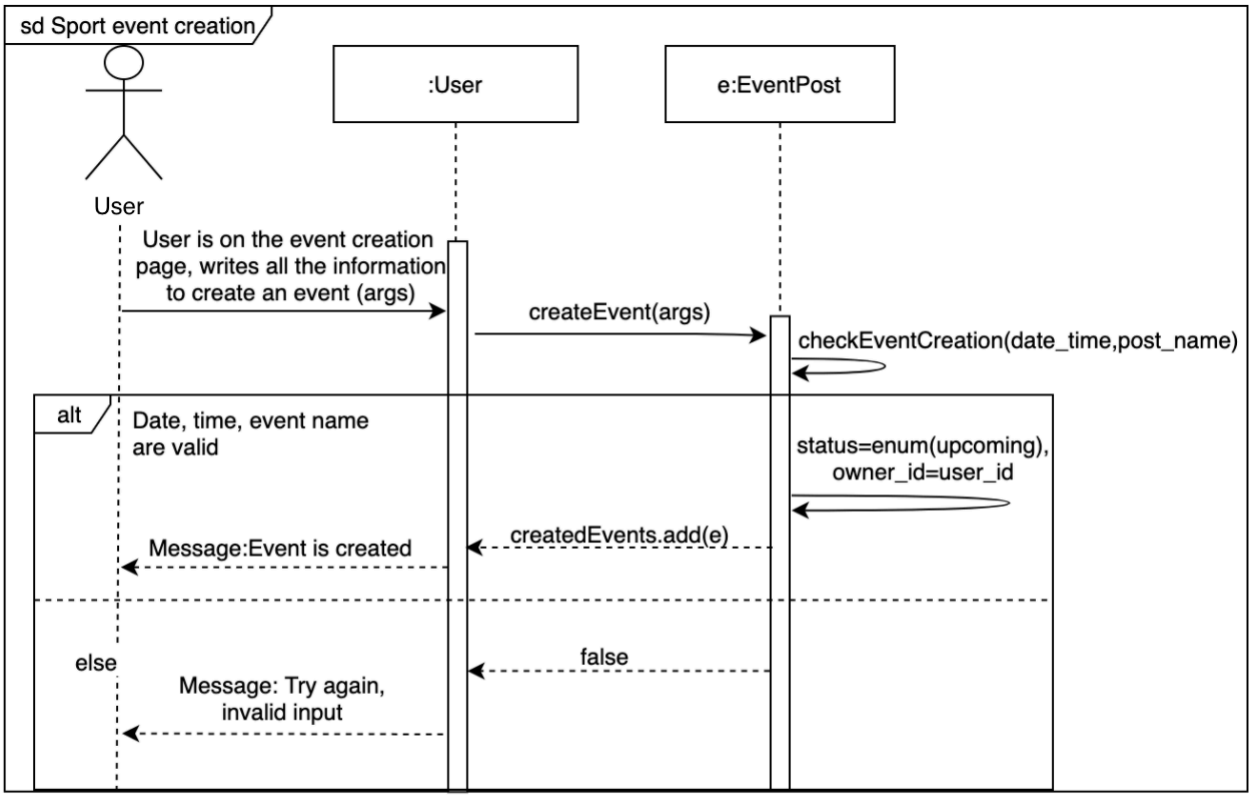
2.2. UML Software Designs

2.2.1. Class Diagram



2.2.2. Sequence Diagrams

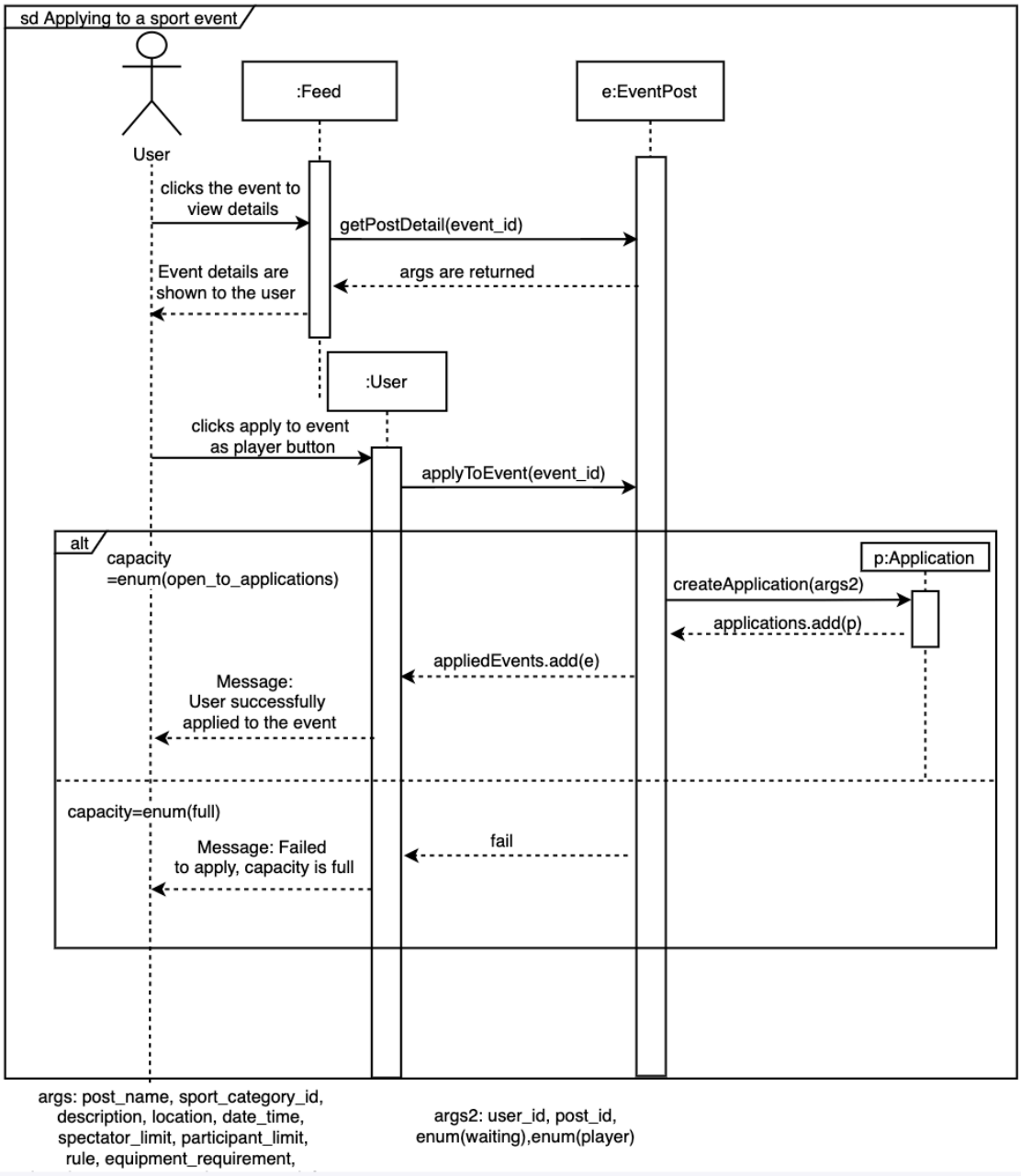
Sport event creation



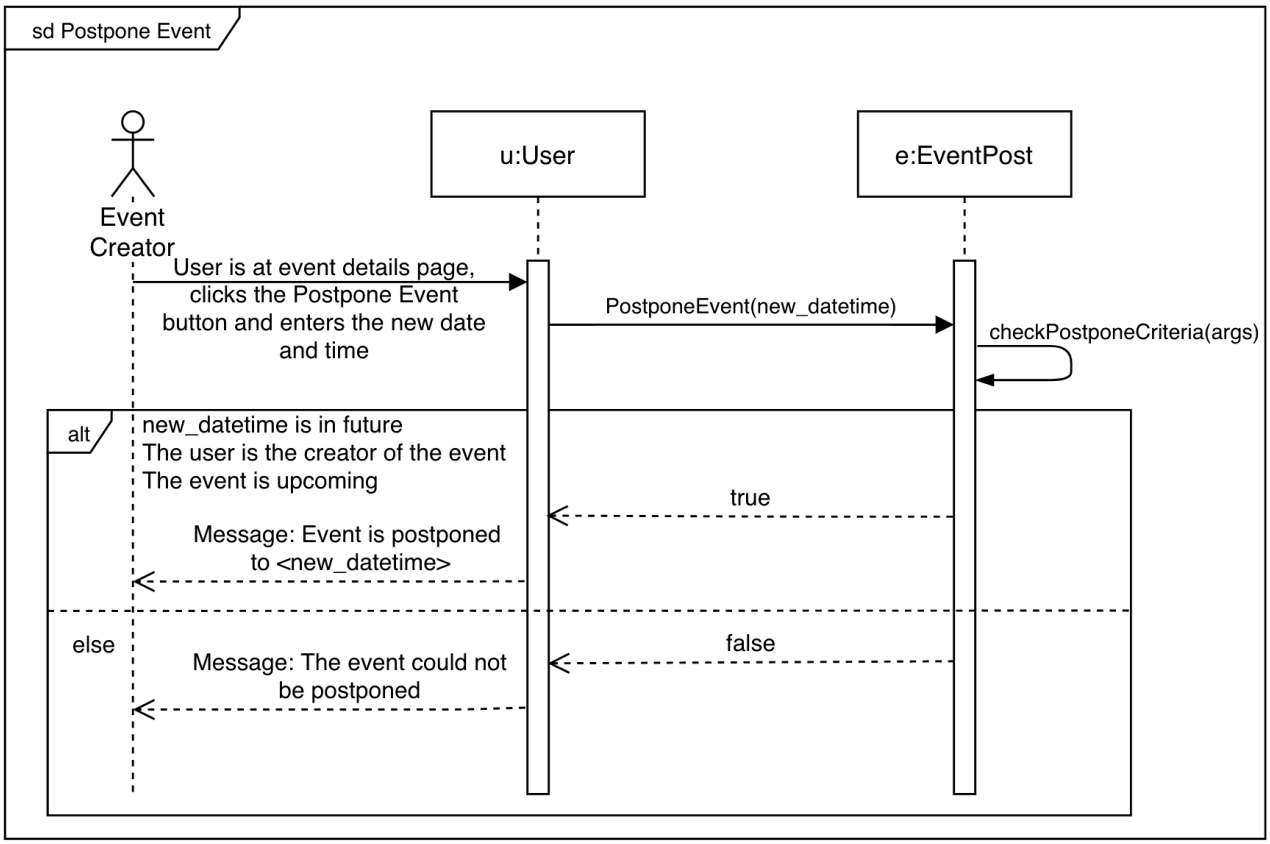
args: post_name, sport_category_id, description, location, date_time, spectator_limit, participant_limit, rule, equipment_requirement, location, status, capacity, contact_info, skill_requirement, badges ,user_id

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.

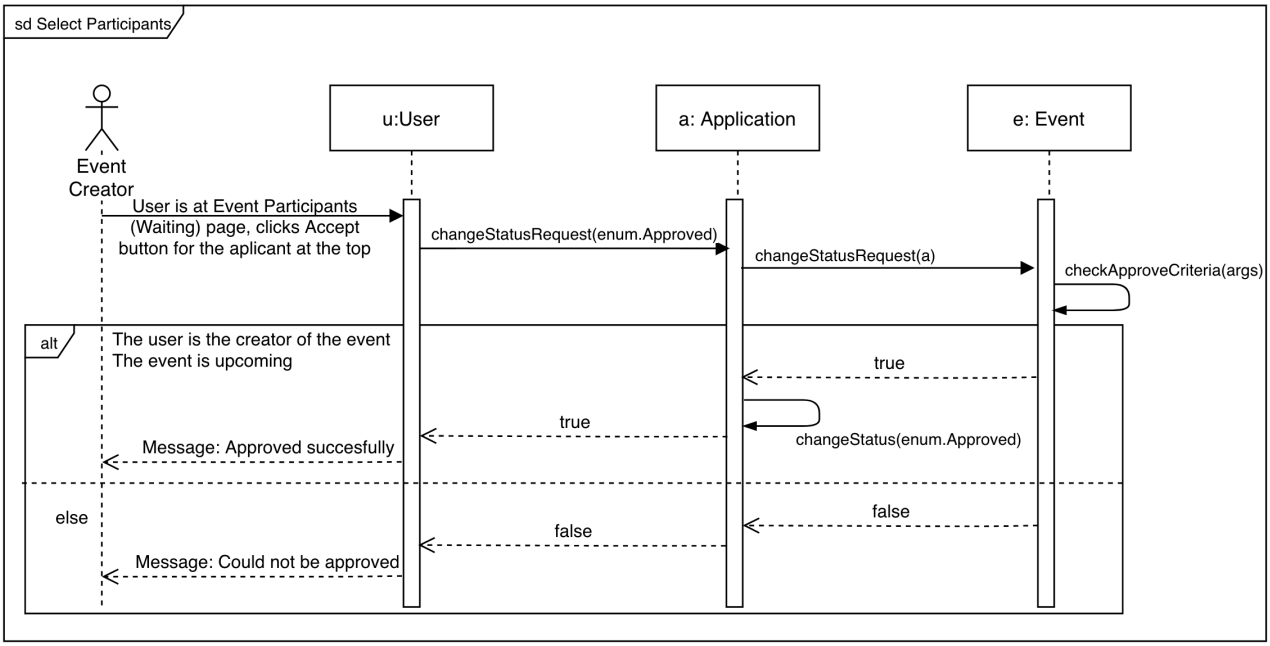


Postpone a sport event



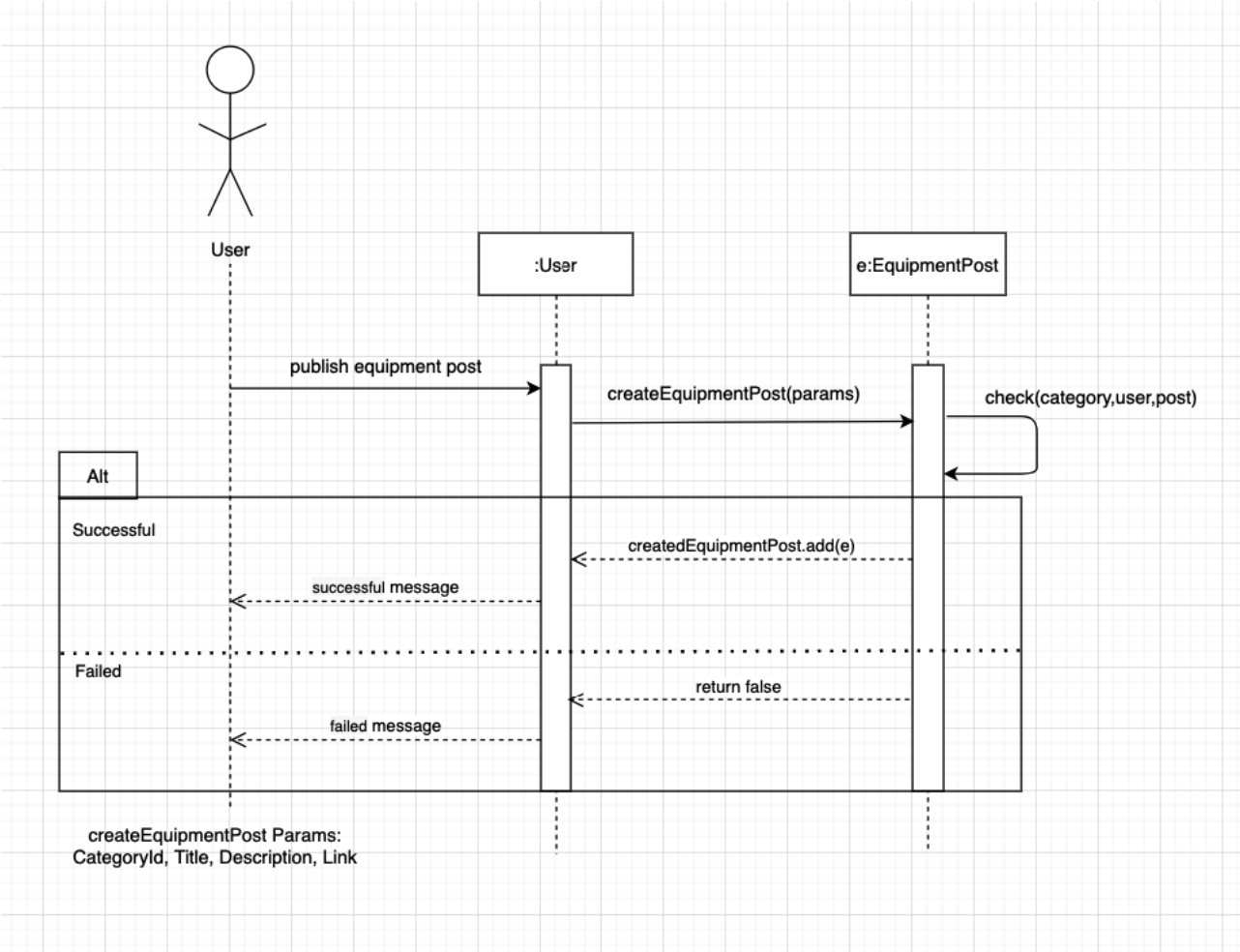
args: event_status, new_datetime, event_date, event_time, event_creator_id, user_id

Approve a participant

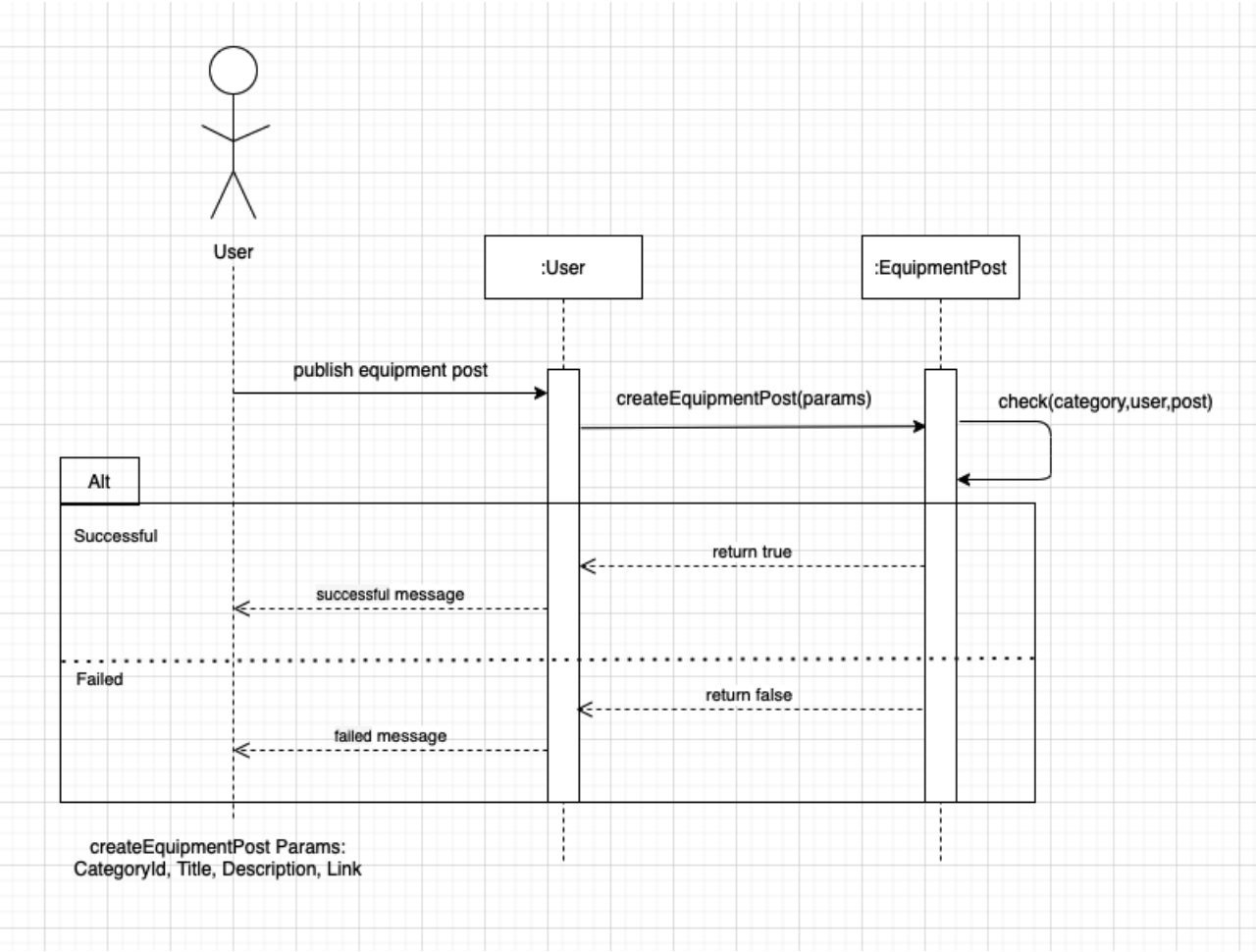


args: event_status, event_creator_id, user_id

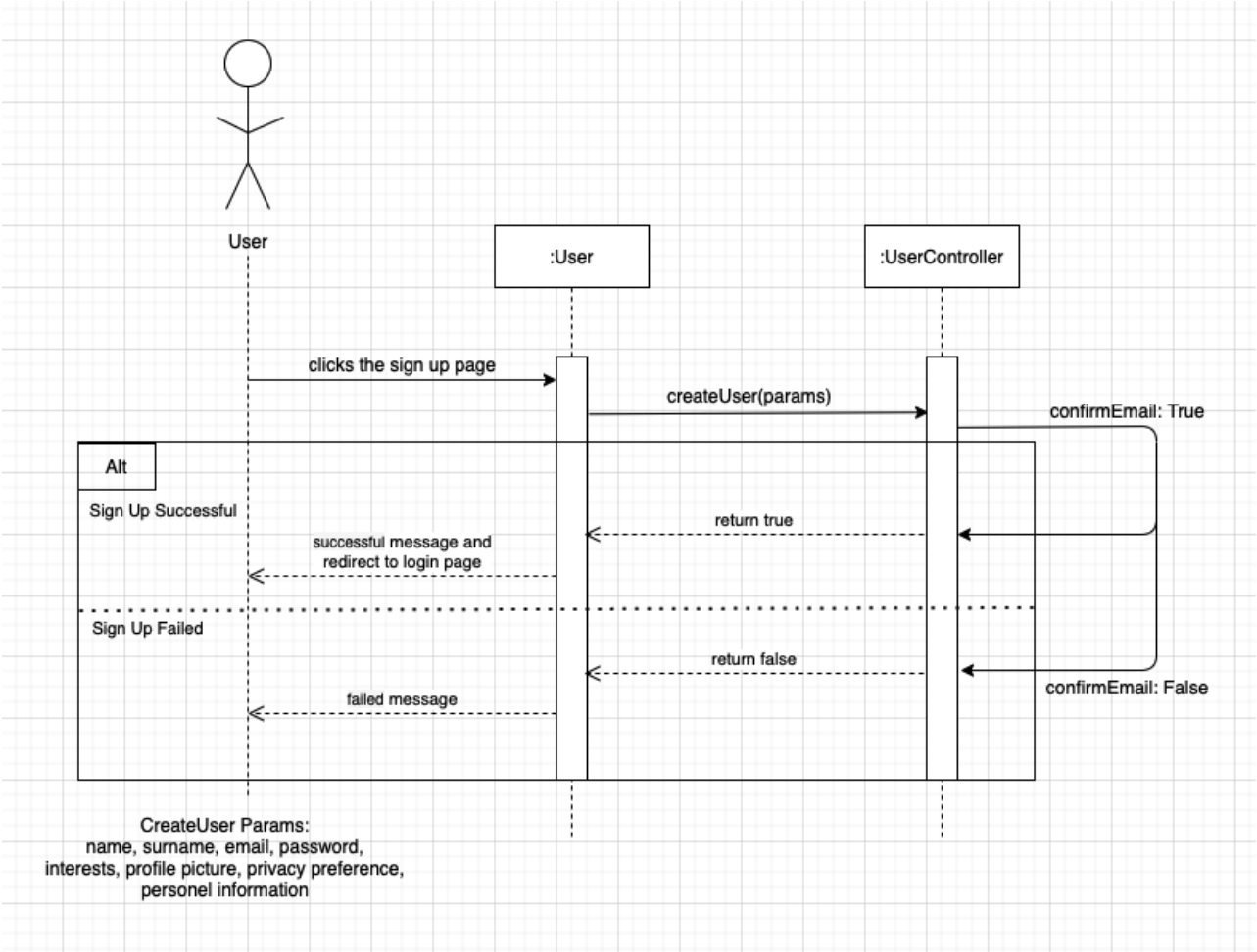
Equipment post creation



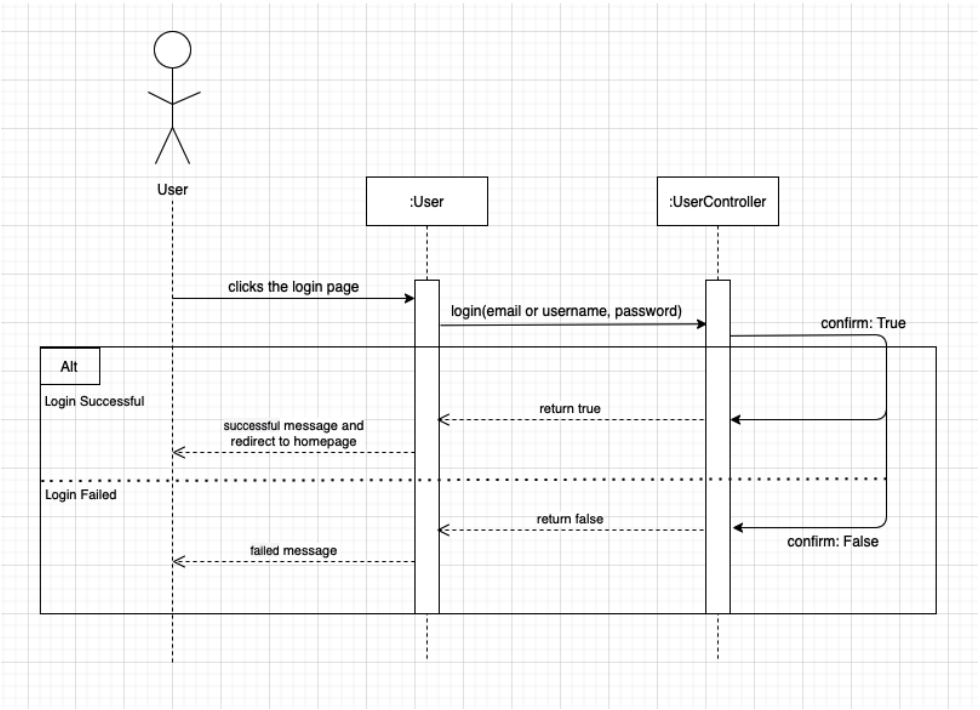
Equipment post comment



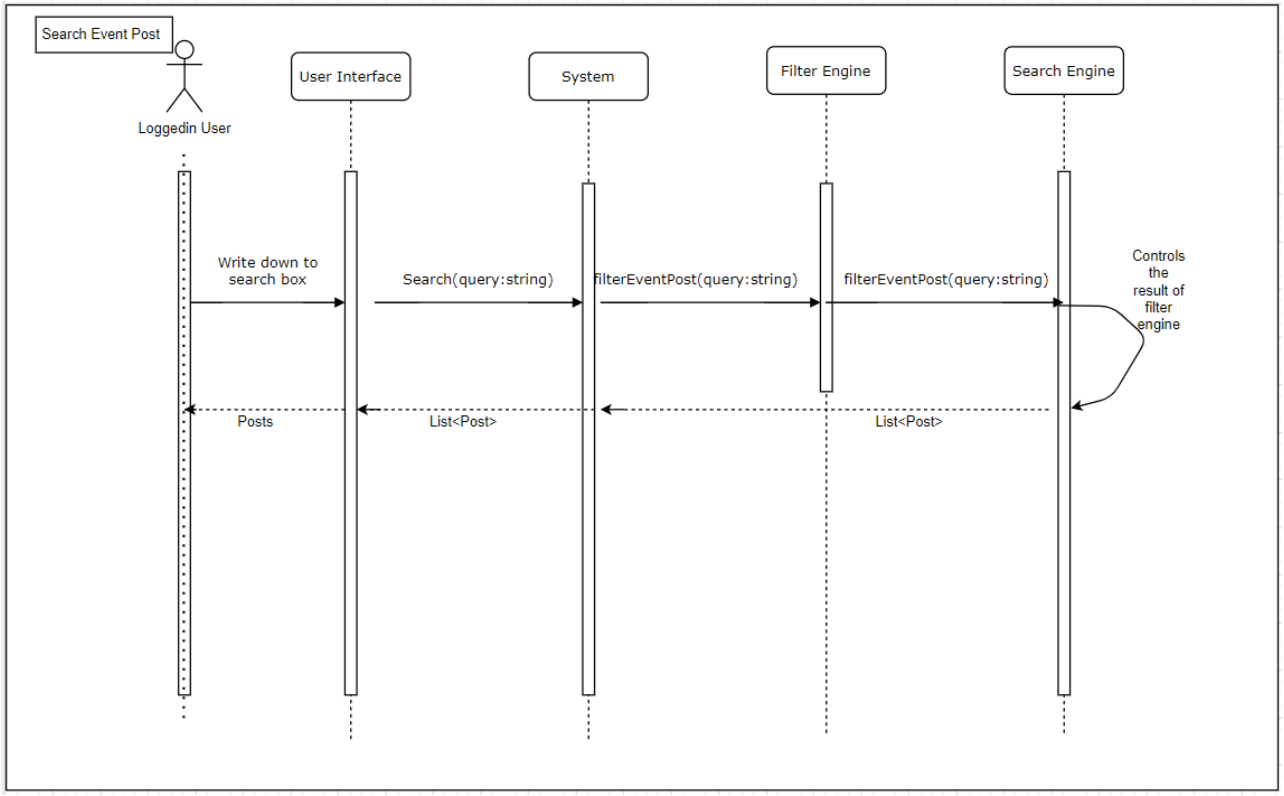
Sign Up



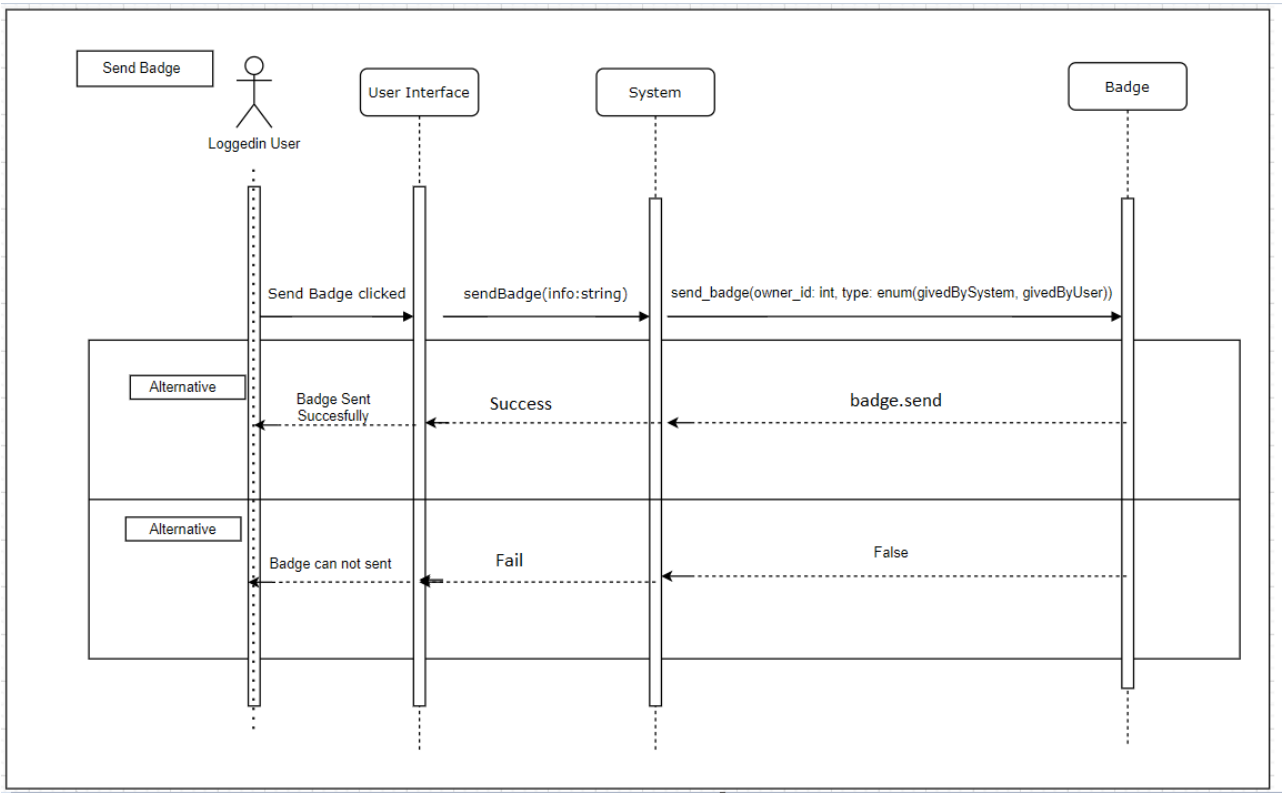
Login



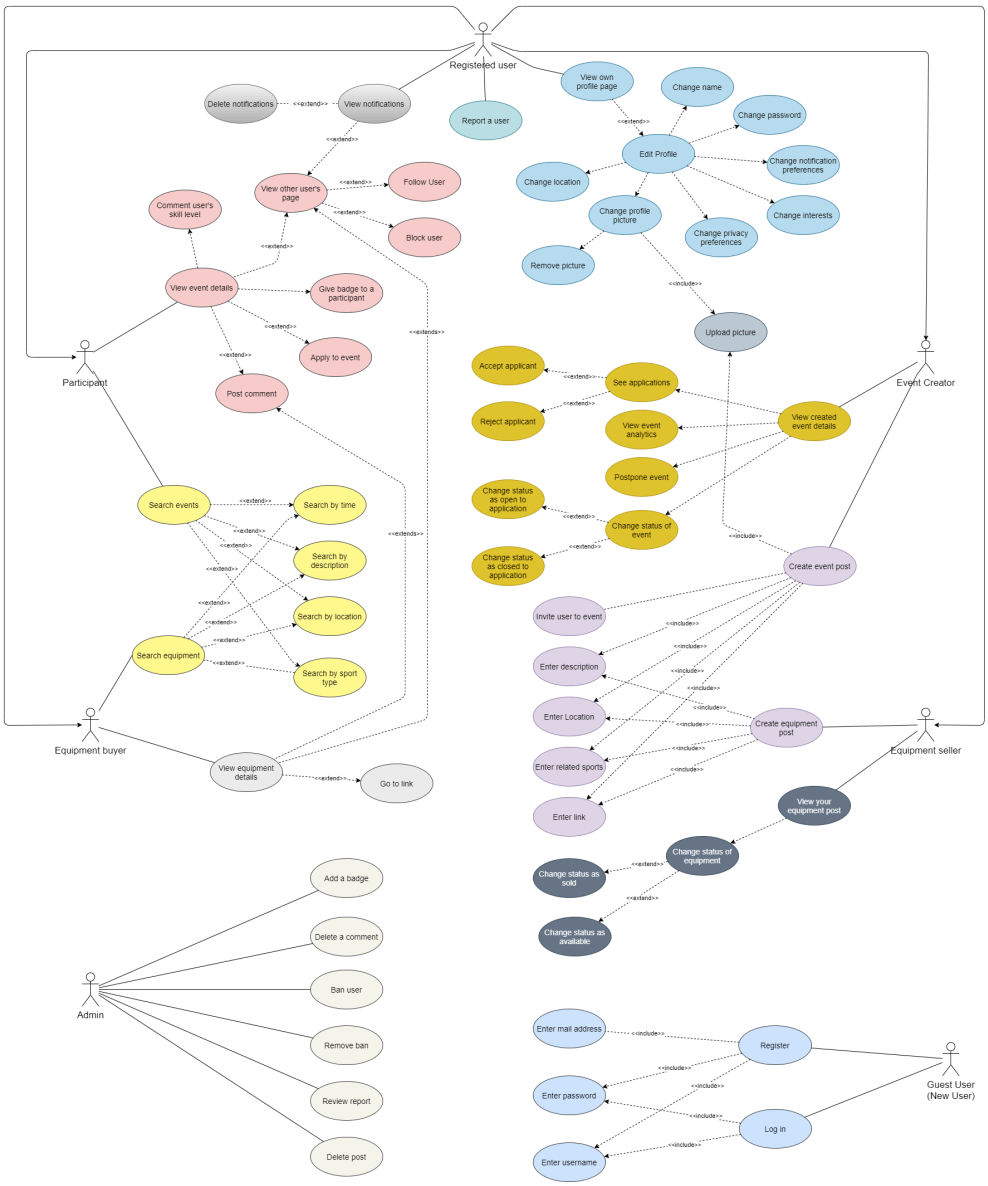
Search Event Post



Send Badge



2.2.3. Use Case Diagram



2.3. 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 will be able to show the sports they are interested in.
- **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.

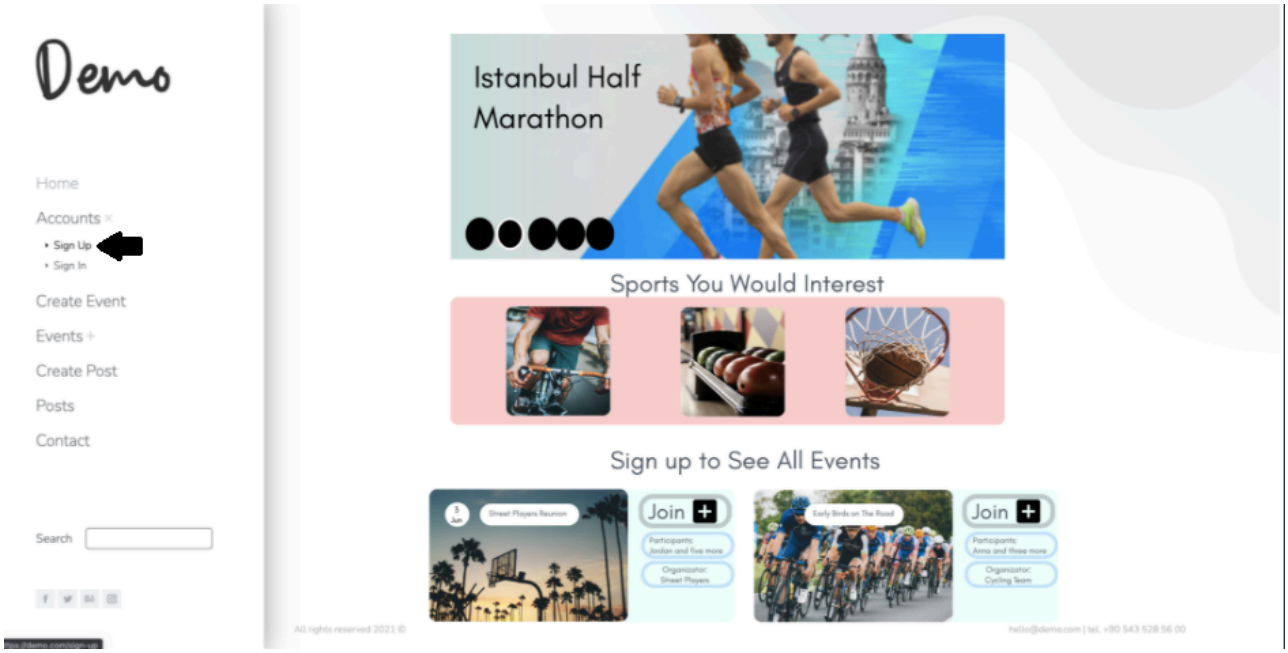
- **1.2.4.1** In the sports equipment posts, there shall be a section to write the types of sports whose equipments are offered, description of the sports equipments and why they are suggested. These informations are required
- **1.2.4.2** In the posts about sports equipments, there shall be a place 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. This information is optional.
- **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. This information is optional.

Mockup

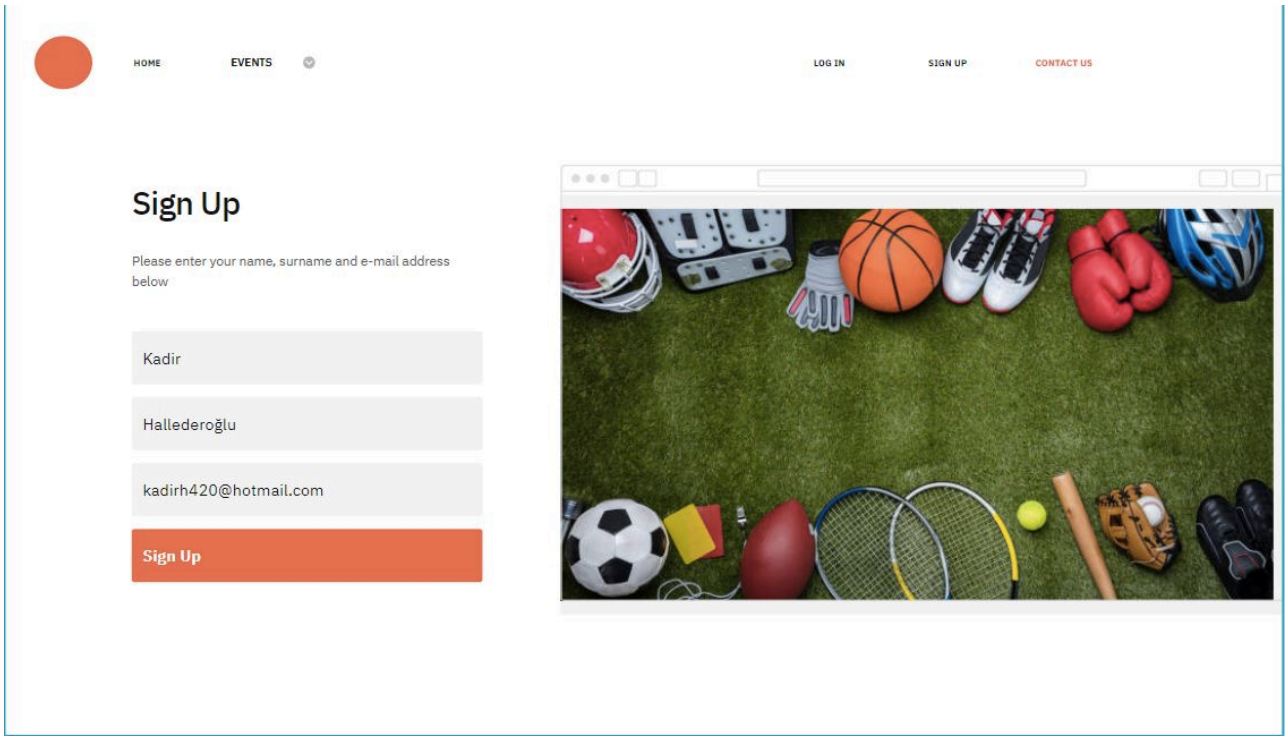
Web

1. He enters system. The home page is shown.

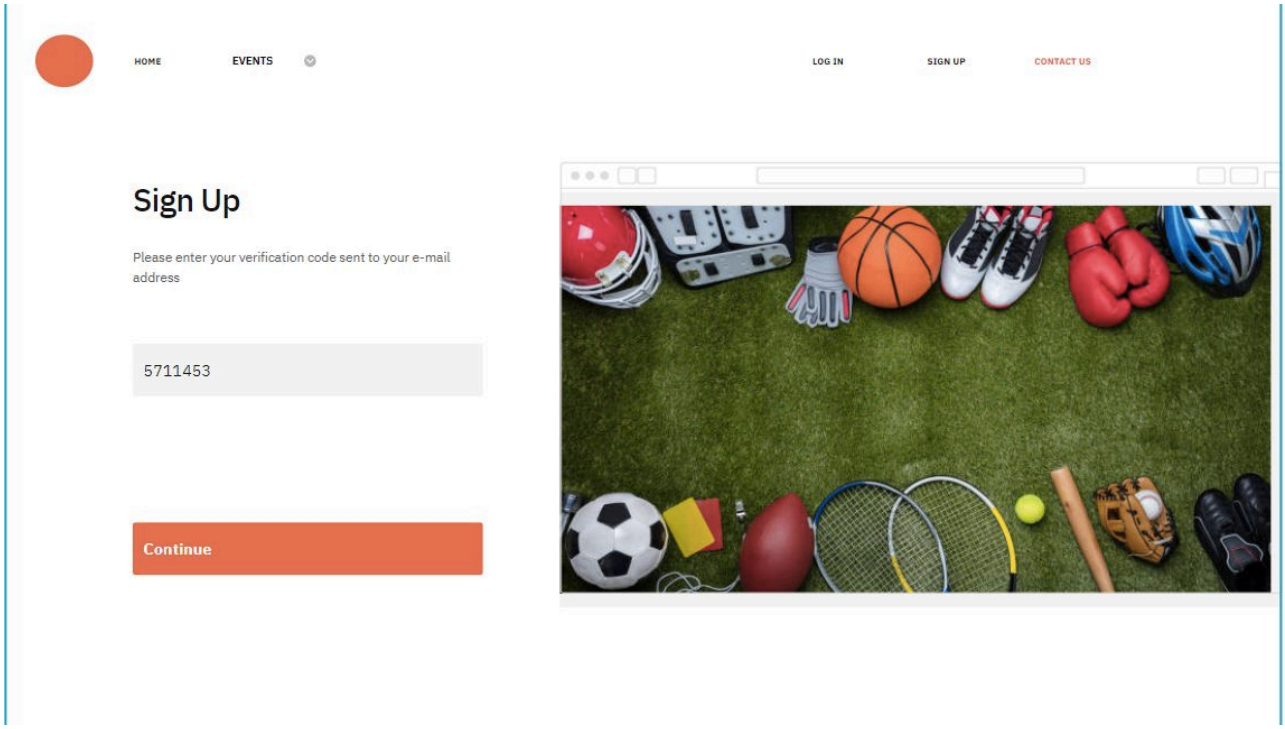
2. He clicks the sign up button then the sign up page shows up.



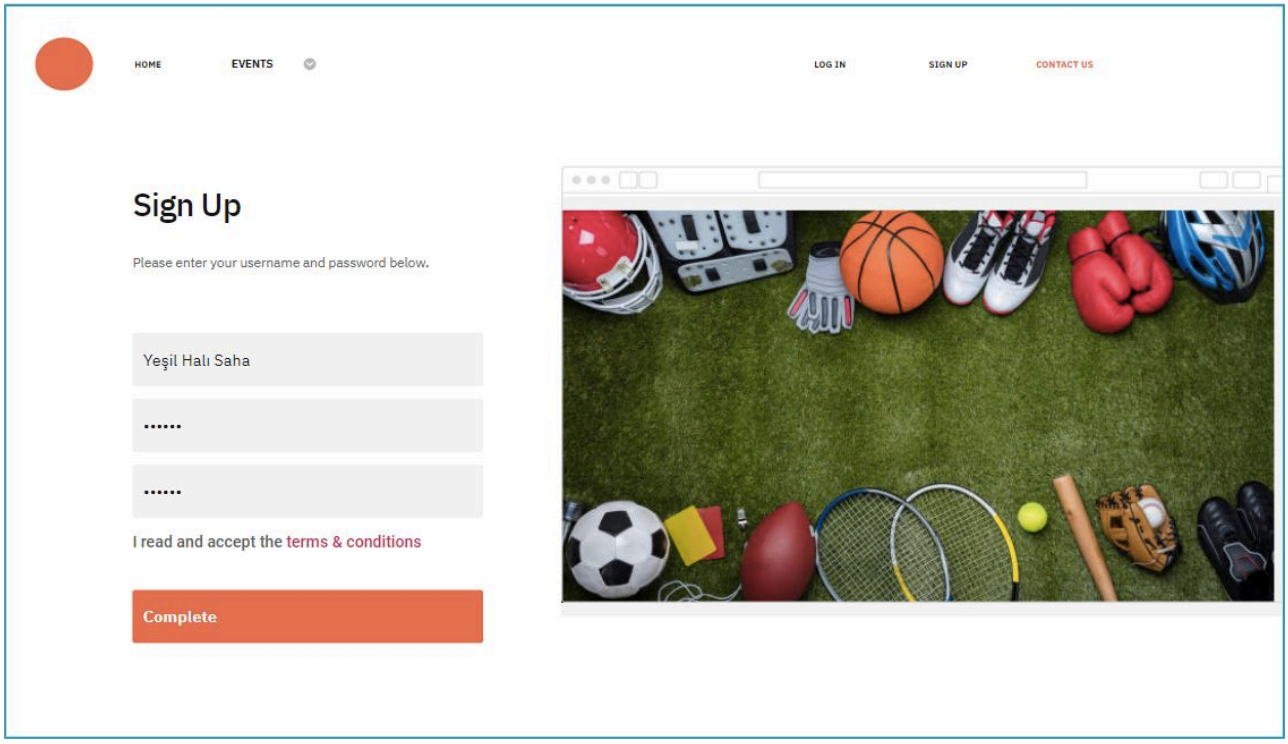
3. He types his name, surname, email to the corresponding blanks.



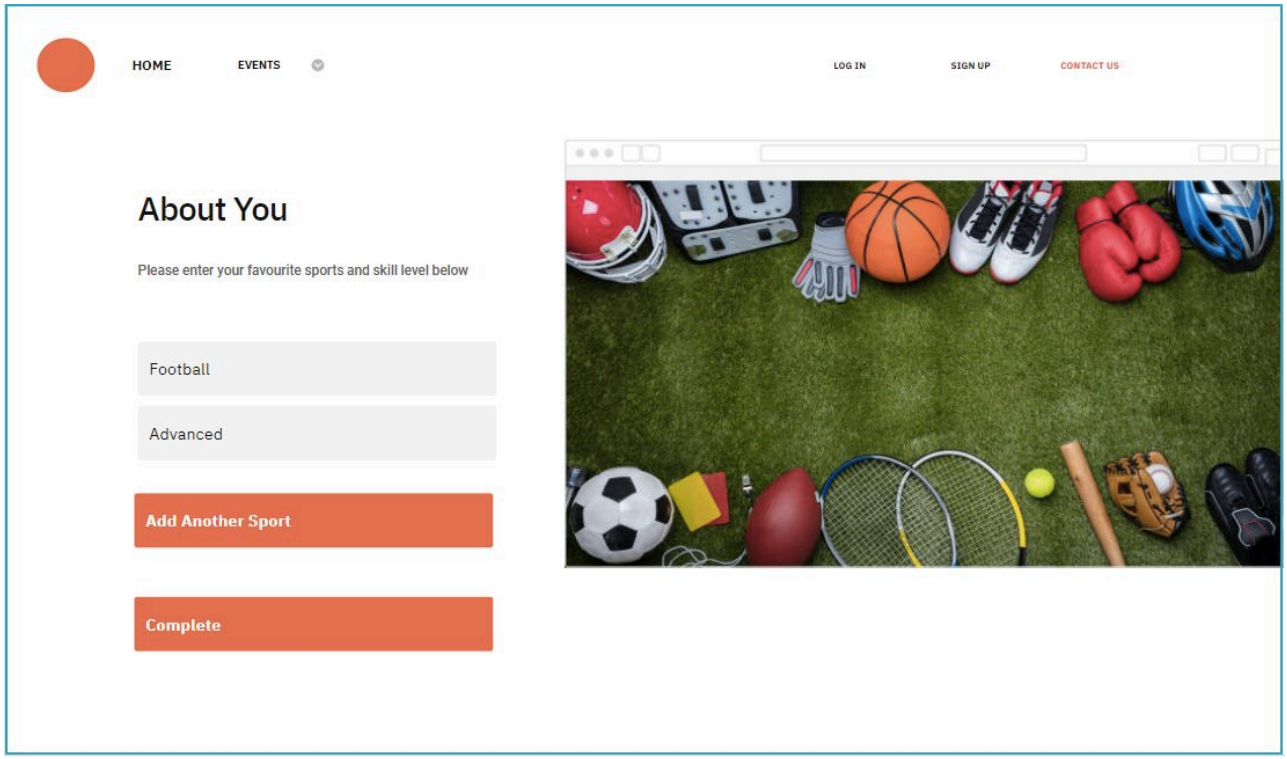
4. A verification code is send to his email. He copies the numbers to the authentication section and submits.



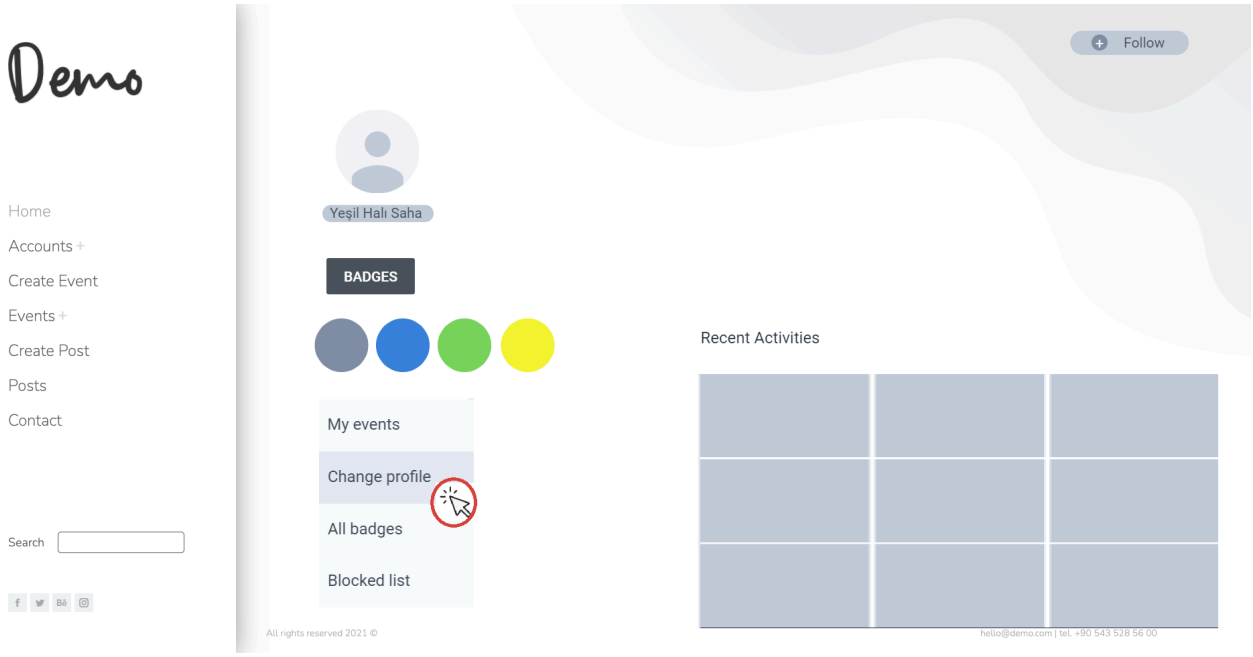
5. Site is automatically refreshed. A page that asks username, password and agreement on terms& conditions opens. He fills these information. He writes the name of his field "Yeşil Halı Saha" as a username.



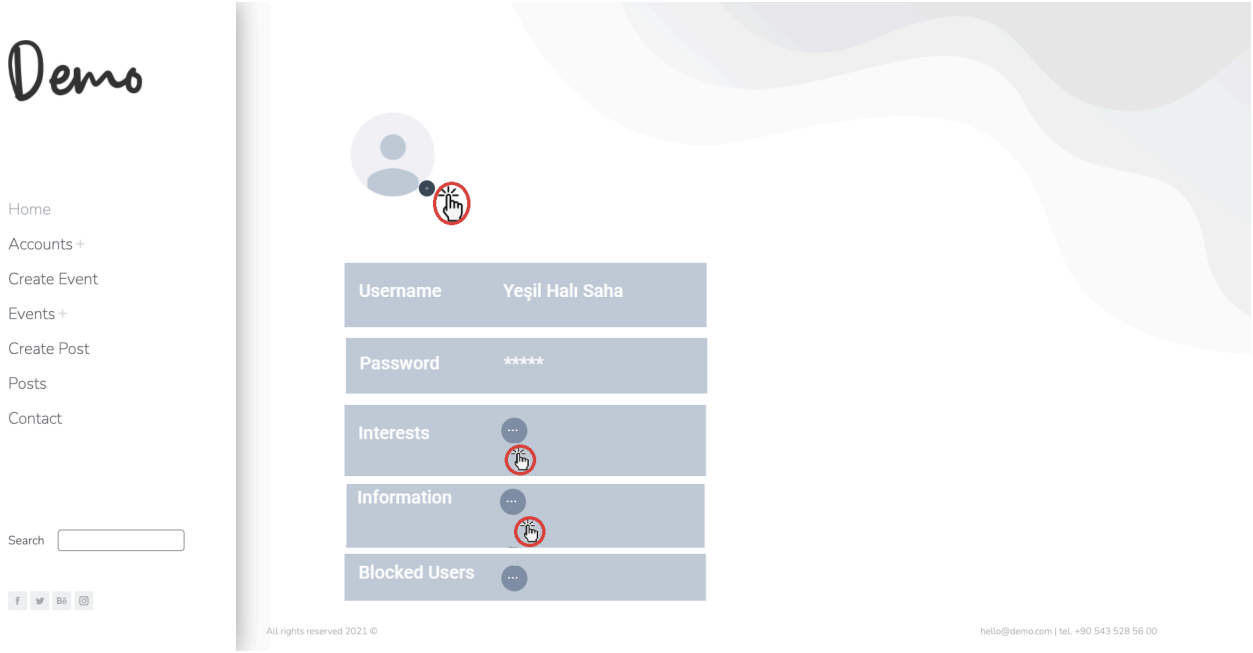
6. Site asks the user to enter the kinds of sports he is interested in and his skill levels in those sports.

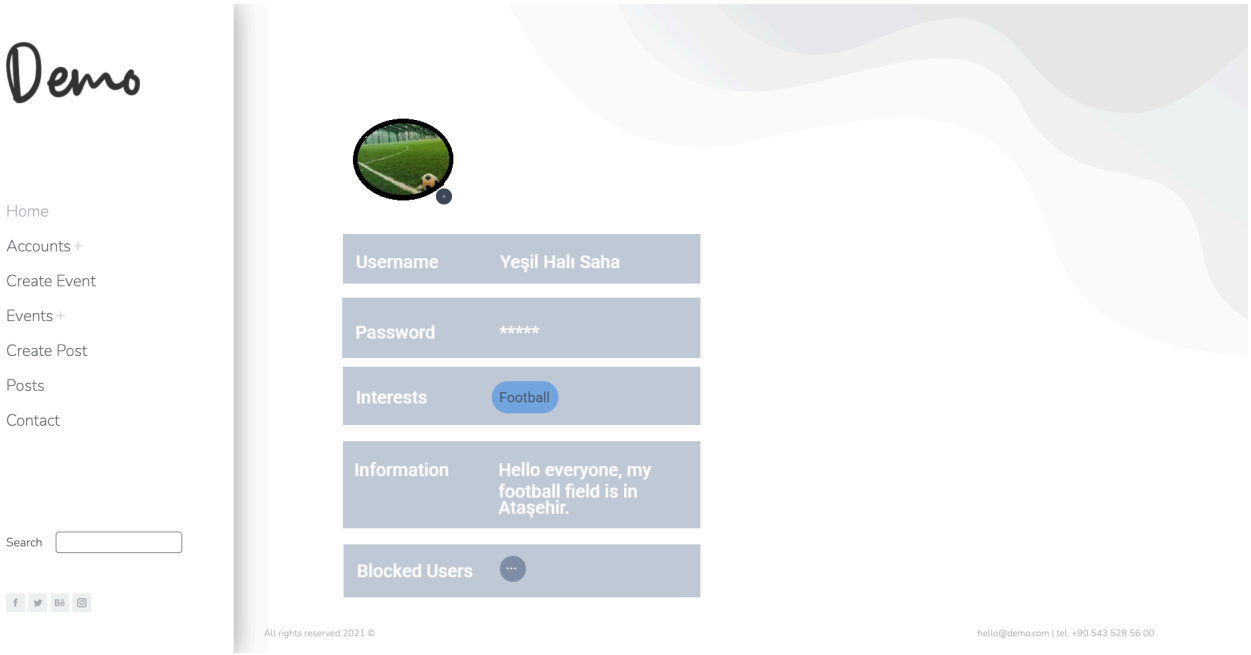


7. The site shows his profile page.

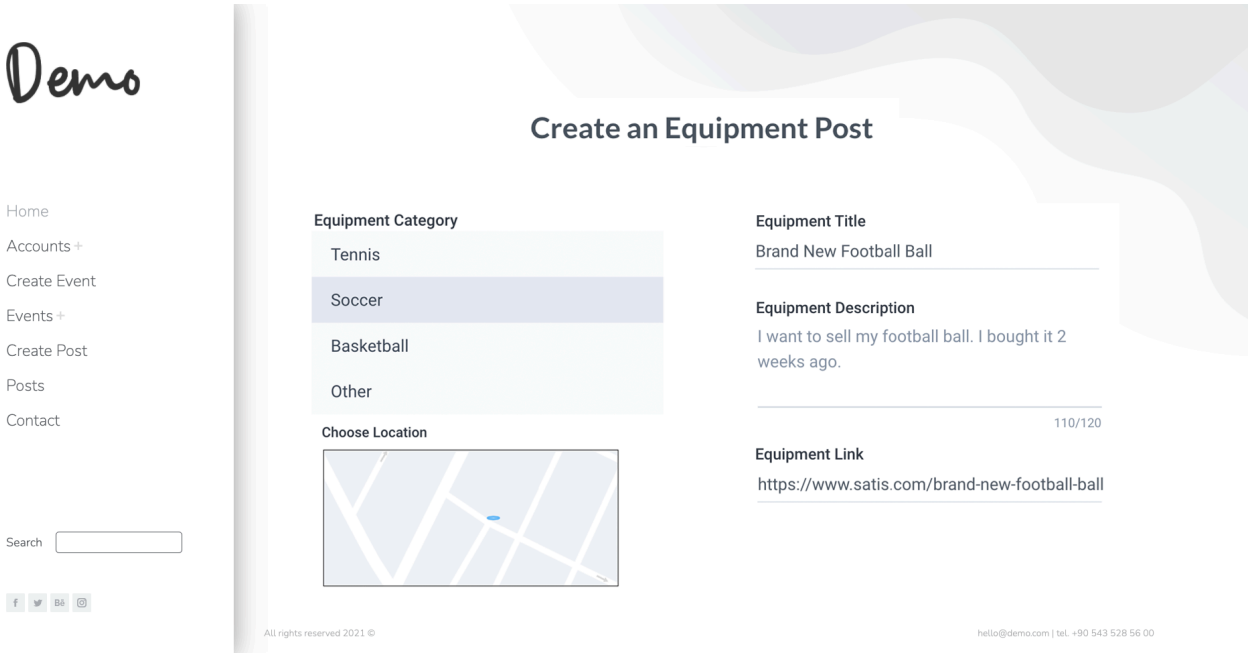


8. He completes his profile information: He writes the location of Yeşil Halı Saha. He puts a photo of his field as a profile picture. He states his sports interest as football.



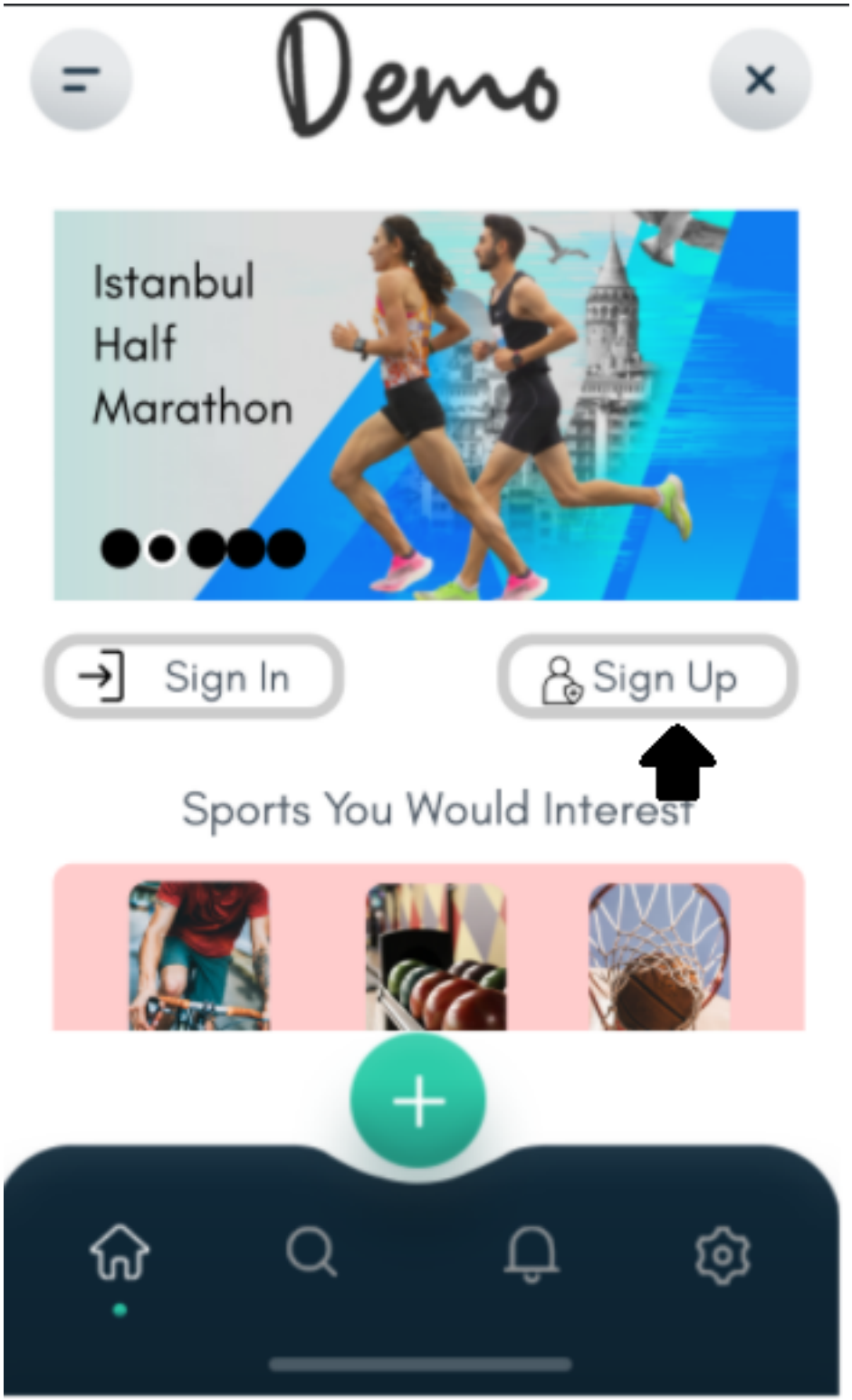


9. He creates a post about a football ball that he normally sells on his shop's website. He fills the type of the sport that the equipment is related to as football. He writes the description of the ball and why people should buy it. He adds the link to the page that ball is sold in his shop's website.

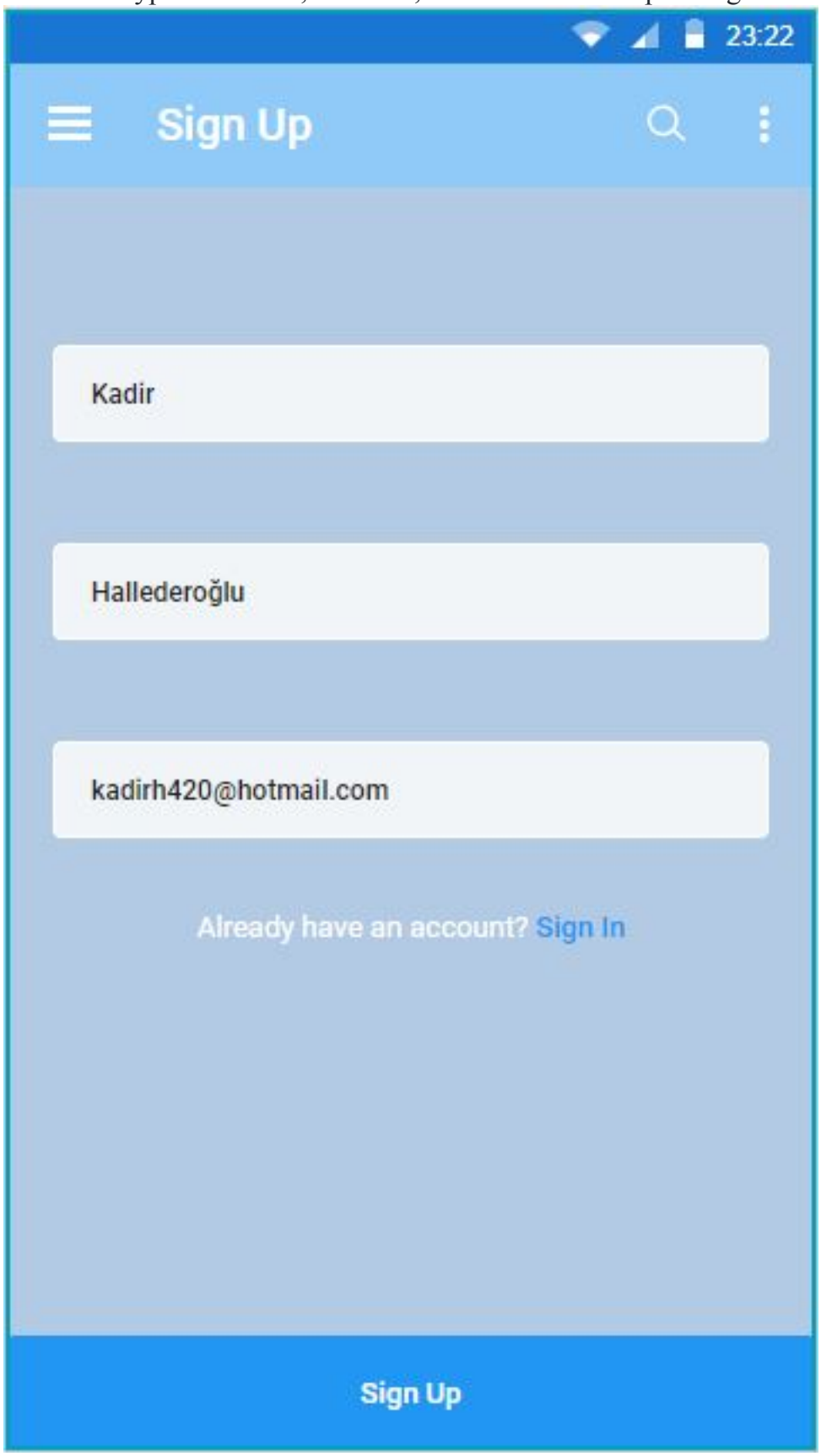


Mobile

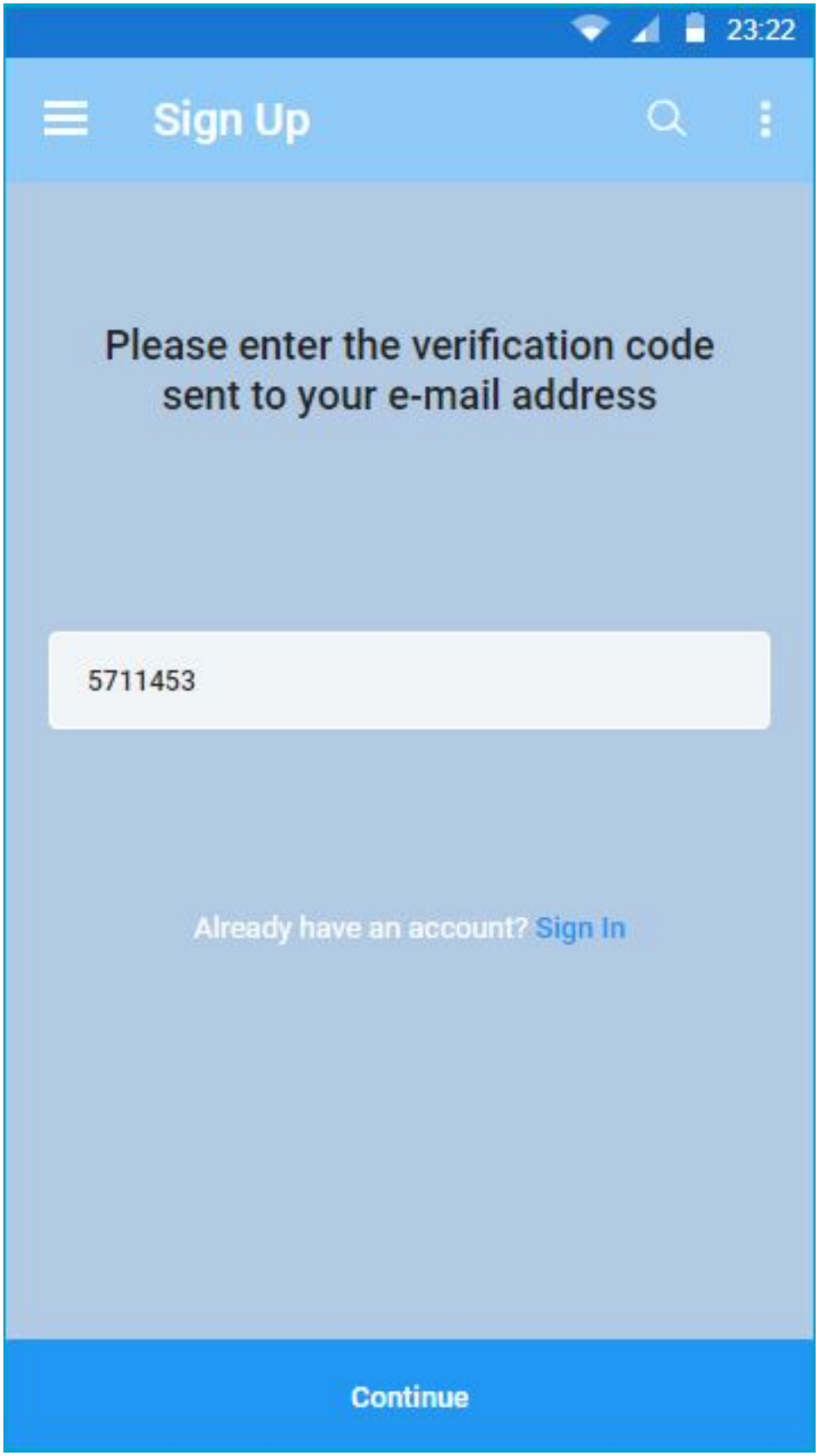
1. He enters system. The home page is shown.
2. He clicks the sign up button then the sign up page shows up.



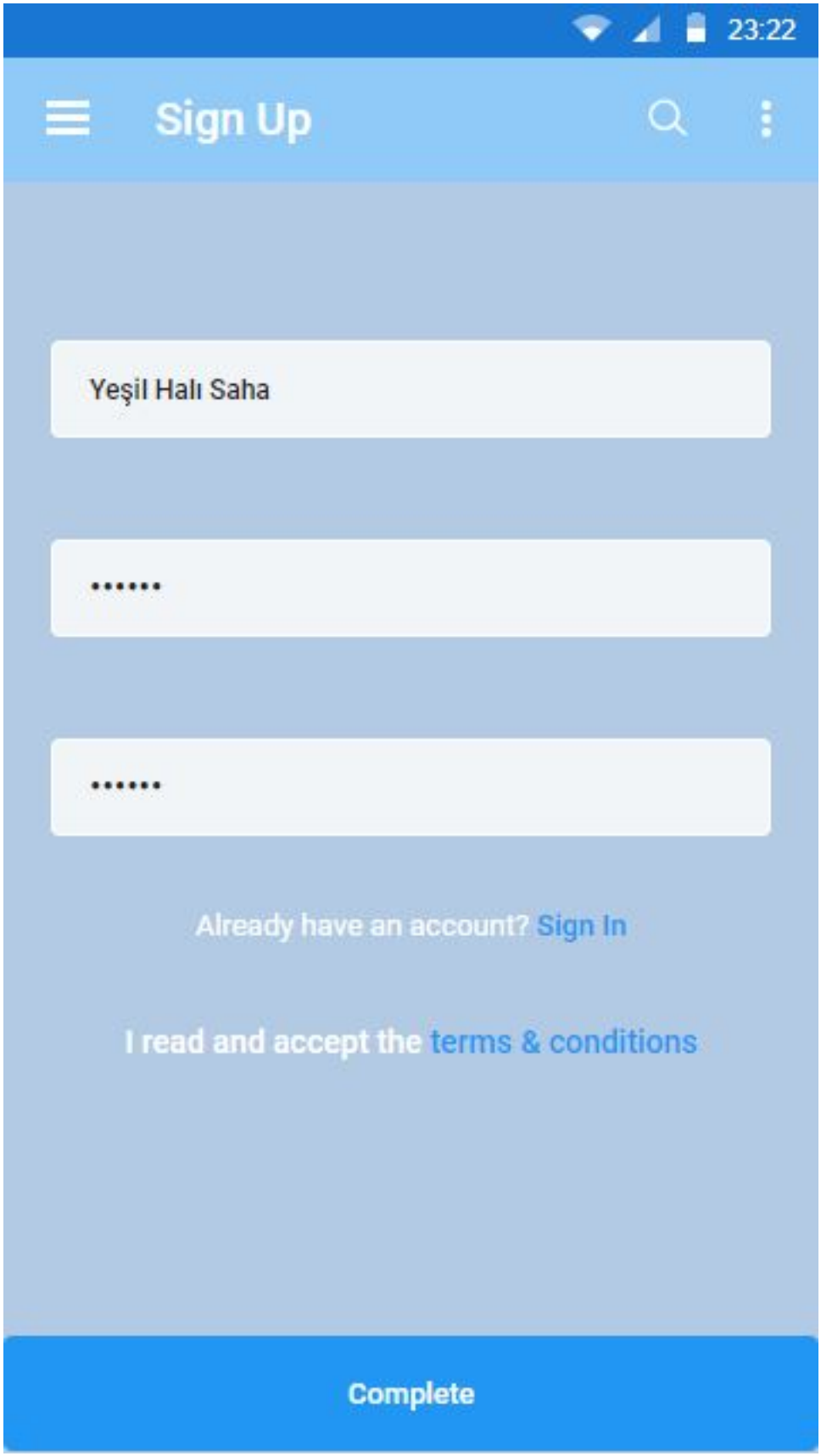
3. He types his name, surname, email to the corresponding blanks.



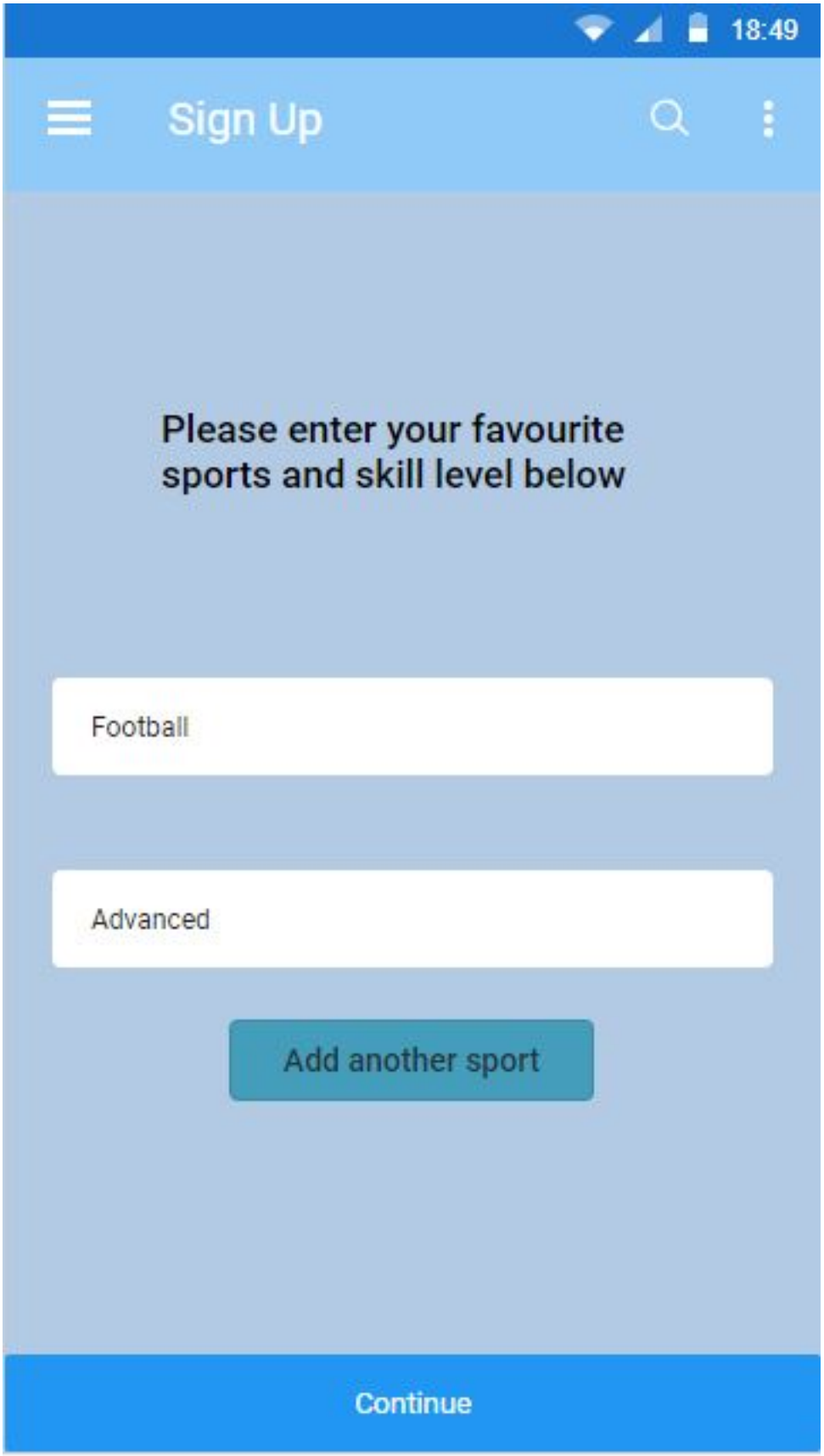
4. A verification code is send to his email. He copies the numbers to the authentication section and submits.



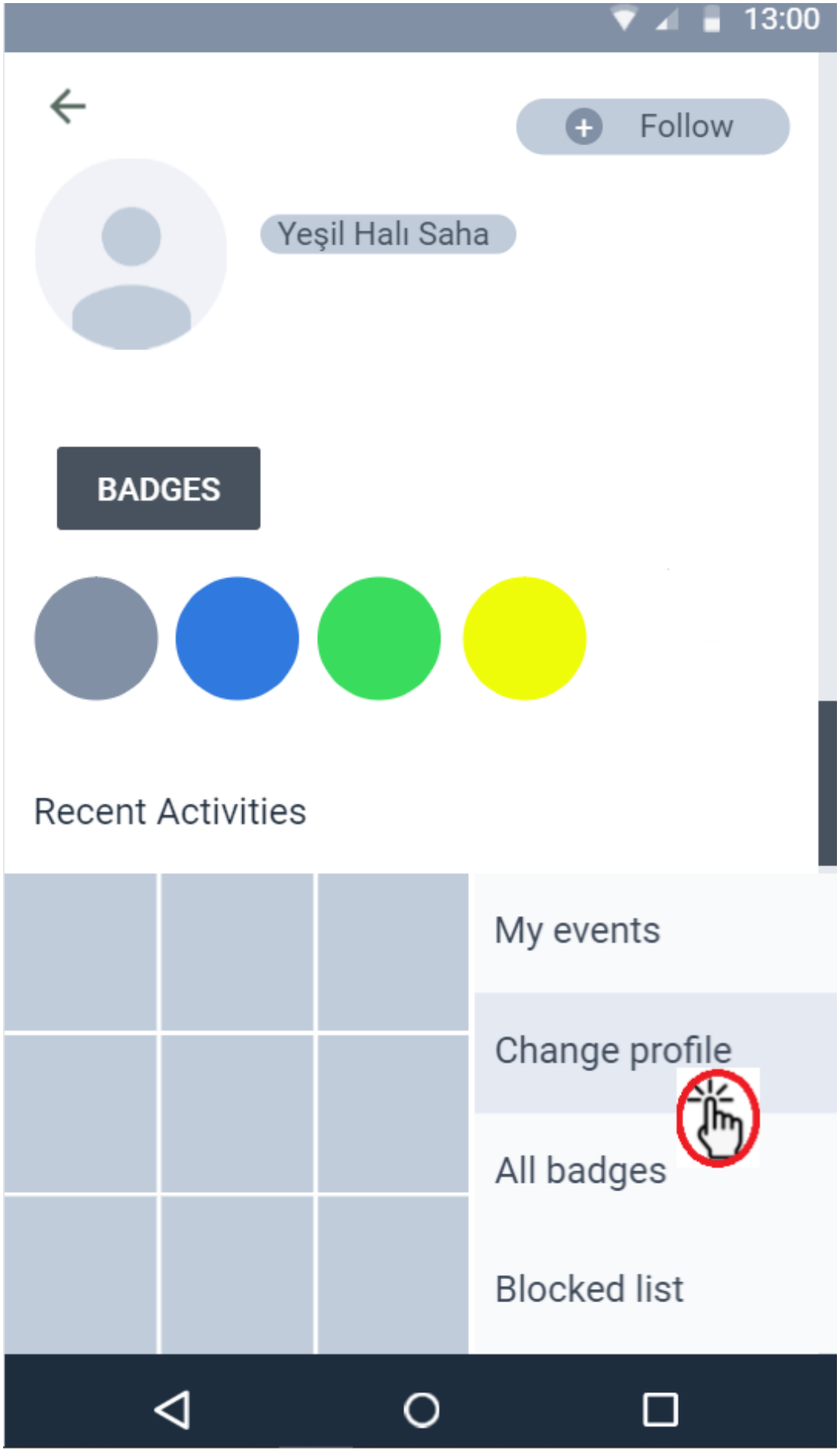
5. Site is automatically refreshed. A page that asks username, password and agreement on terms& conditions opens. He fills these information. He writes the name of his field "Yeşil Halı Saha" as a username.



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.


13:00
Follow
Yeşil Halı Saha
BADGES
Recent Activities
My events
Change profile
All badges
Blocked list

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.

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

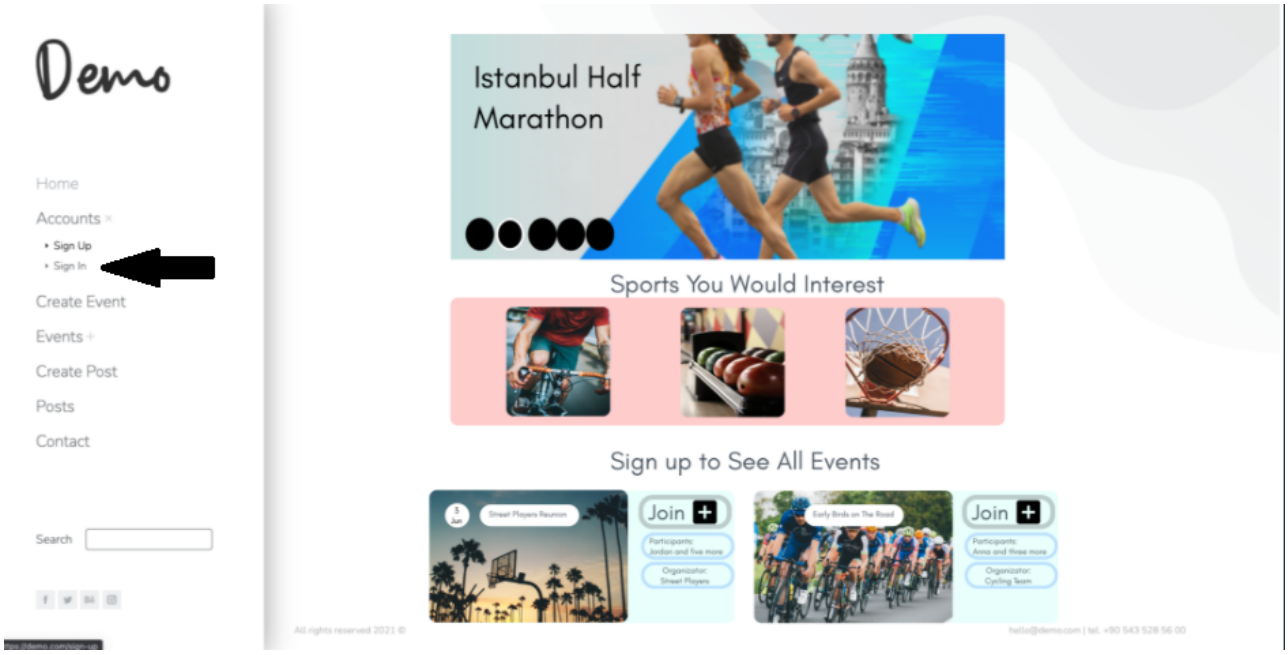
- **1.1.4.1** Users shall be able to sign in with their username (or email) and password.
- **1.1.2.4** Users shall be able to select badges from the options that system provides.
- **1.1.2.15** When an event is being created, event creator shall choose among the types of sports, if there is no such 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.

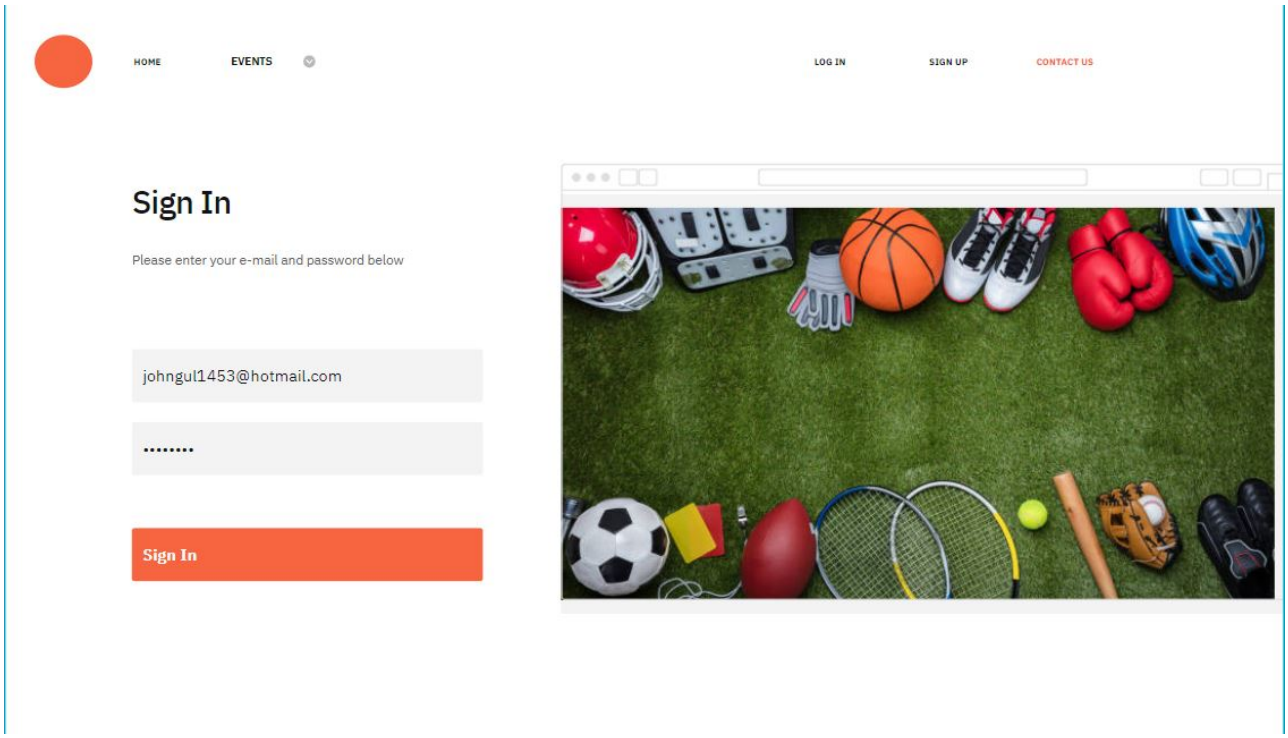
Mockup

Web

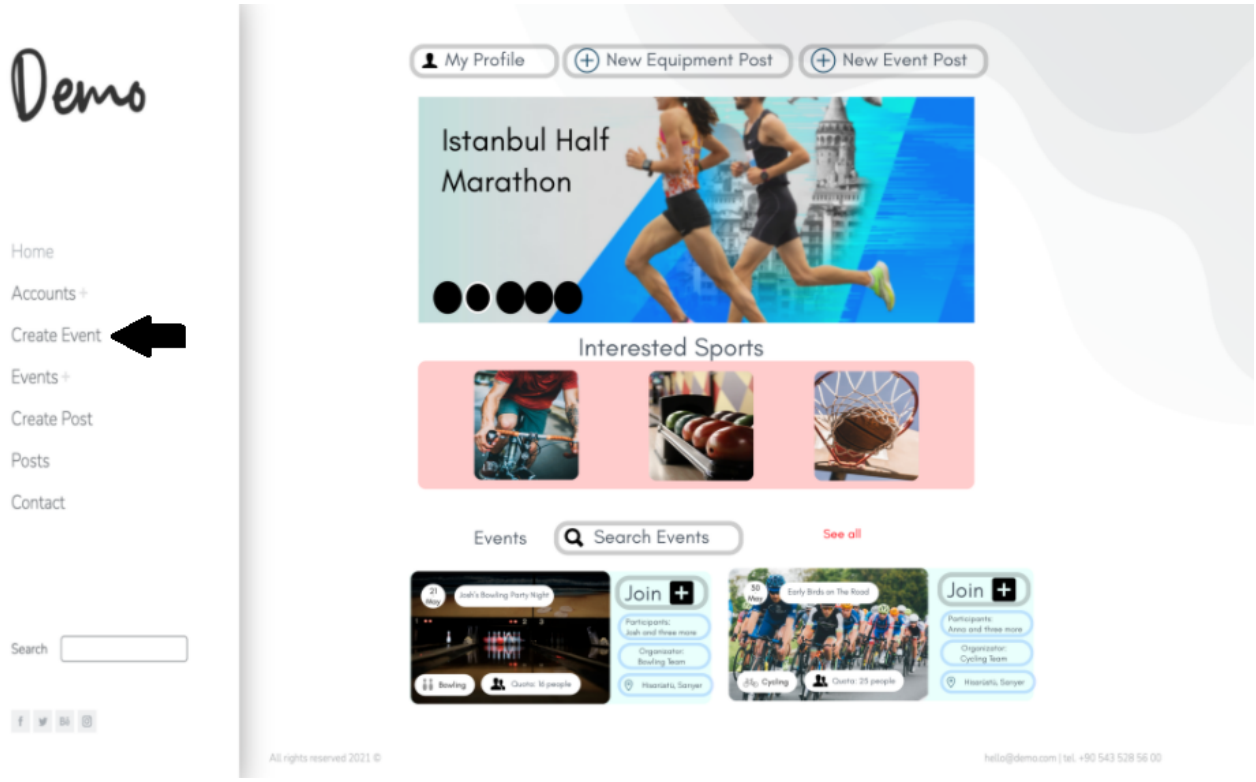
1. He opens the app.



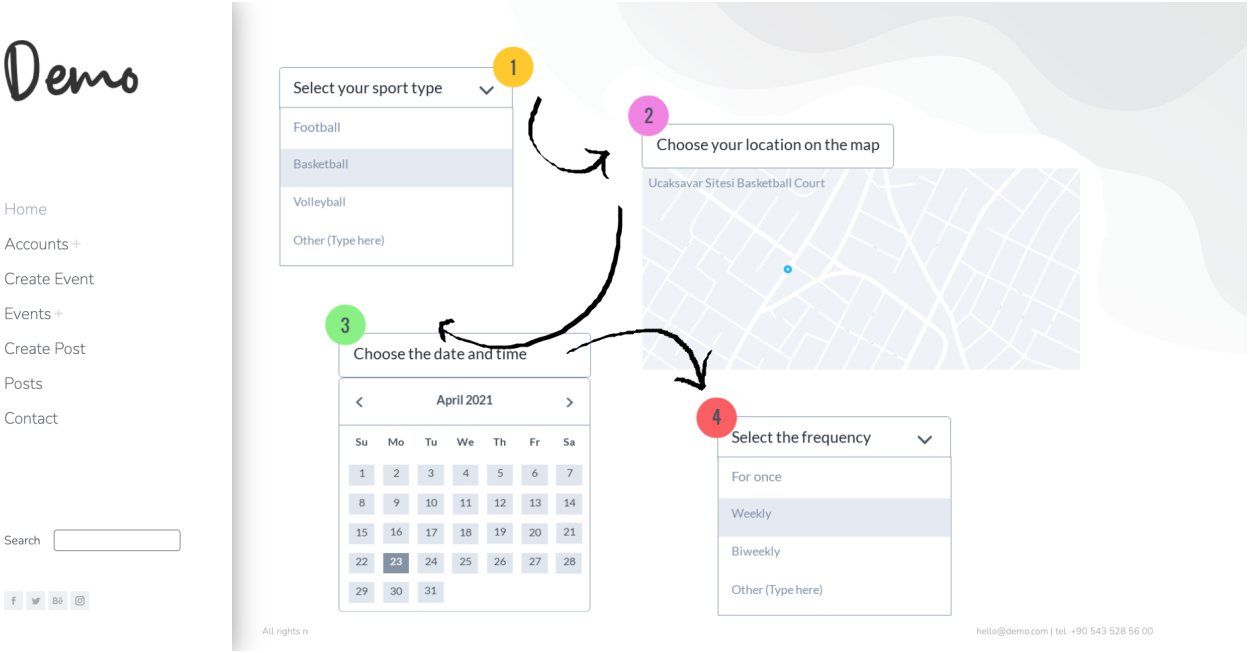
2. He logs in to her account by entering e-mail and password.



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.



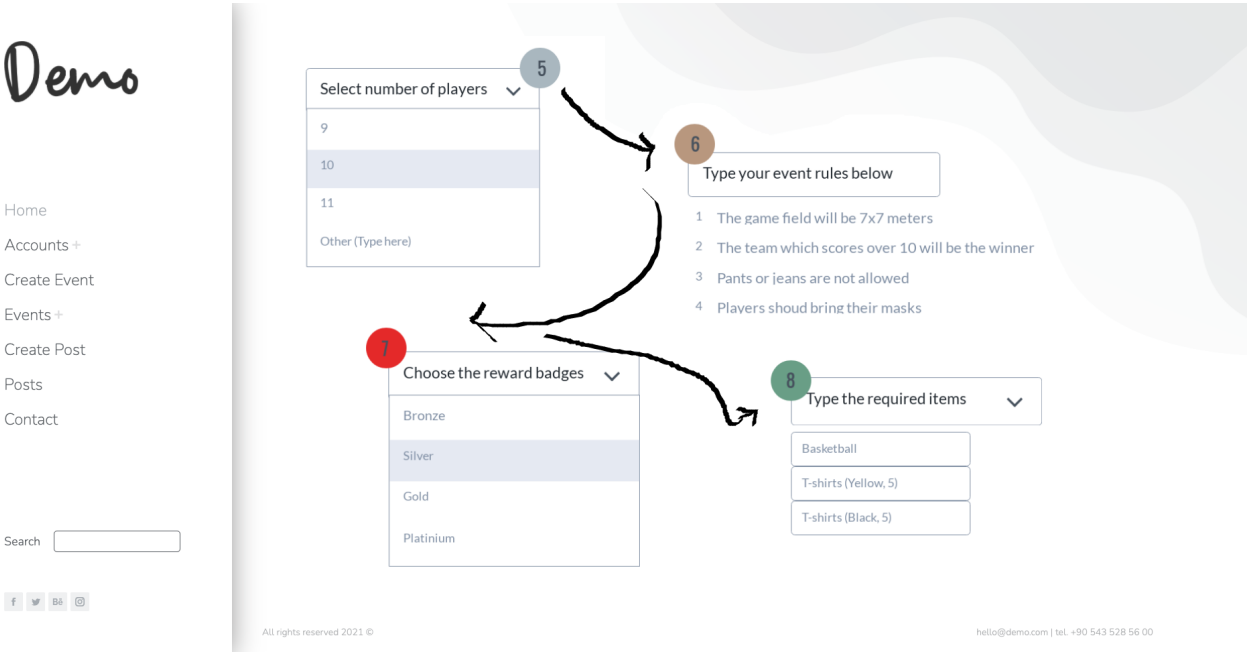
4.5 He types the event rules.

4.6 Chooses the badges which will be given to players after the game ends.

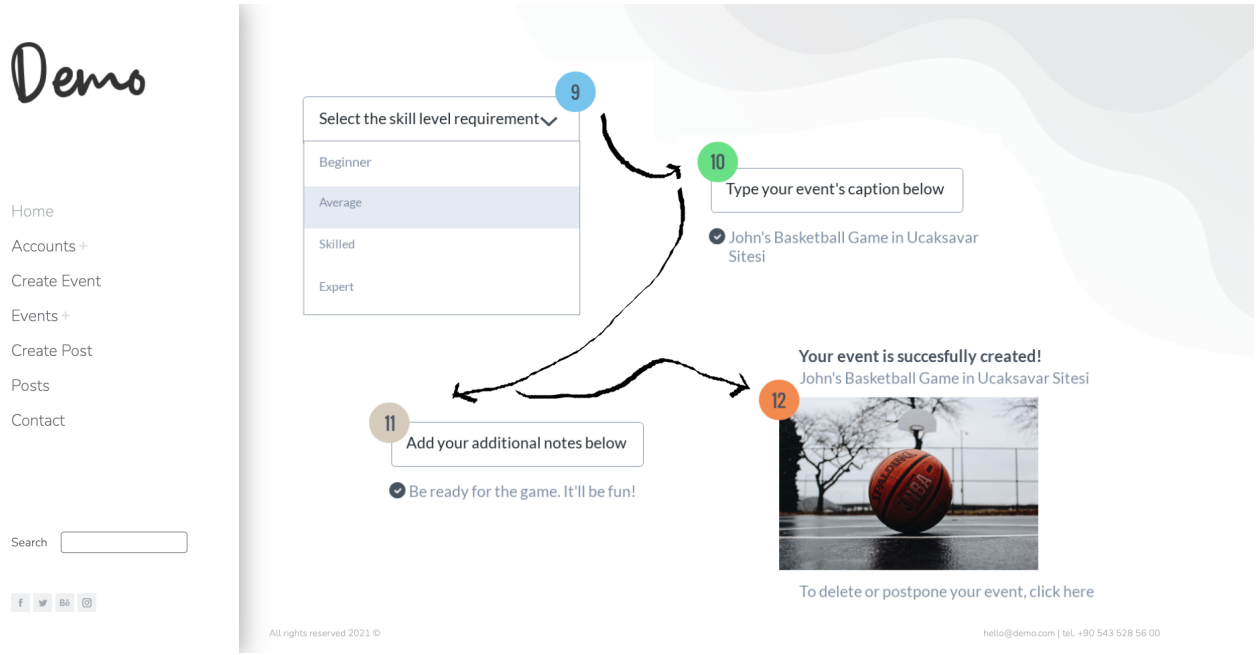
4.7 Types required items.

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.

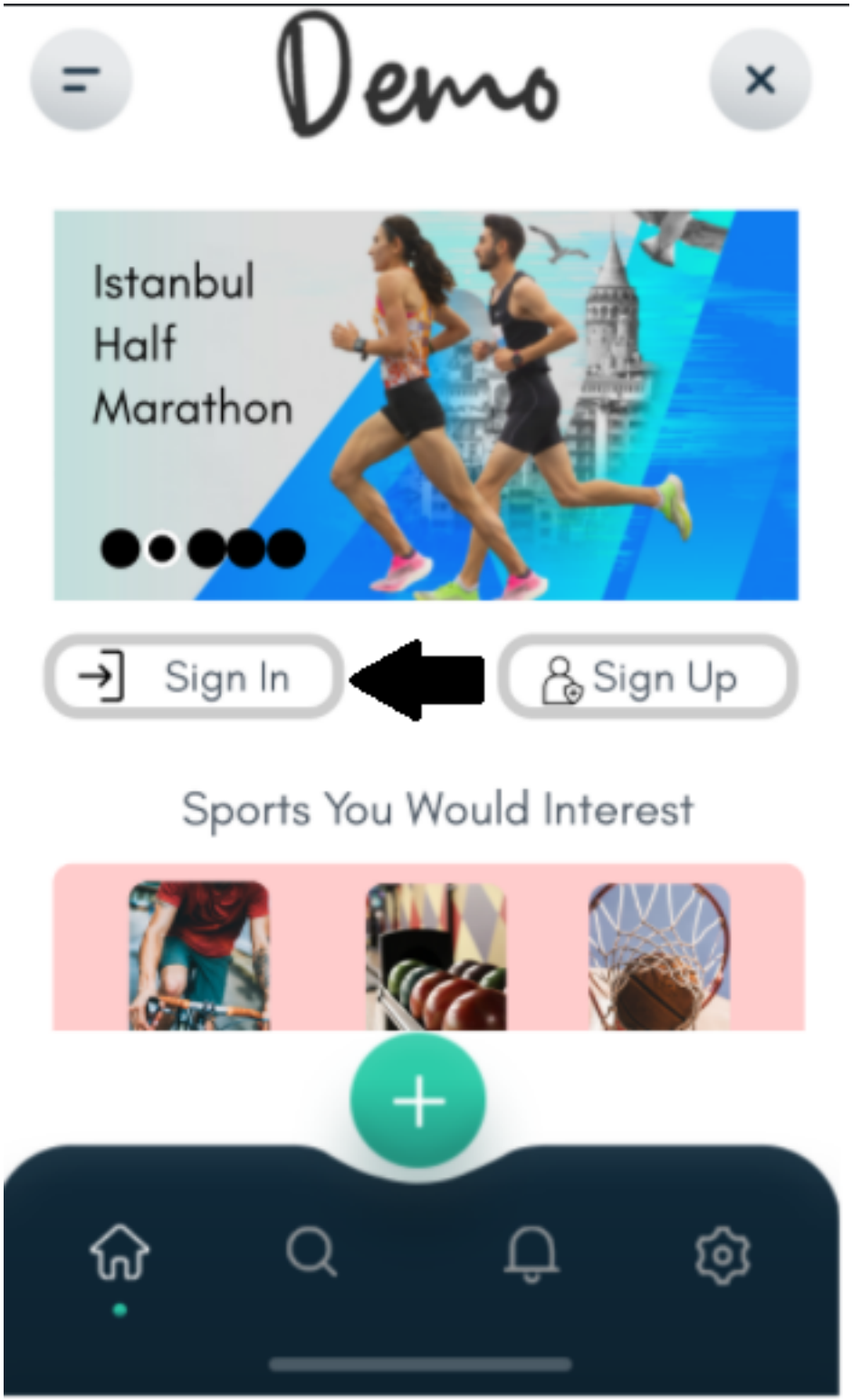


5. Now he sees the screen of "Your event is successfully created."

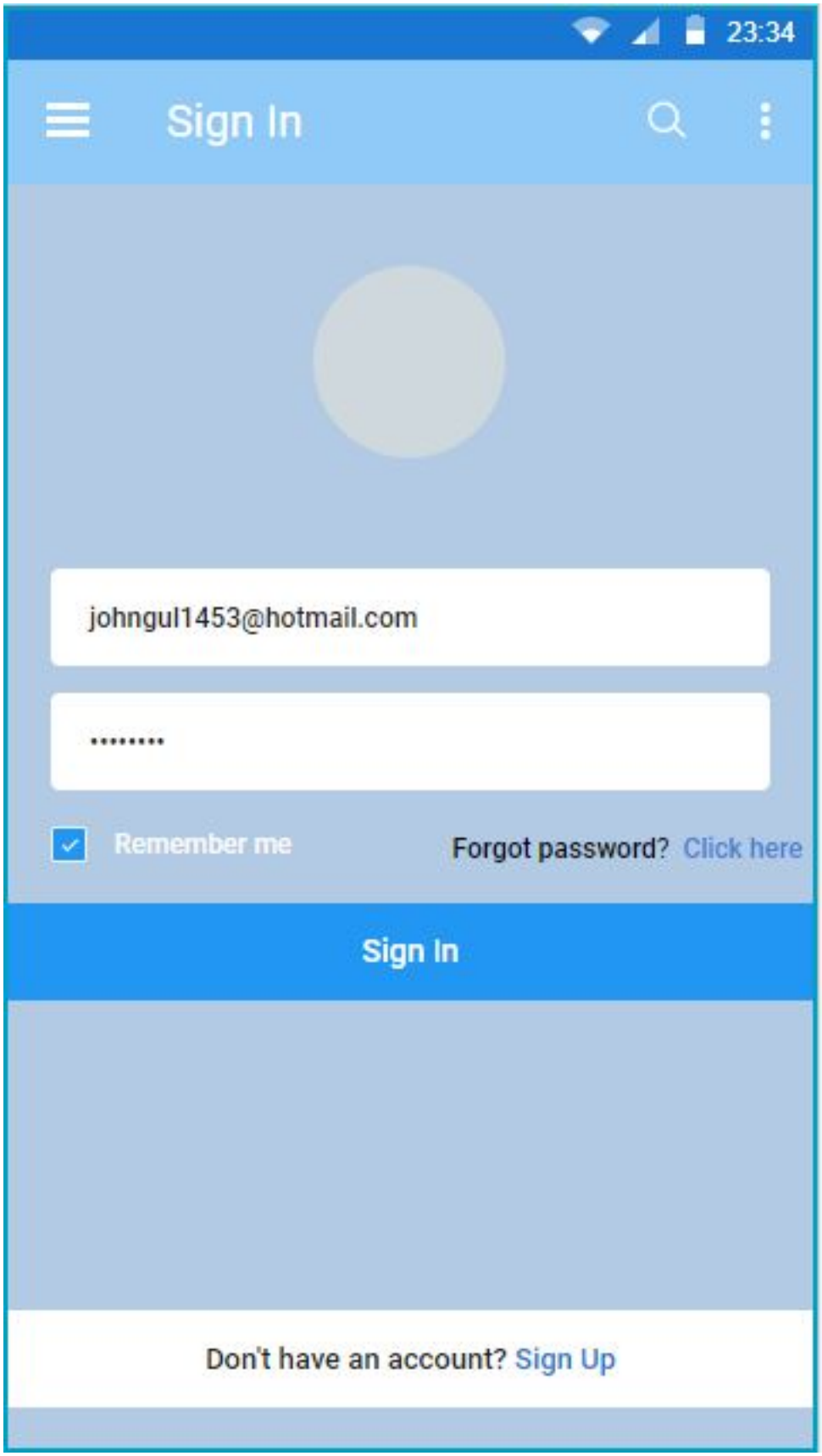


Mobile

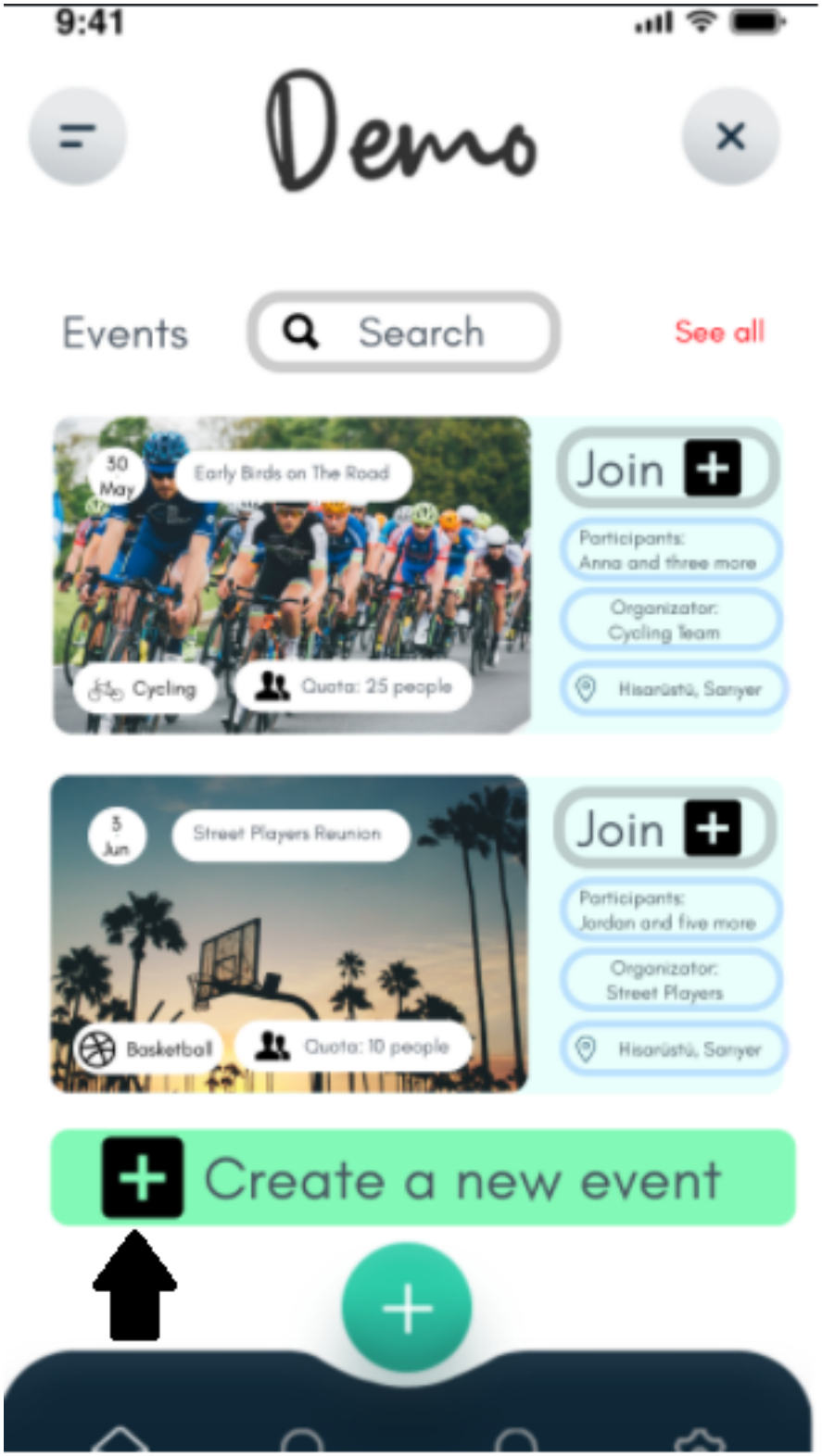
1. He opens the app.



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



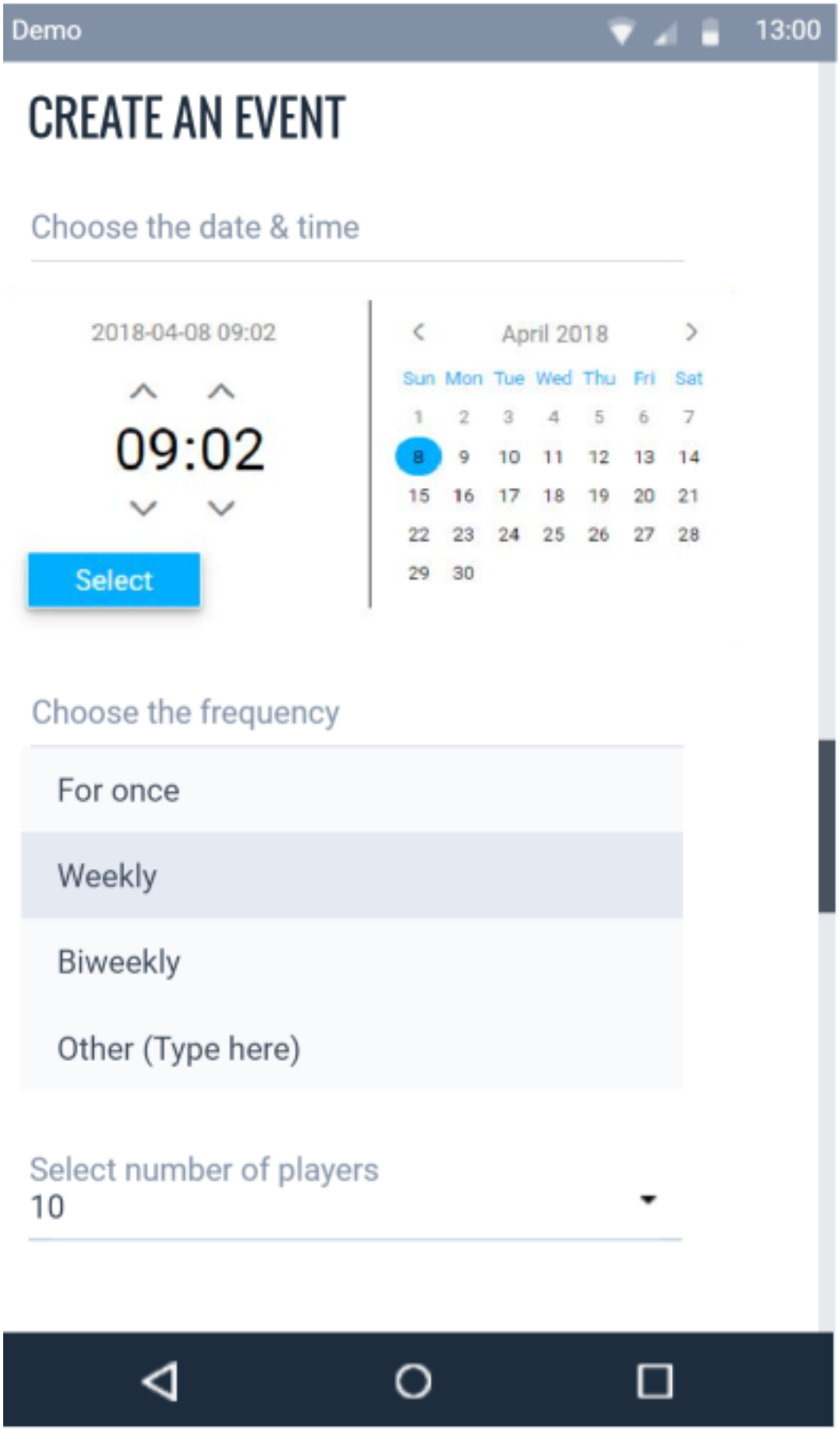
3. On android when "+" button on the footer of the homepage is clicked and on web when "create event" on the side bar is clicked, event creation screen shows up.



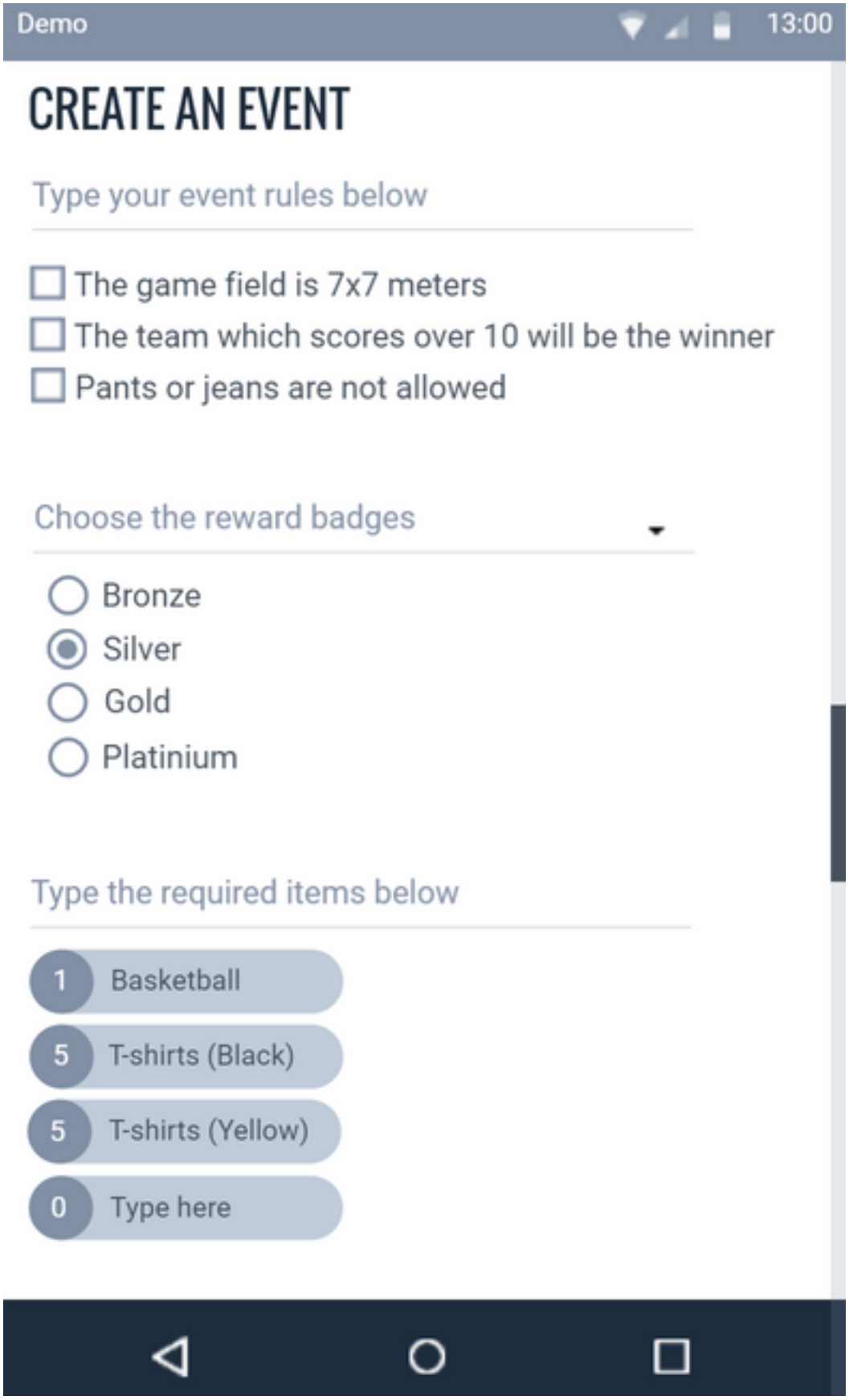
4. Now, He starts to create her event.
   4.1 Selects the kind of the sport she wish to create. If she cannot find what she is looking for, she can also type below. He selects Basketball.
   4.2 Writes the location down and pins the exact point on the map.
   4.3 Chooses event's date and time.

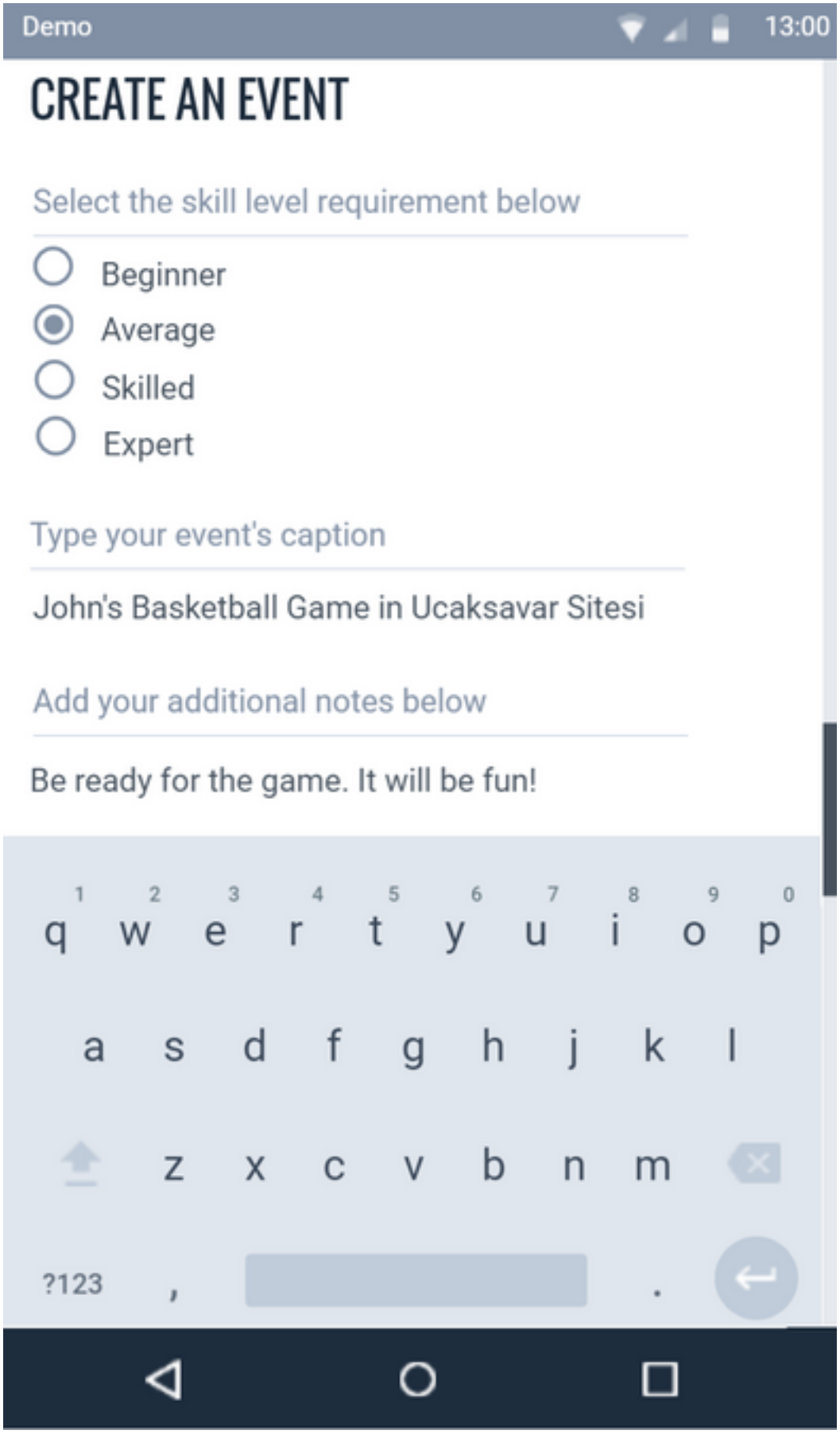
4.4 He wants to play basketball every week and he doesn't want to create the same event every week. So, he chooses the event's frequency weekly.
4.5 Selects the number of players as 10.

Demo
13:00
CREATE AN EVENT
Select your sport type below
Football
Basketball
Volleyball
Other (Type here)
Choose your location on the map
Ucaksavar Sitesi Basketball Court
Picked on the map
Uçaksavar Sitesi Yönetimi
Uçaksavar Sitesi
Cengiz Topel Cd.
Toprakkale Sk.
Boğaziçi Üniversites
İstasyon

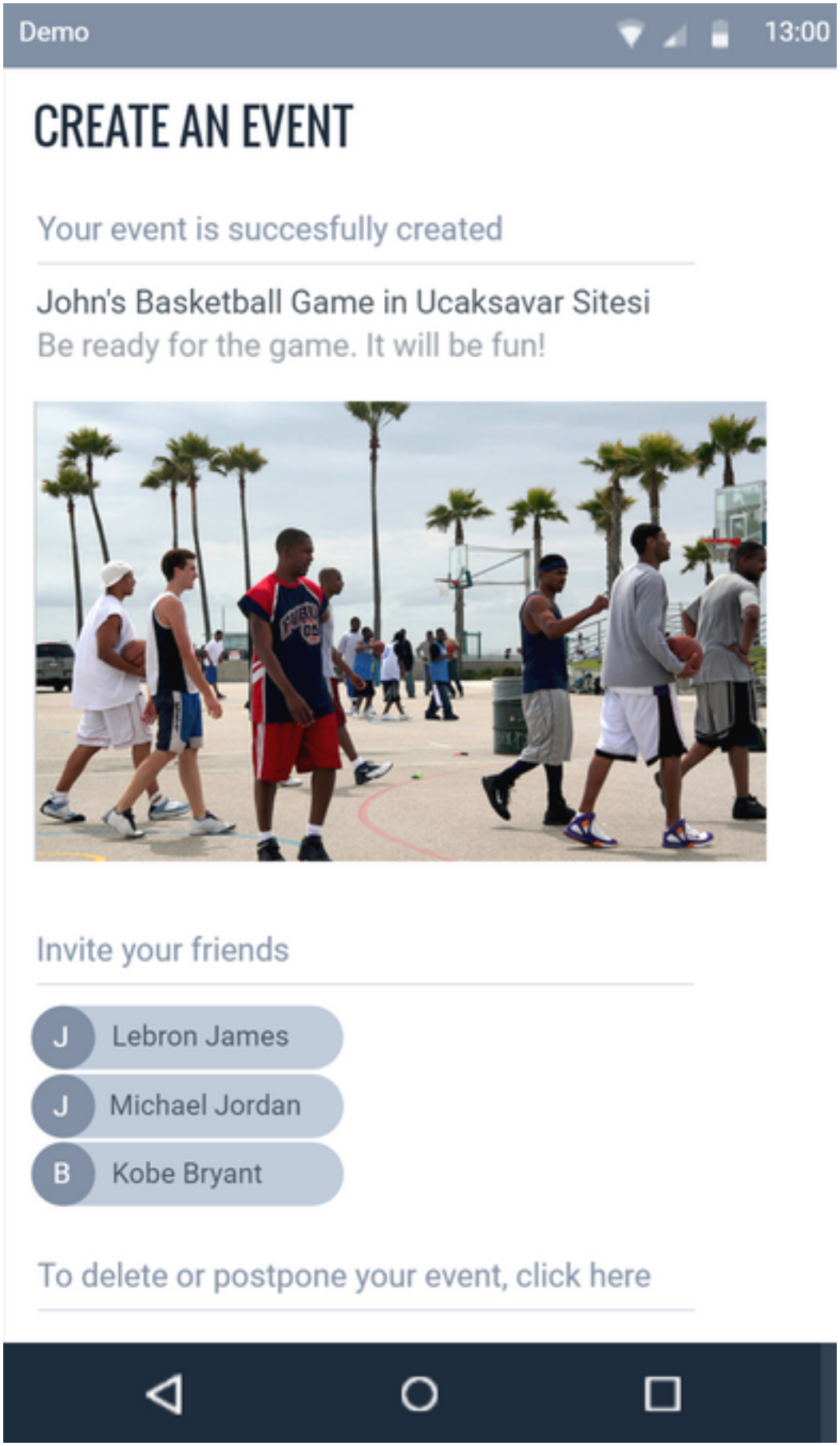

Demo
13:00
CREATE AN EVENT
Choose the date & time
2018-04-08 09:02
09:02
Select
April 2018
Sun Mon Tue Wed Thu Fri Sat
1 2 3 4 5 6 7
8 9 10 11 12 13 14
15 16 17 18 19 20 21
22 23 24 25 26 27 28
29 30
Choose the frequency
For once
Weekly
Biweekly
Other (Type here)
Select number of players
10

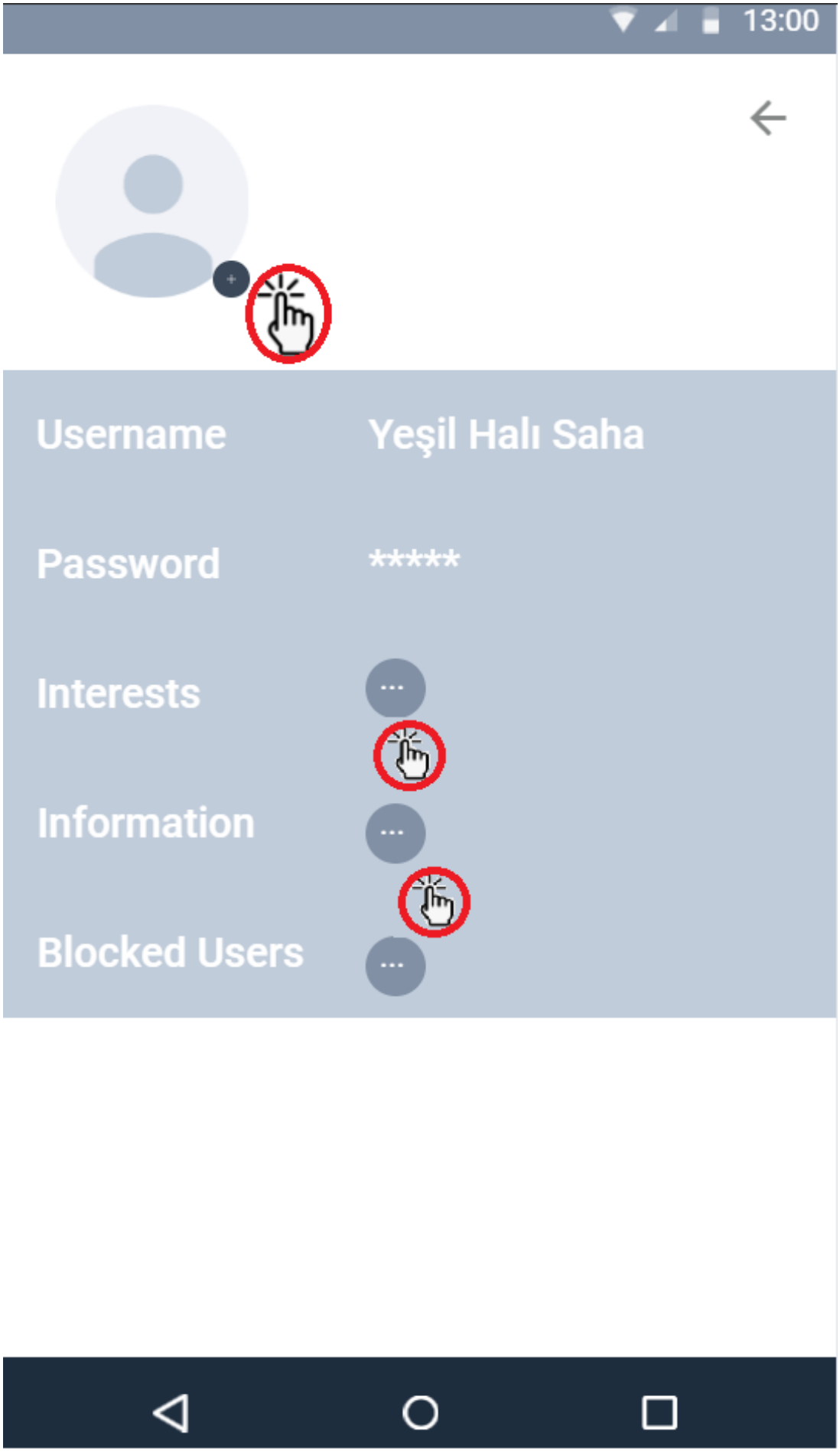
4.5 He types the event rules.
4.6 Chooses the badges which will be given to players after the game ends.
4.7 Types required items.
4.8 Selects the skill requirements for this game. He selects average for this game.
4.9 Lastly, He adds her event's caption and additional notes which will be visible by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

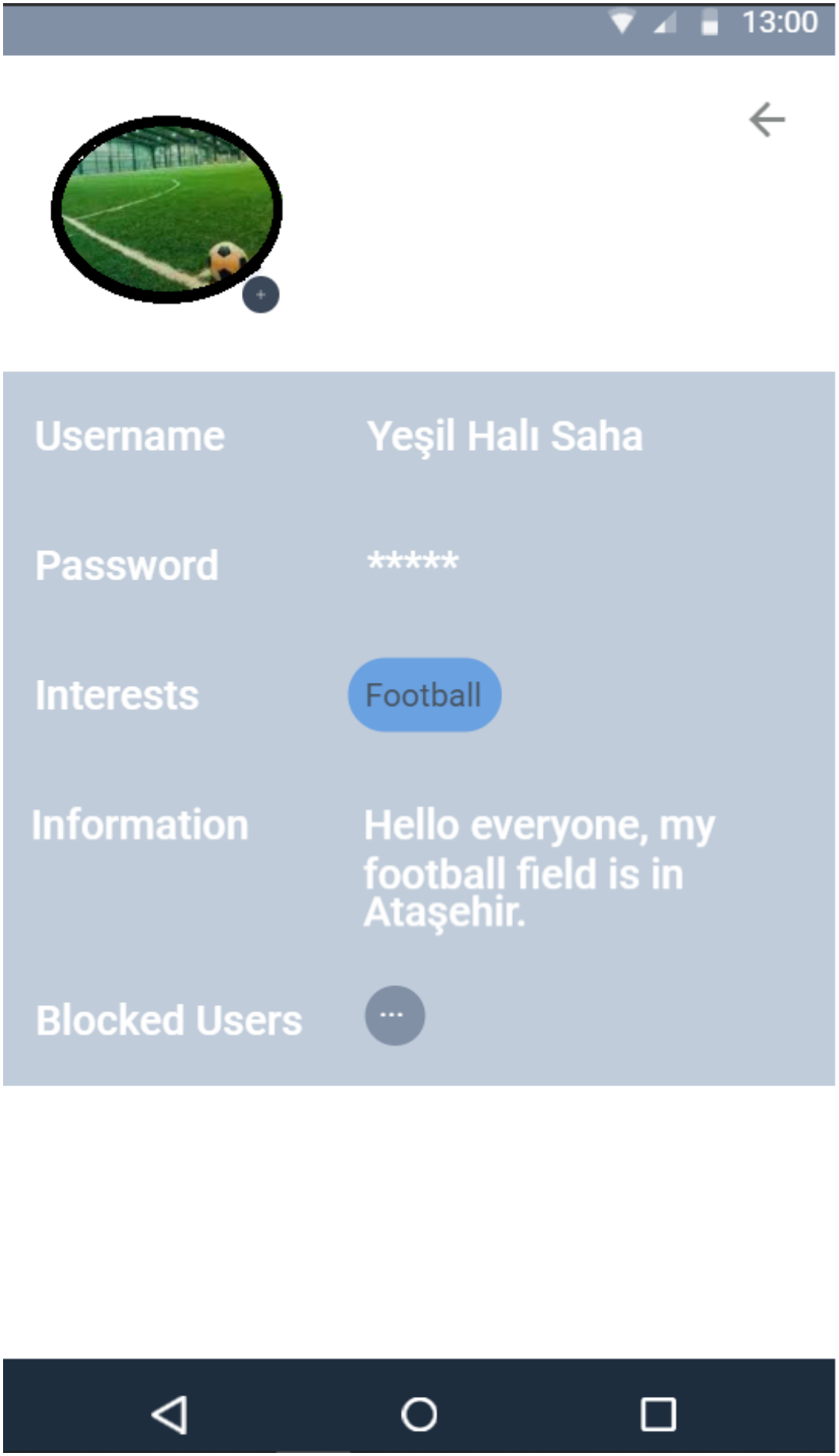

Demo
13:00
CREATE AN EVENT
Type your event rules below
The game field is 7x7 meters
The team which scores over 10 will be the winner
Pants or jeans are not allowed
Choose the reward badges
Bronze
Silver
Gold
Platinium
Type the required items below
1 Basketball
5 T-shirts (Black)
5 T-shirts (Yellow)
0 Type here


Demo
13:00
CREATE AN EVENT
Select the skill level requirement below
Beginner
Average
Skilled
Expert
Type your event's caption
John's Basketball Game in Ucaksavar Sitesi
Add your additional notes below
Be ready for the game. It will be fun!
?123

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




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


13:00
Username
Yeşil Halı Saha
Password
*****
Interests
Football
Information
Hello everyone, my football field is in Ataşehir.
Blocked Users

6. 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.

9:41

Demo

Create an Equipment Post

Equipment Category

- Tennis
- Soccer
- Basketball
- Other

Equipment Title

Brand New Football Ball

Equipment Description

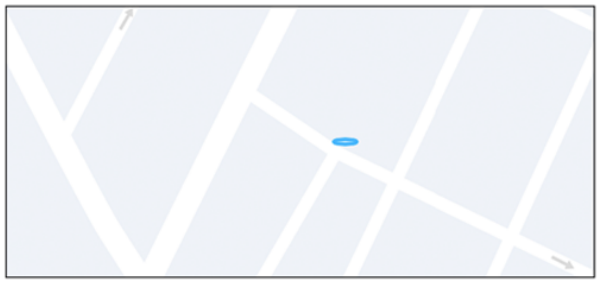
I want to sell my football ball. I bought it 2 weeks ago.

110/120

Equipment Link

https://www.satis.com/brand-new-football-ball

Choose Location



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.

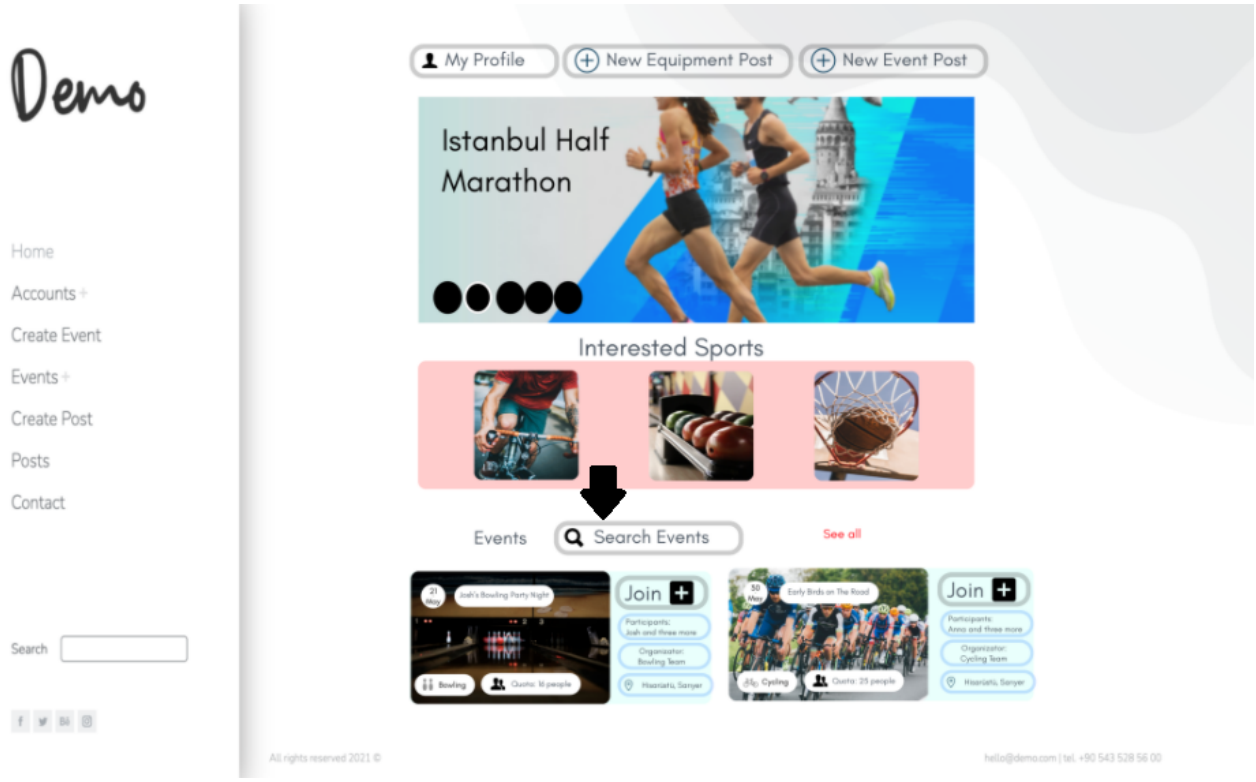
Acceptance Criteria

- **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 a sport.
- **1.2.5.1.2** Event search can be done by typing the keywords on a search bar.
- **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

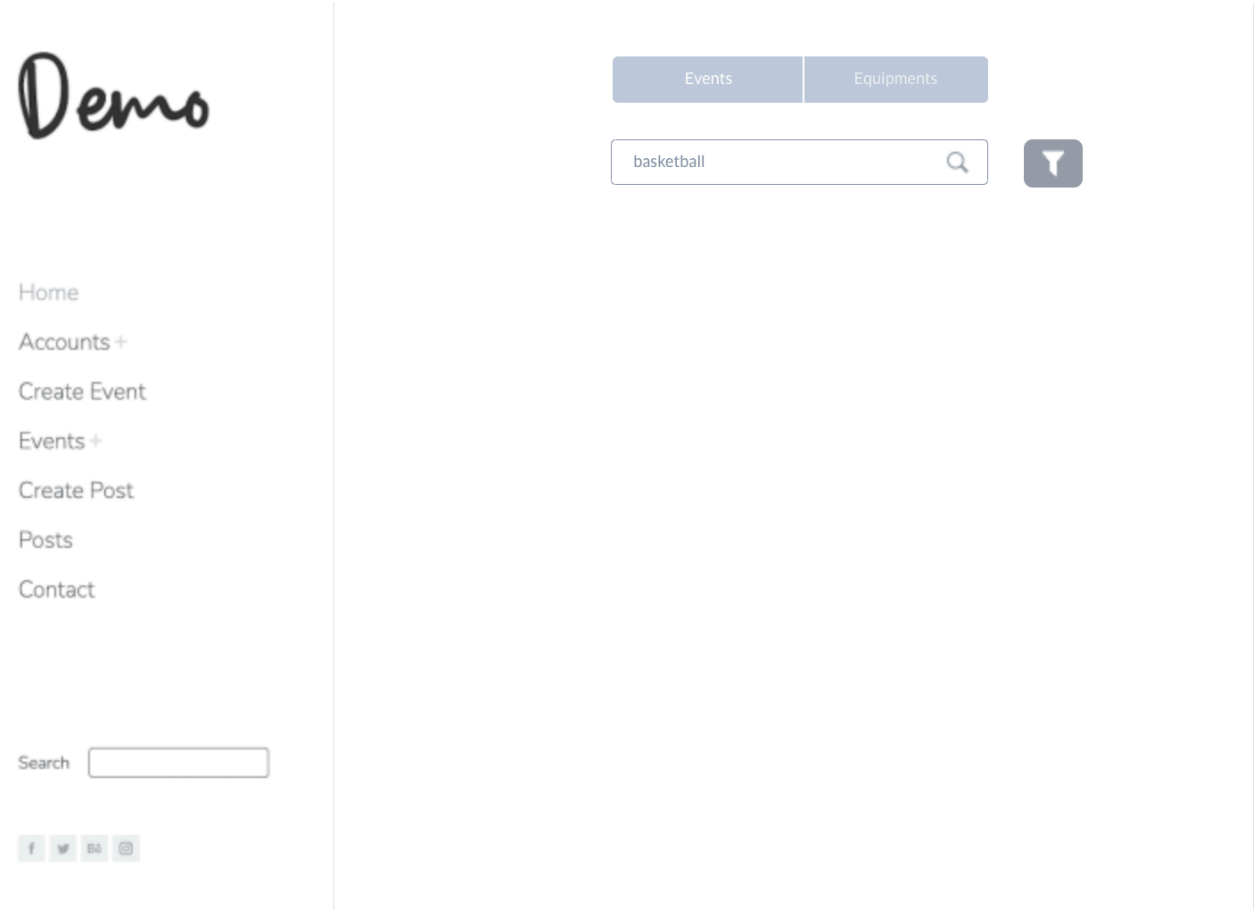
Mockup

Web

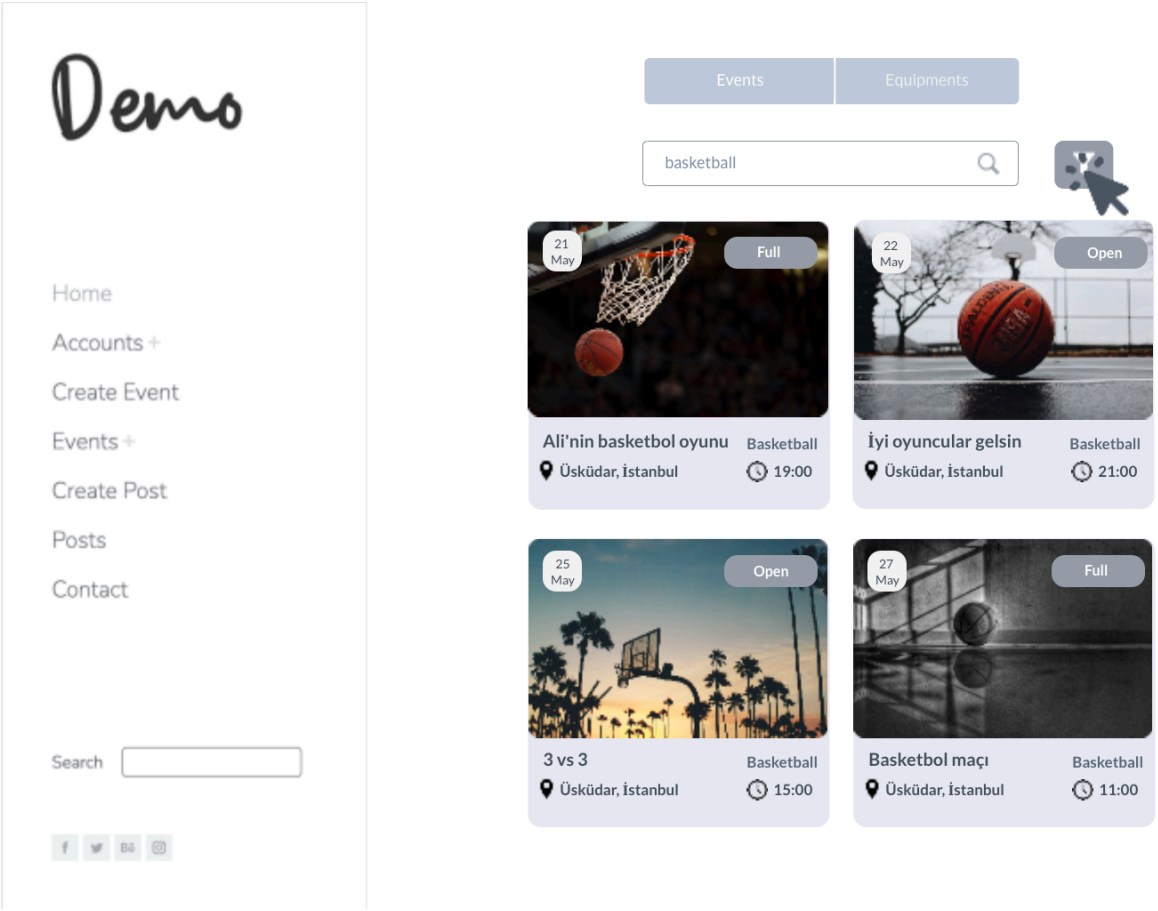
1. Ali clicks the application then the home page is shown on the screen.
2. He clicks the event search page to discover events.



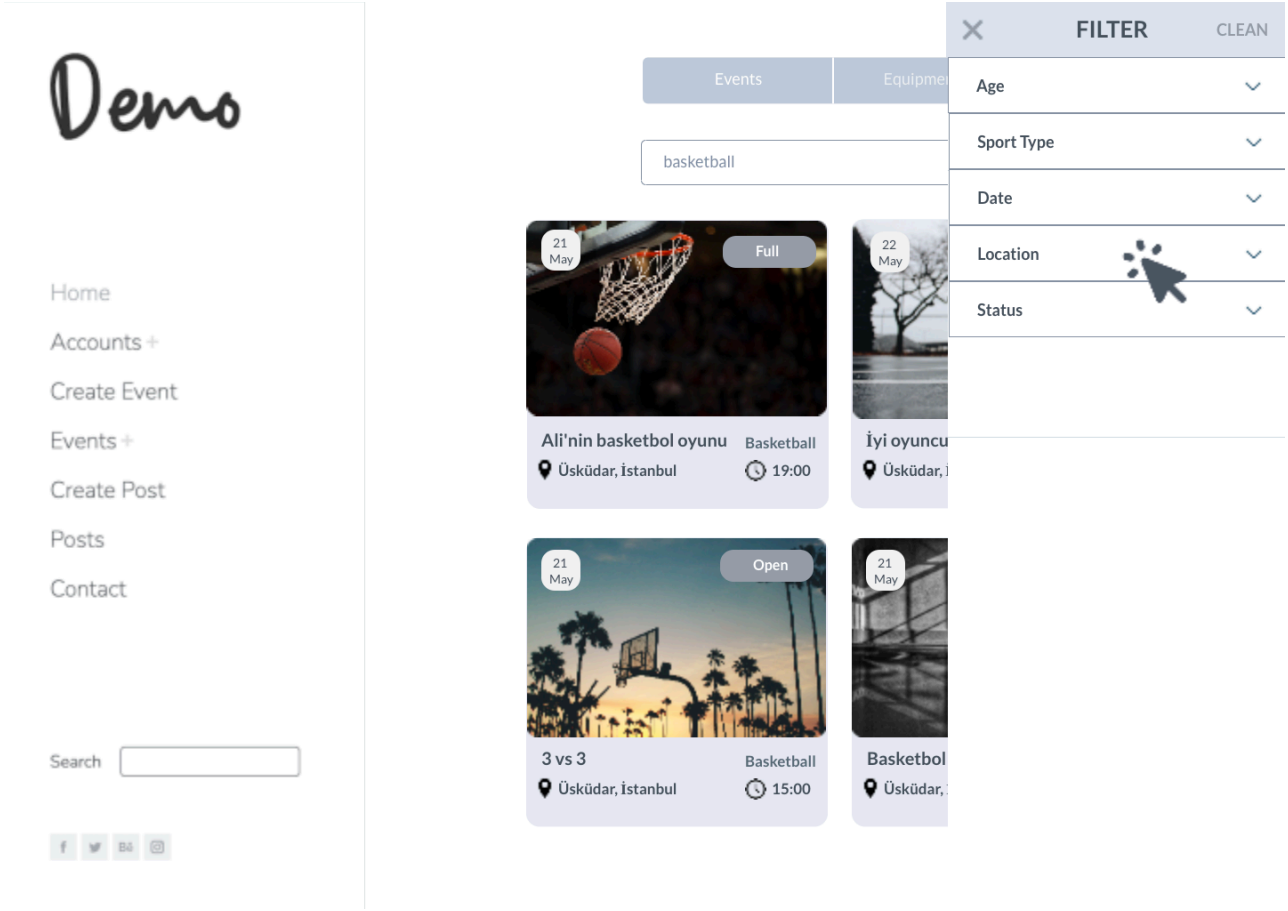
3. On the search page, there is a button to go to map to search events and also a search bar to type the keywords of a requested event. Ali uses search bar and types basketball.

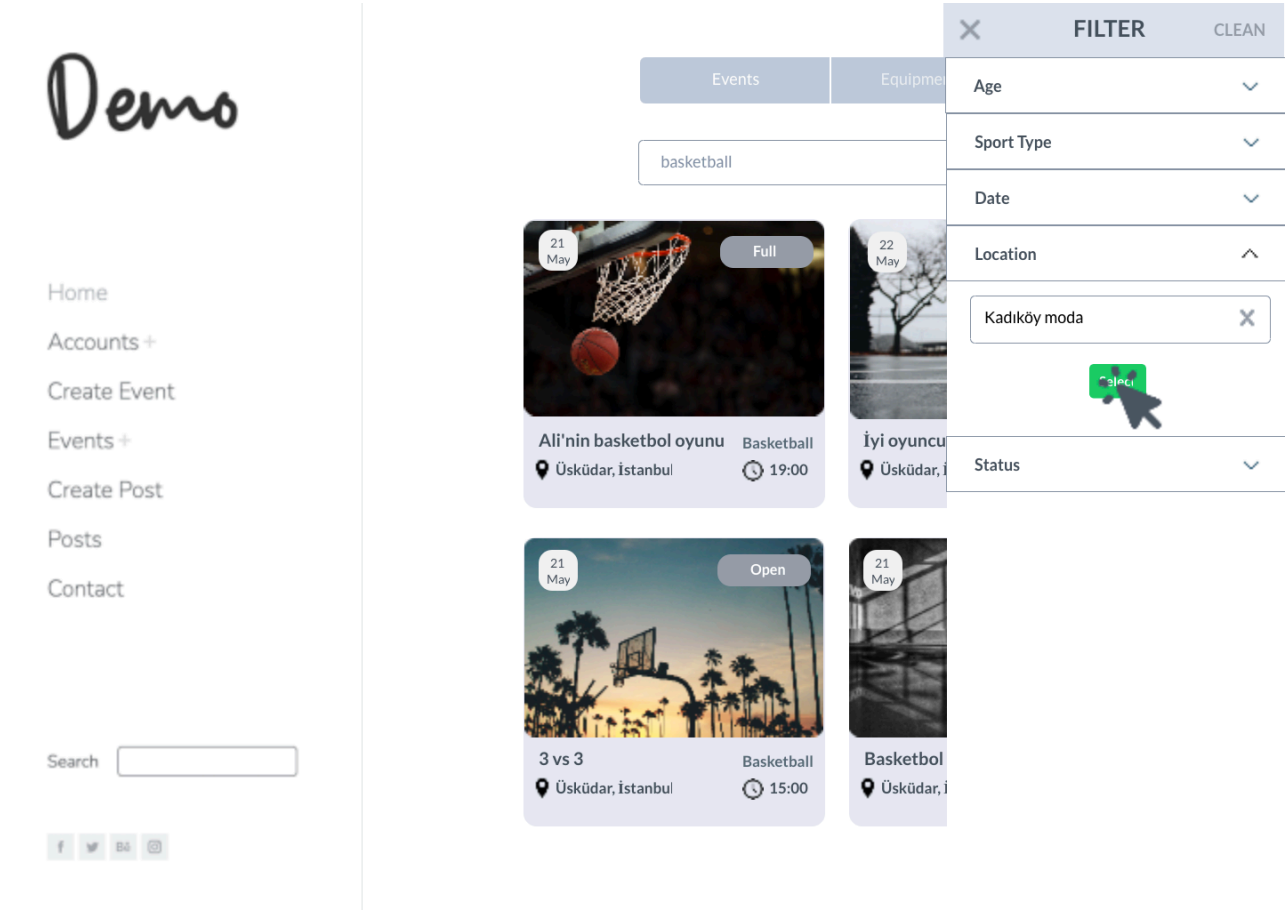


4. List of basketball events from random locations are listed.

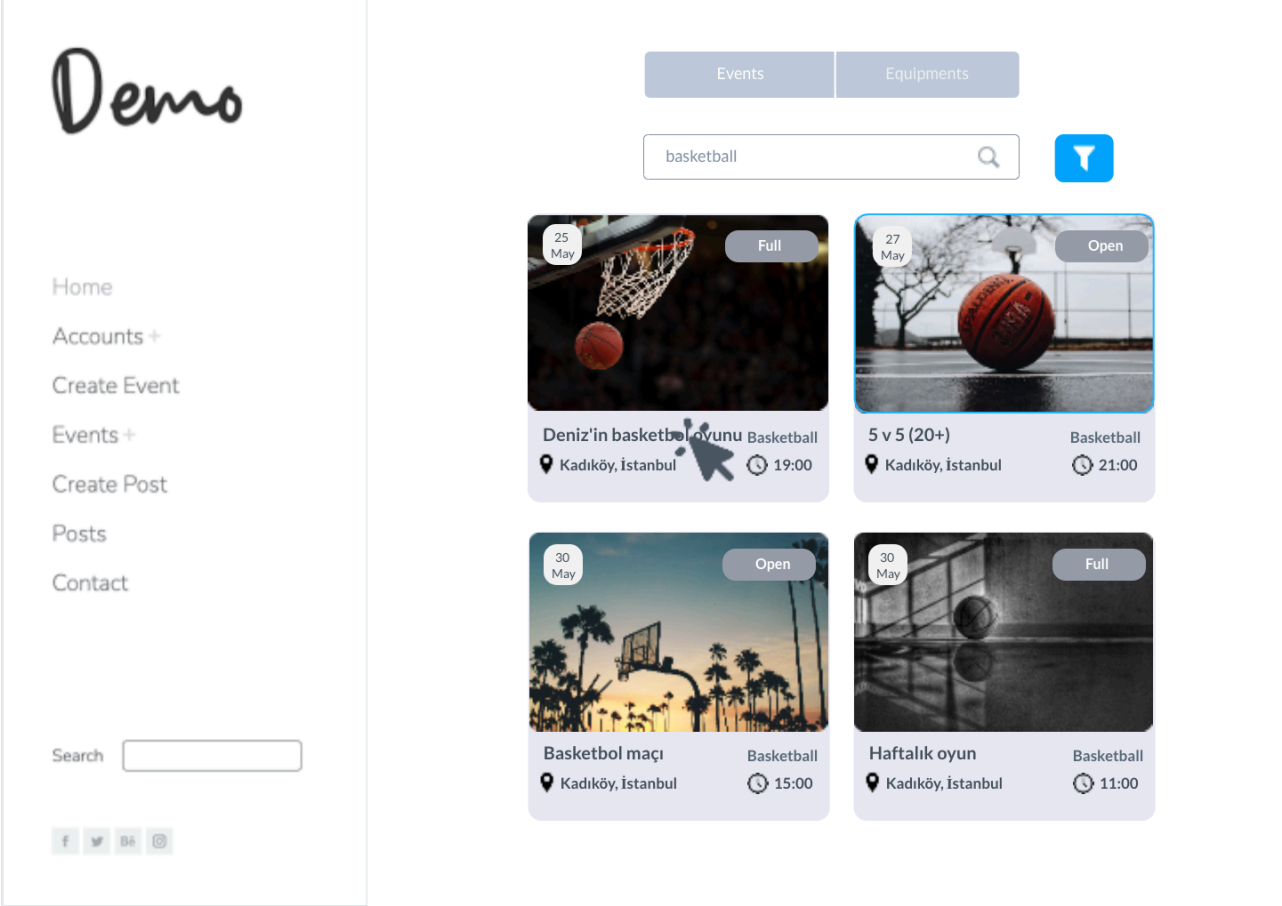


5. He filters the posts to find better results. He wants to find a basketball game that will occur in Kadıköy at this weekend.


Demo
Home
Accounts +
Create Event
Events +
Create Post
Posts
Contact
Search
Events
Equipme
basketball
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,
FILTER
CLEAN
Age
Sport Type
Date
Location
Status

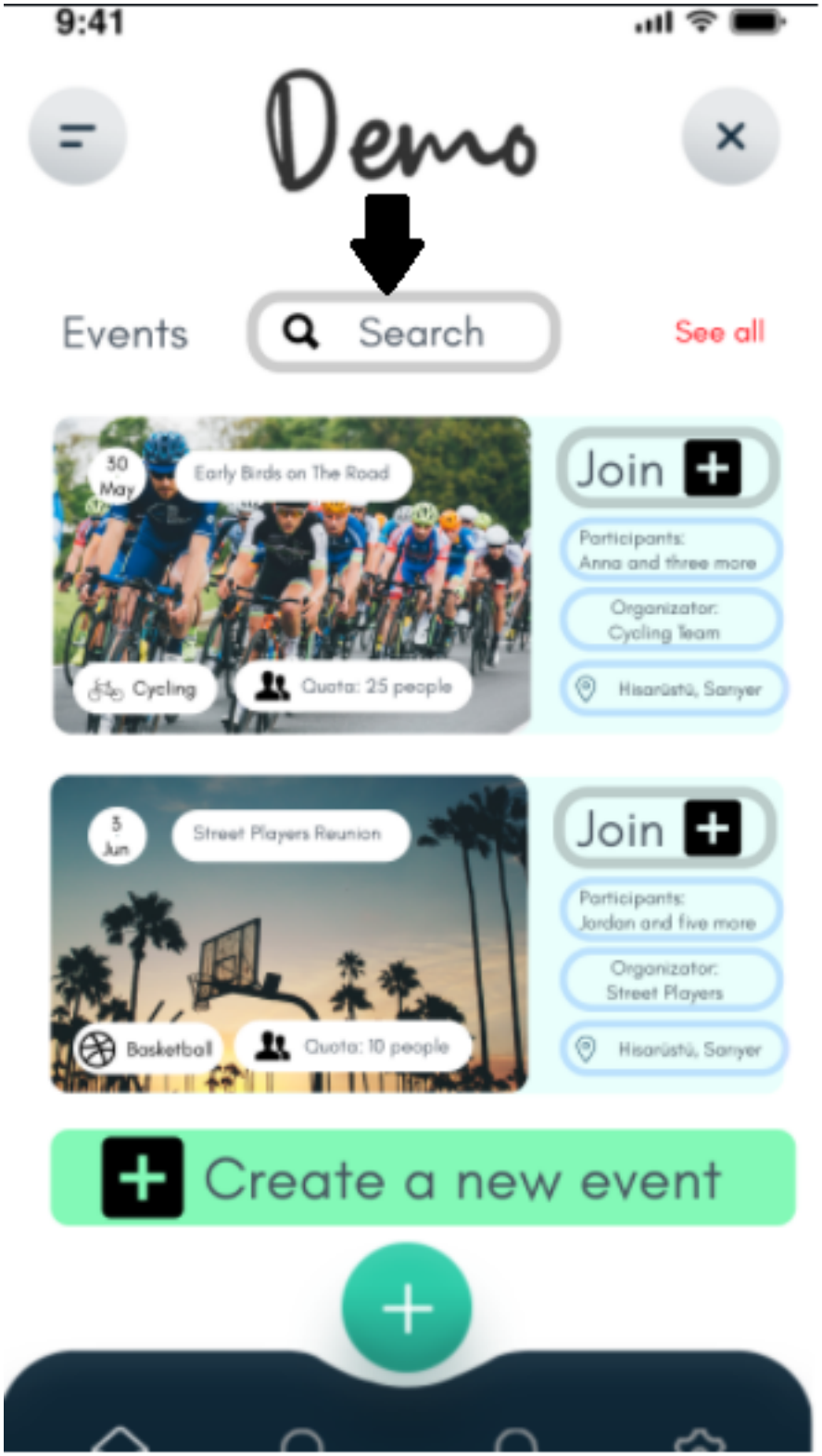

Demo
Home
Accounts +
Create Event
Events +
Create Post
Posts
Contact
Search
Events
Equipme
basketball
21 May
Full
Ali'nin basketbol oyunu
Basketball
Üsküdar, İstanbul
19:00
22 May
İyi oyuncu
Üsküdar,
21 May
Open
3 vs 3
Basketball
Üsküdar, İstanbul
15:00
21 May
Basketbol
Üsküdar,
FILTER
CLEAN
Age
Sport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

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

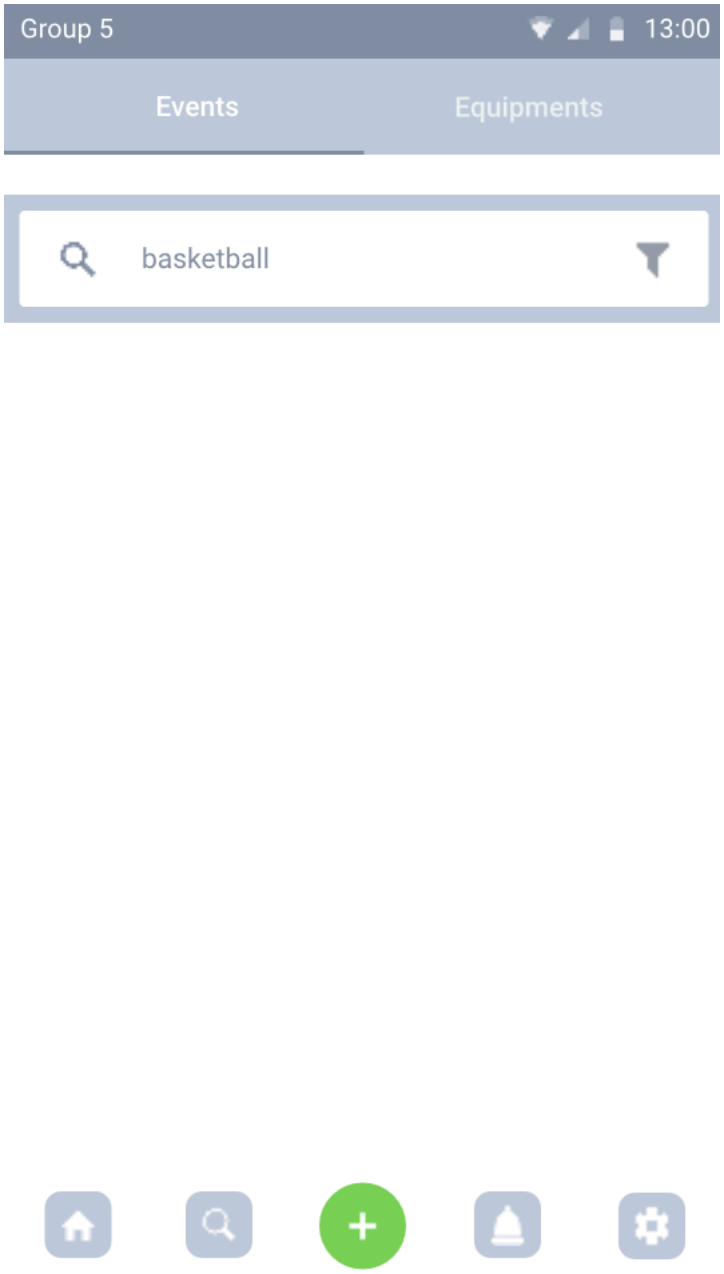


Mobile

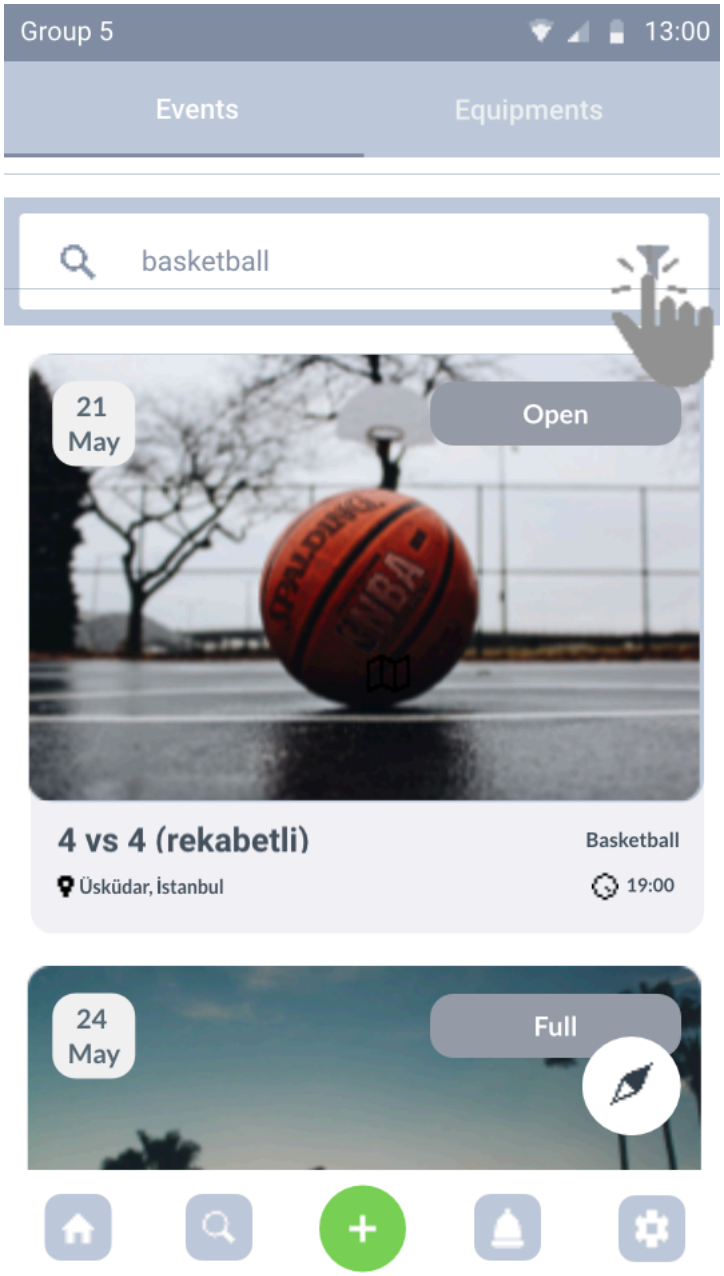
1. Ali clicks the application then the home page is shown on the screen.
2. He clicks the event search page to discover events.



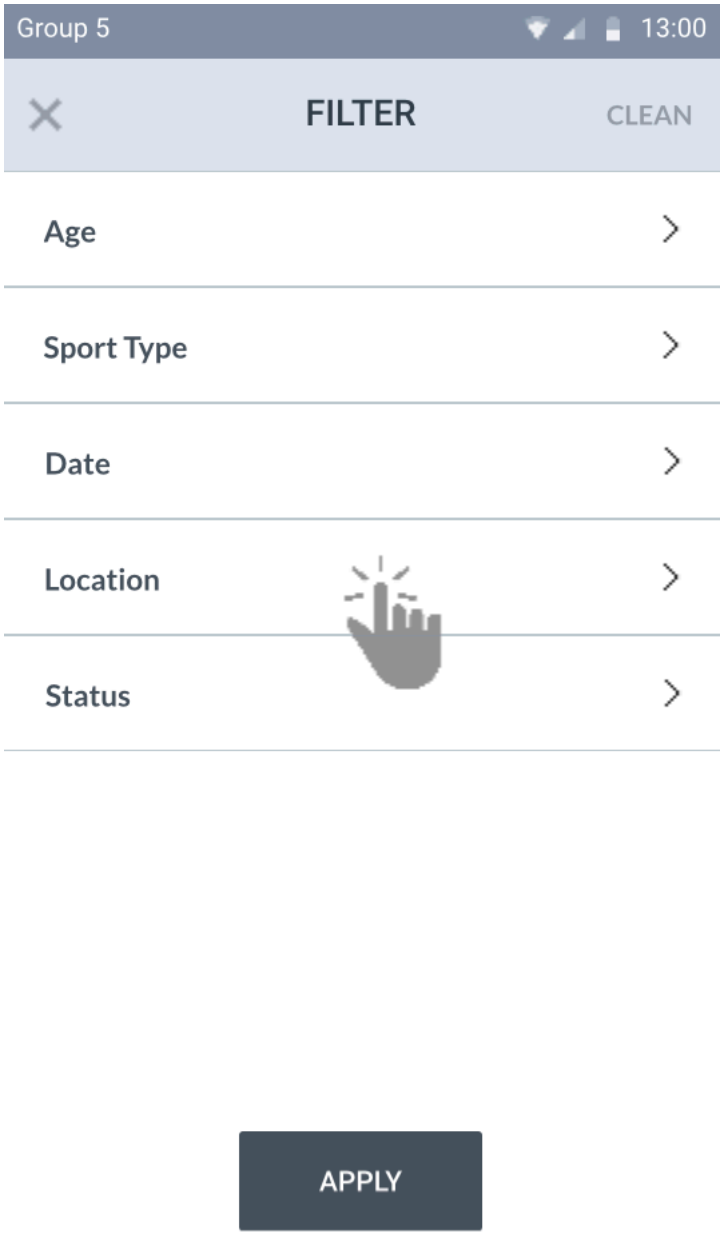
3. On the search page, there is a button to go to map to search events and also a search bar to type the keywords of a requested event. Ali uses search bar and types basketball.

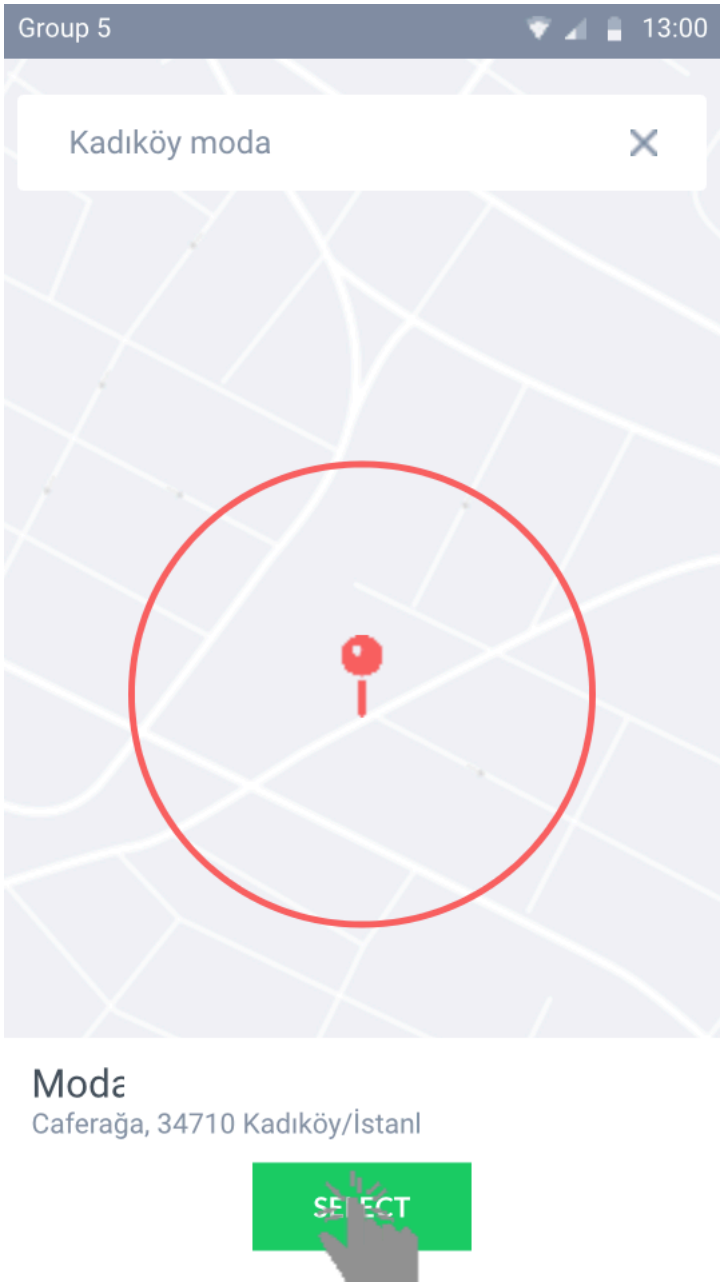


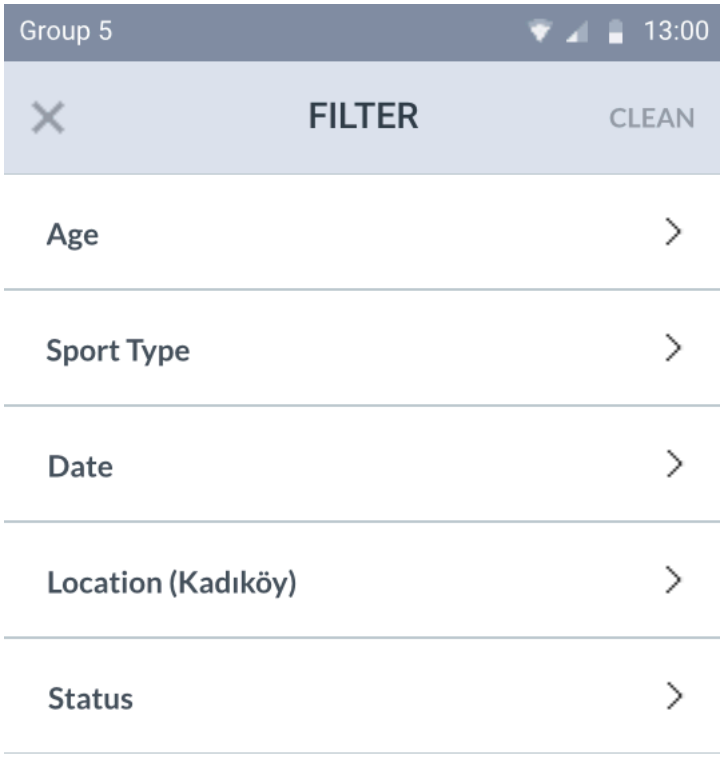
4. List of basketball events from random locations are listed.



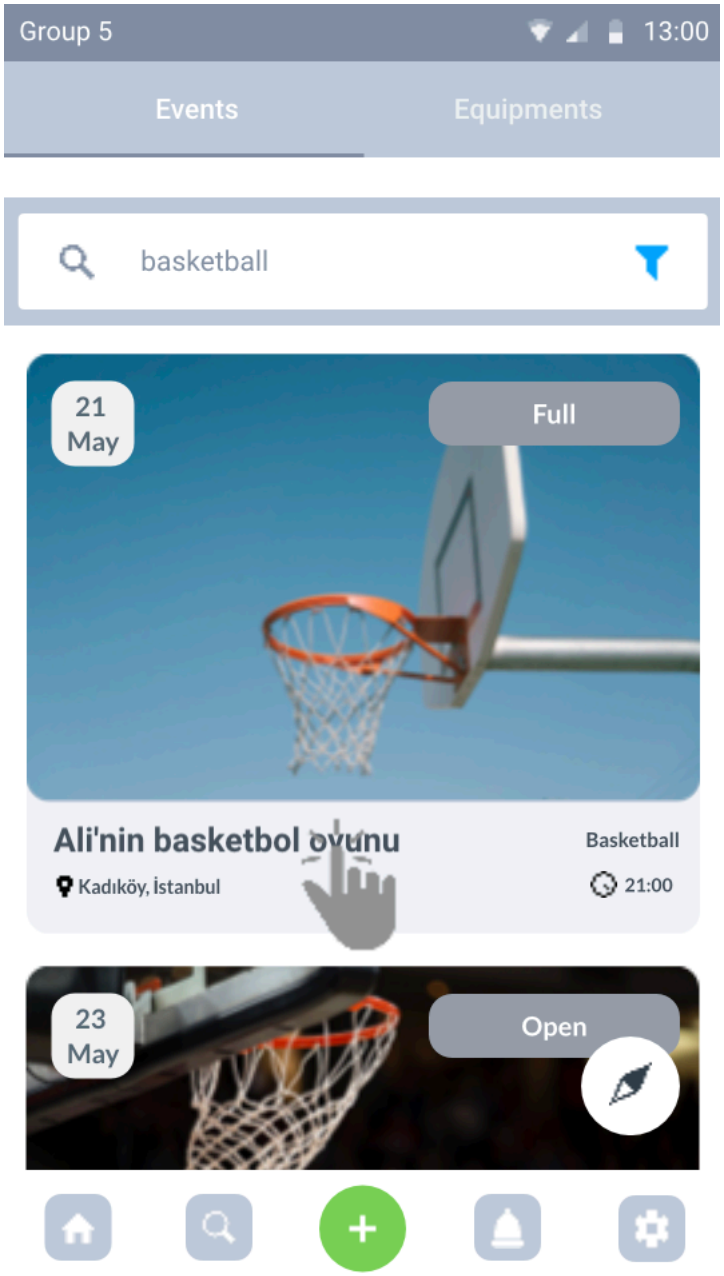
5. He filters the posts to find better results. He wants to find a basketball game that will occur in Kadıköy at this weekend.


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.

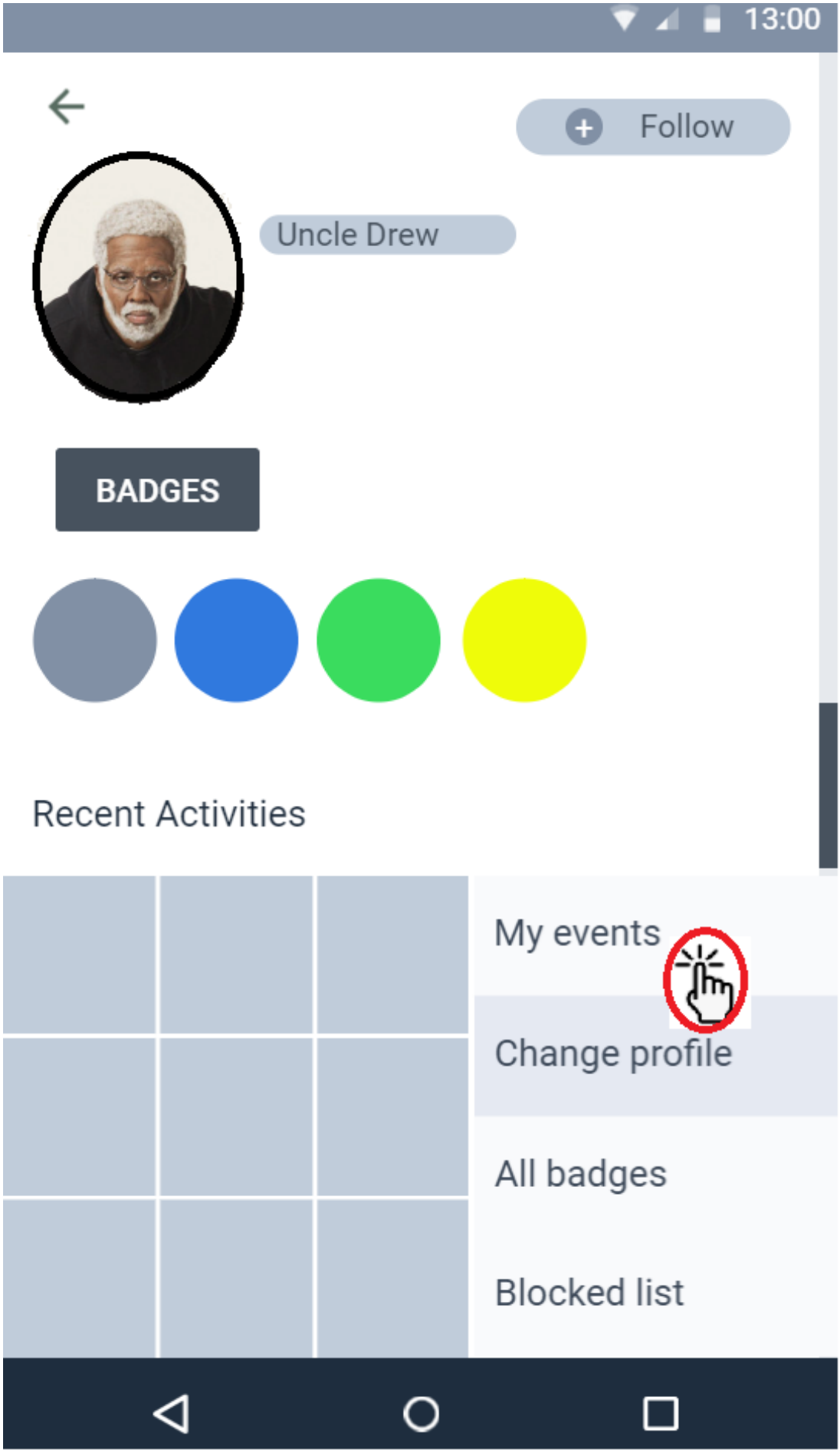
8. He finishes approving all his 3 old friends' requests. He wonders the participant analytics as he haven't heard from them for a while. He clicks the View Participant Analytics button.
9. He views the statistics about the participants of the event in this page.
10. With the joy of reuniting with his 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.

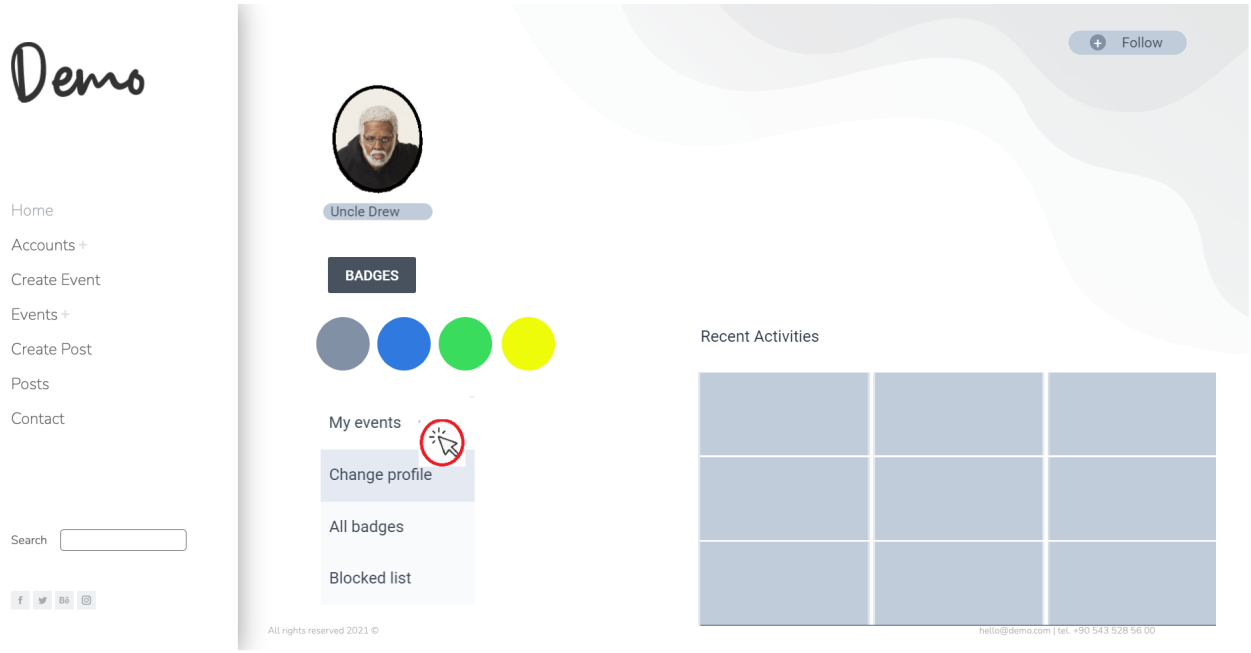
Acceptance Criteria

- **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, 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** 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.

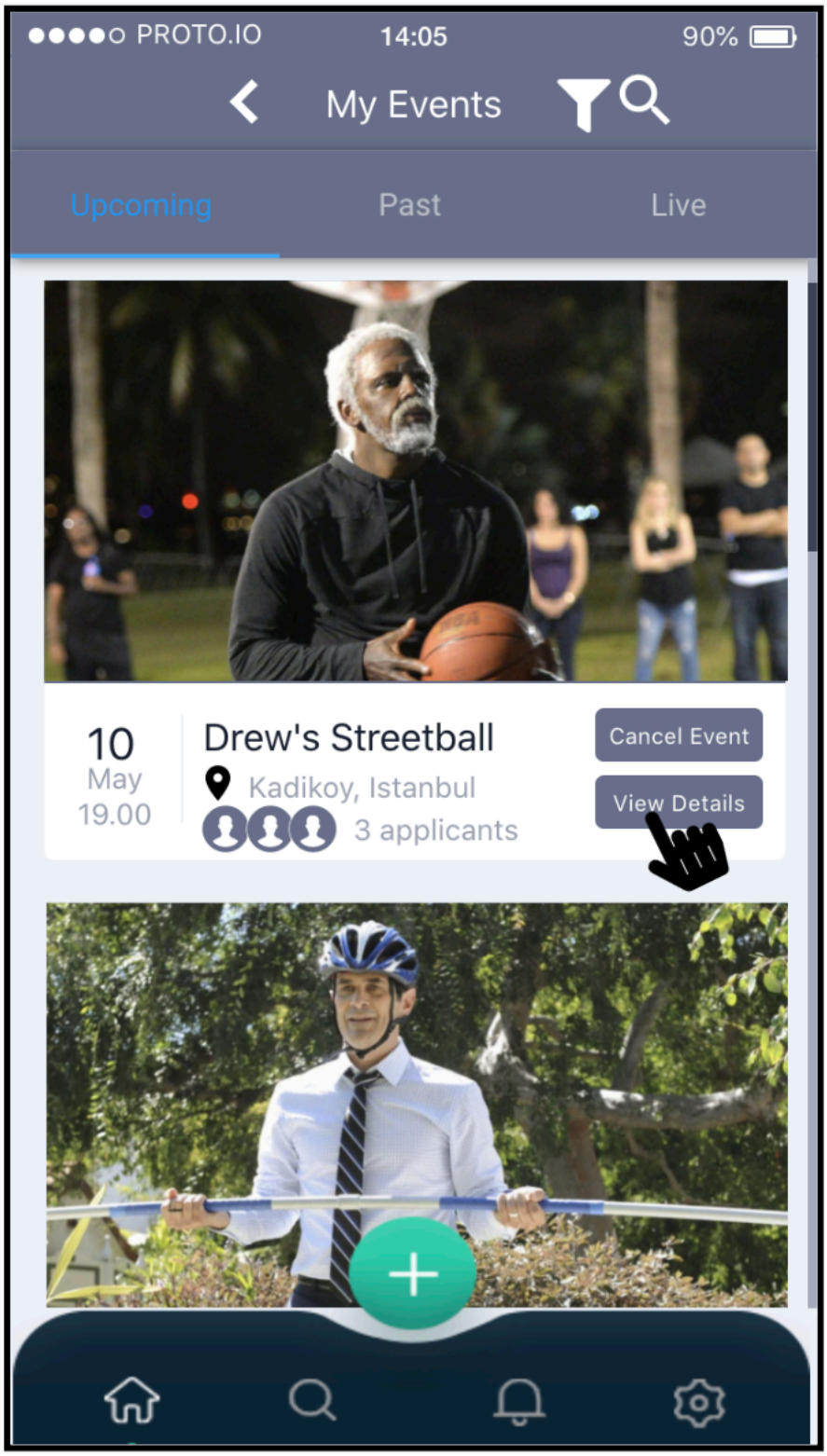
Mockup

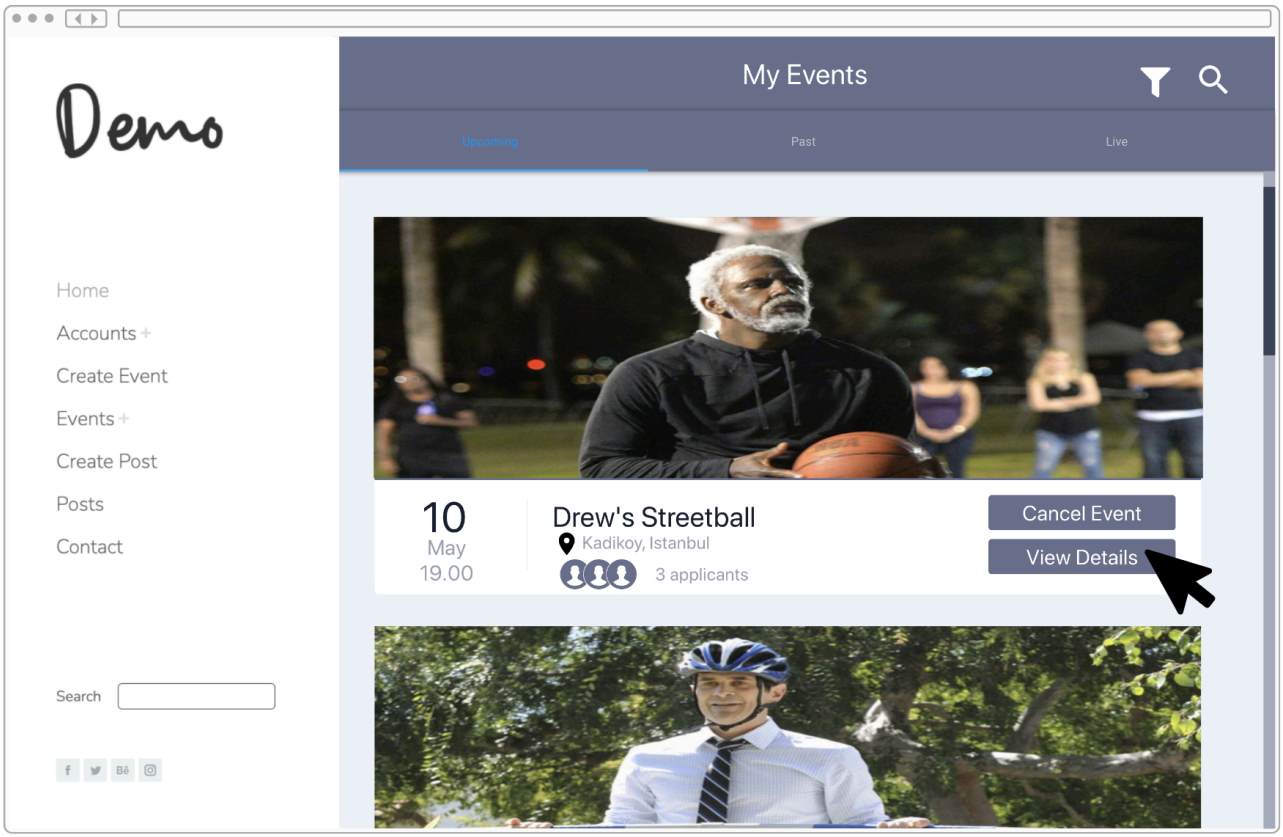
1. From his profile page, he goes to My Events tab. He can view the events he has created so far in this page.


13:00
Follow
Uncle Drew
BADGES
Recent Activities
My events
Change profile
All badges
Blocked list

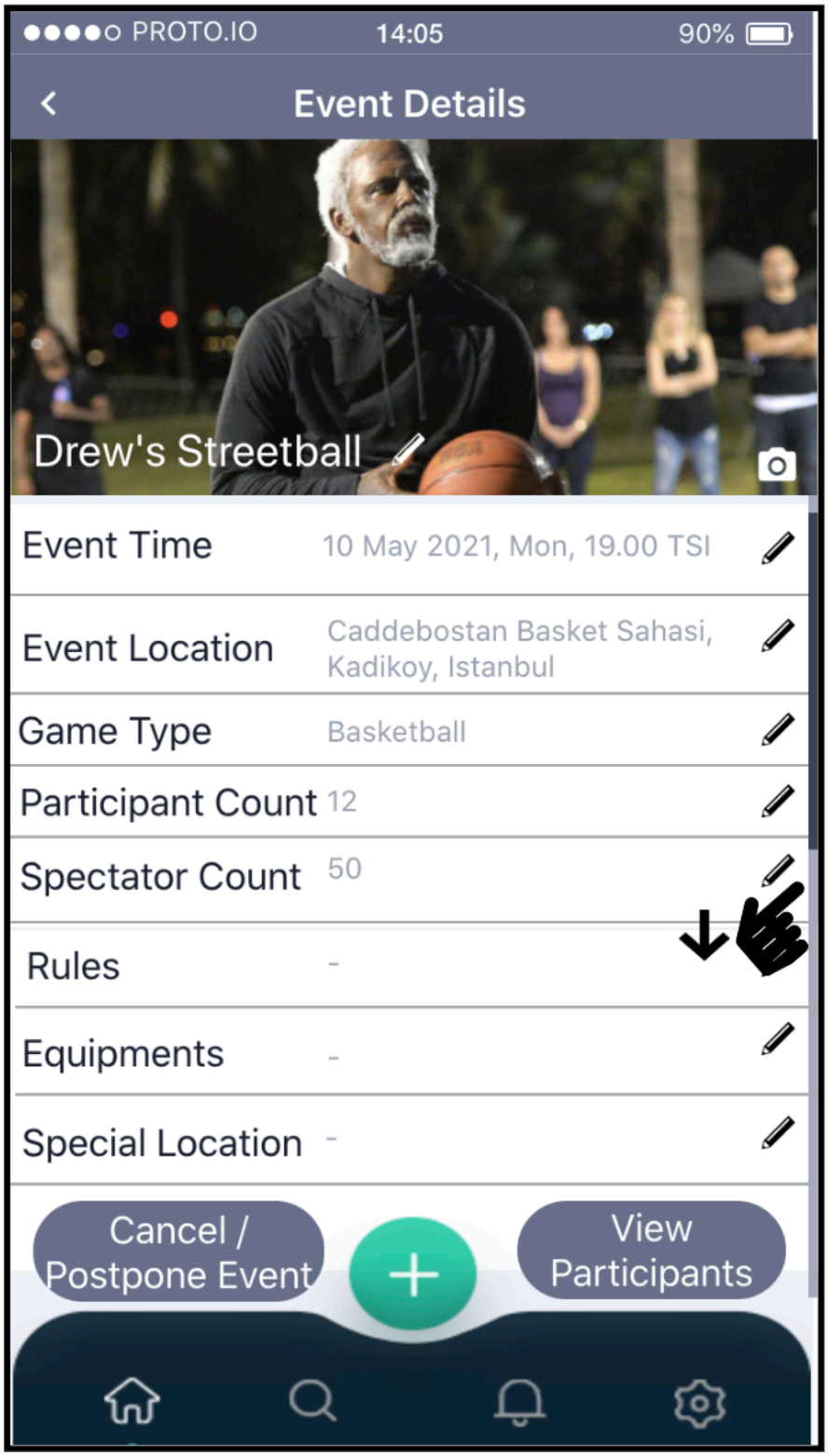


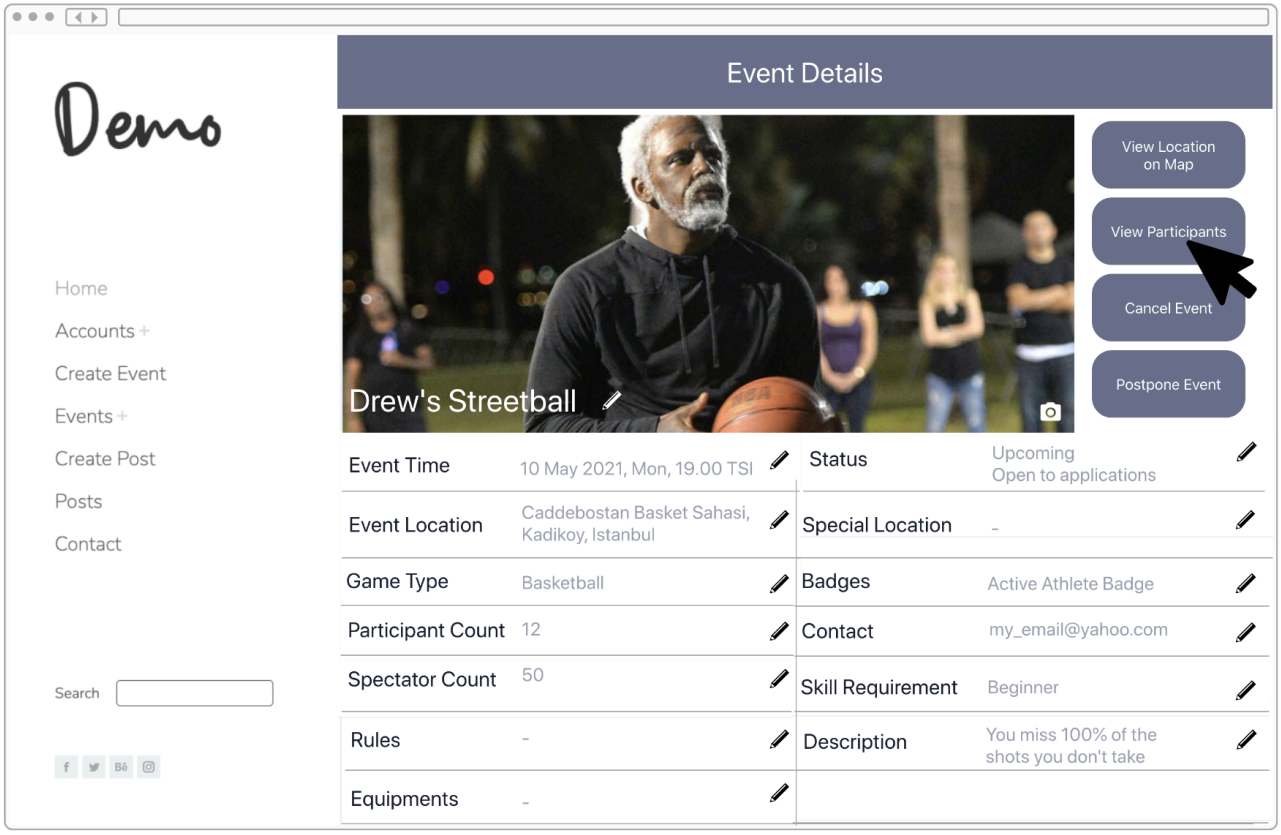
2. He clicks the View Details button of the event called "Drew's Streetball".


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

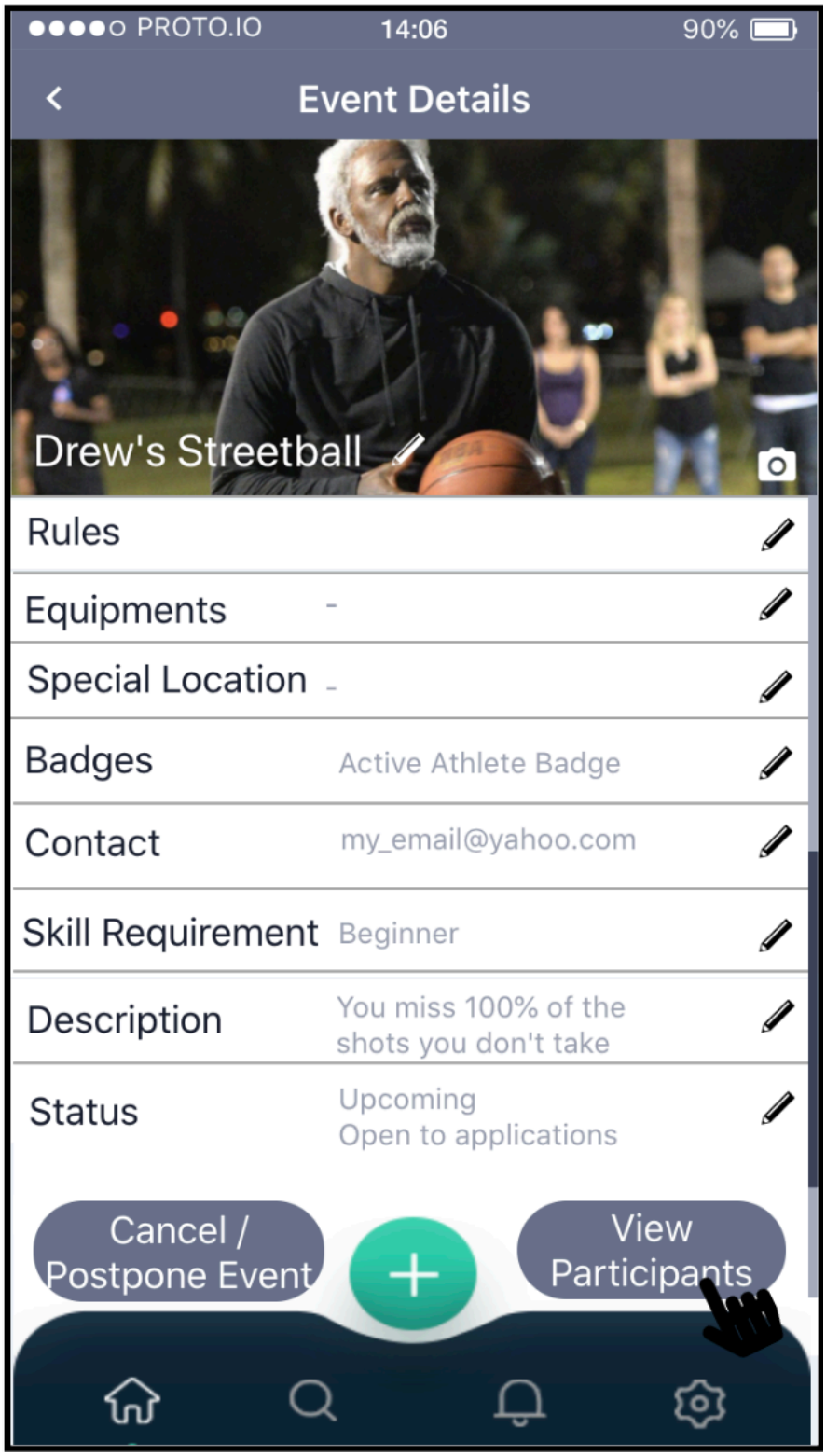


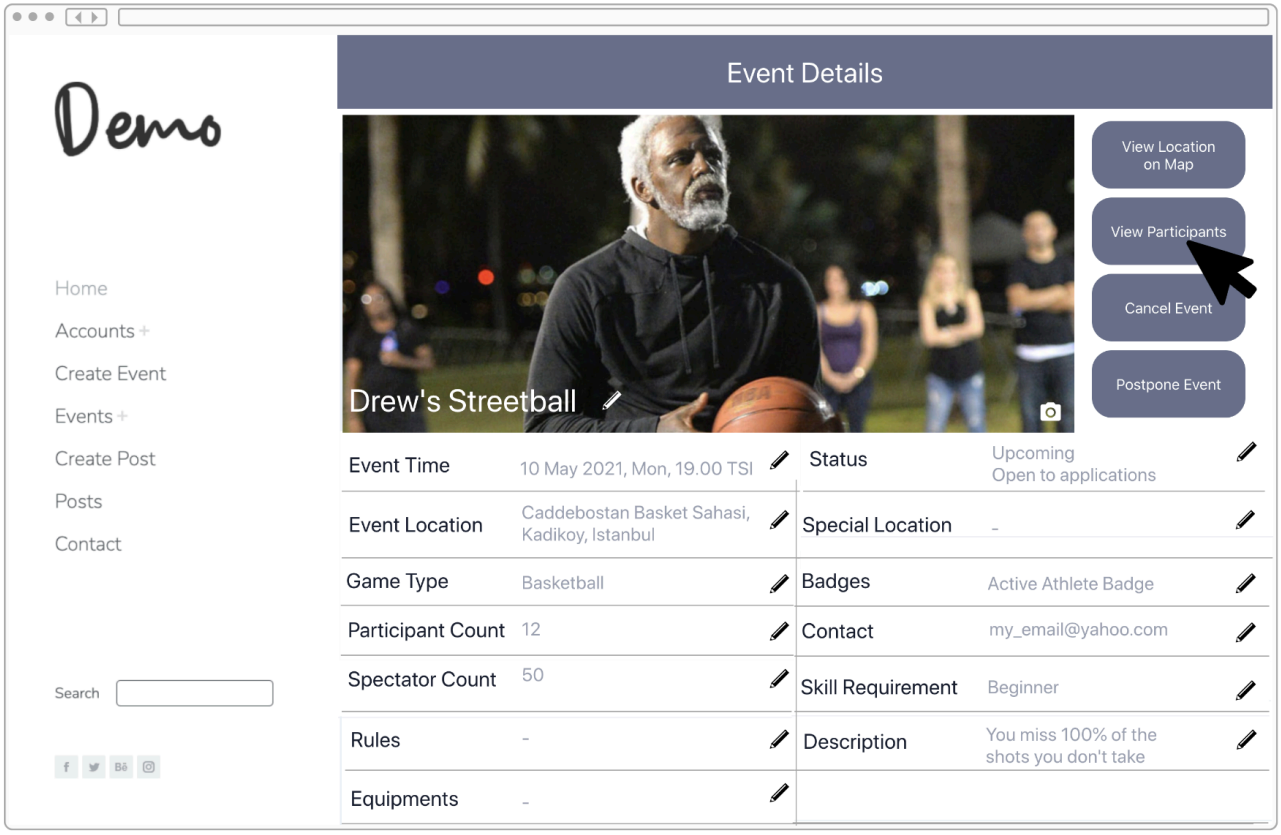
3. He views the event details here. There is nothing he wishes to change but he scrolls down to check if there are any problems. (There is no scroll for web, all details are shown in a single page)


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

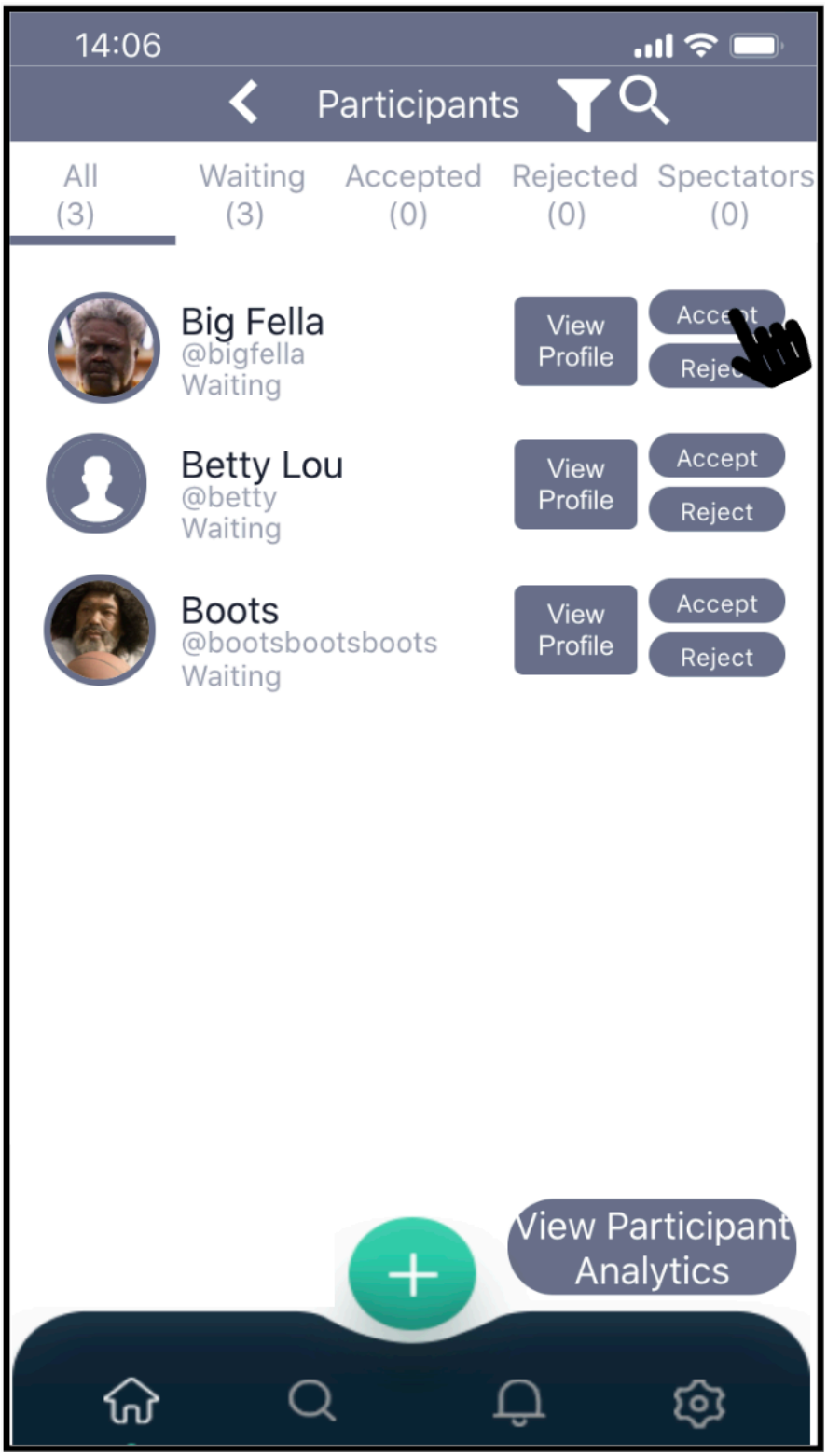


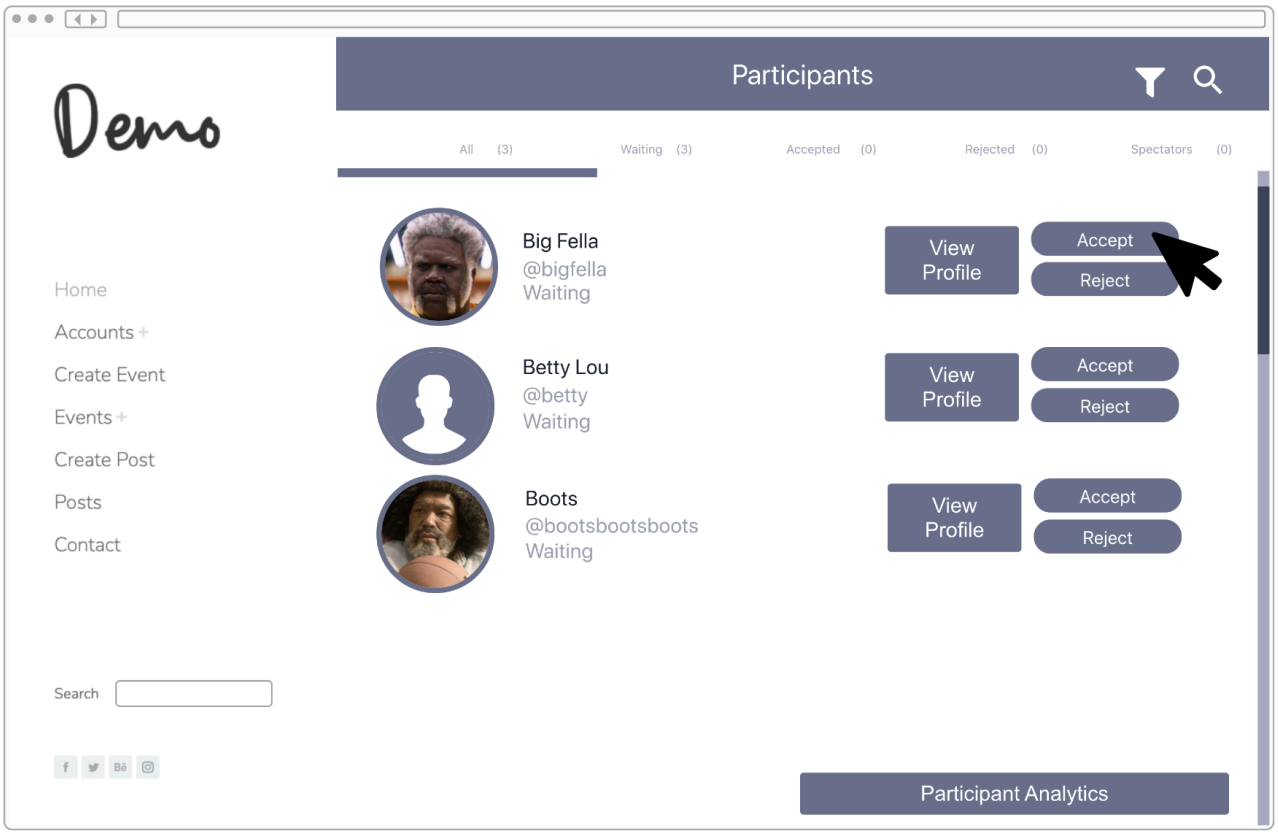
4. He wants to see the participants. So he clicks the View Participants button.


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

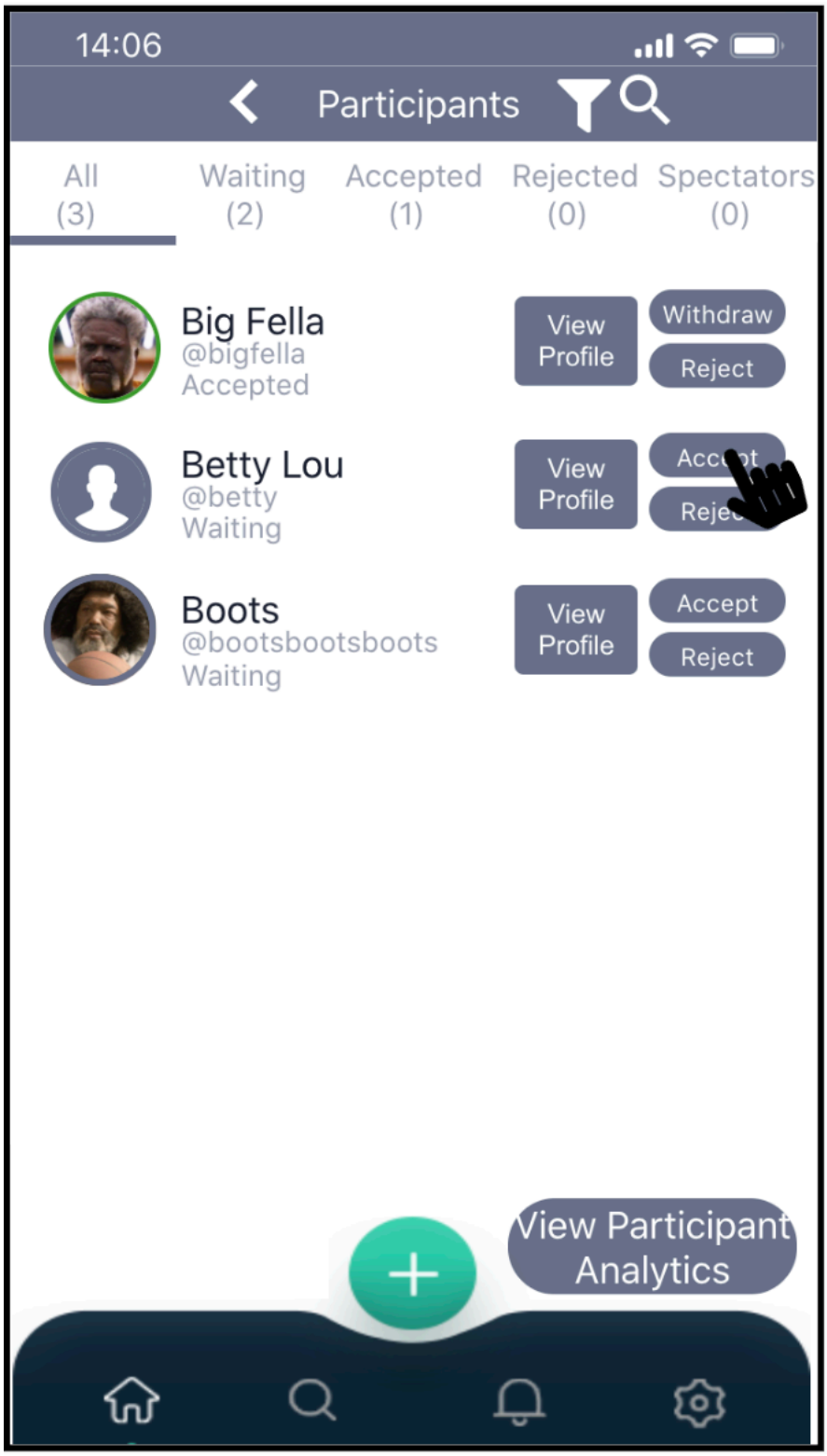


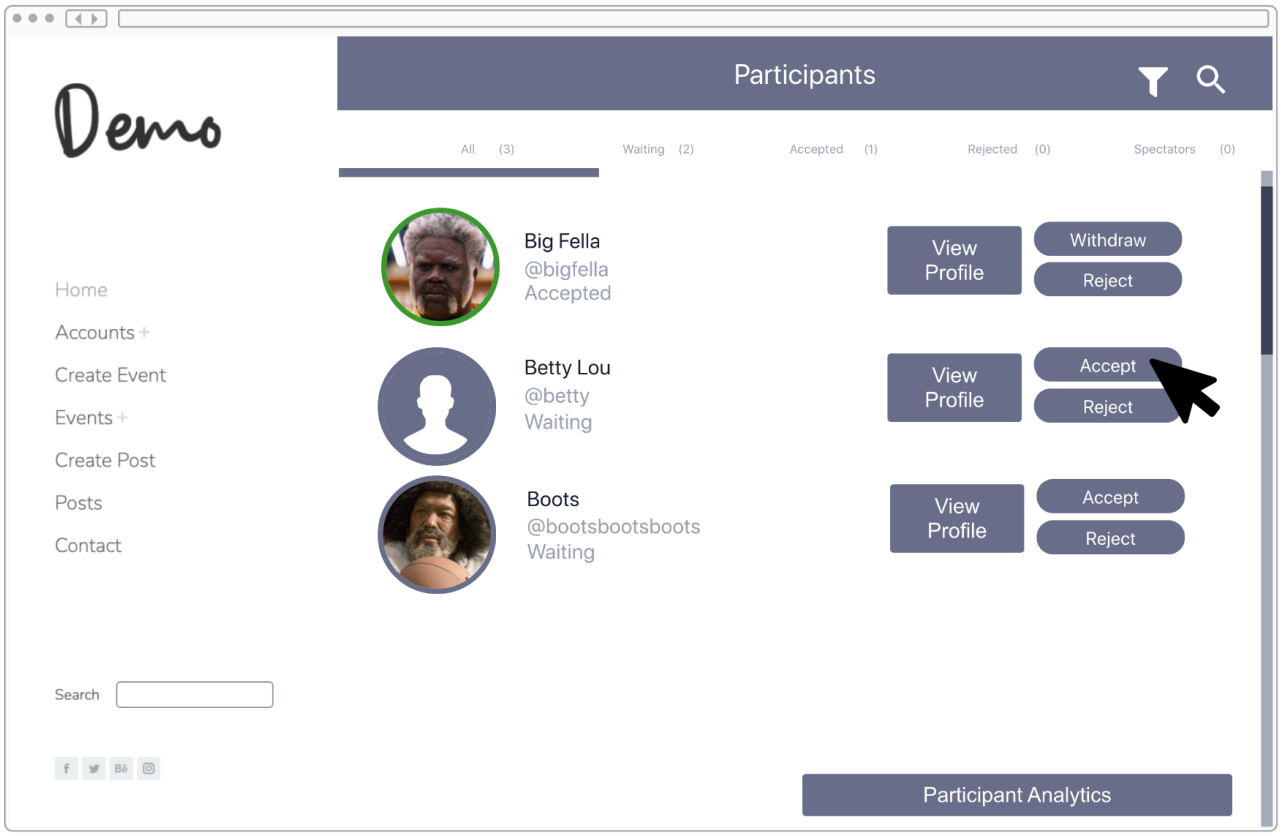
5. He is in the Participants page. There are no selected participants yet and there are 3 applicants. The applicants are listed with their profile pictures, names and usernames. He sees that all 3 applicants are his old friends. He starts approving.


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 Participant Analytics

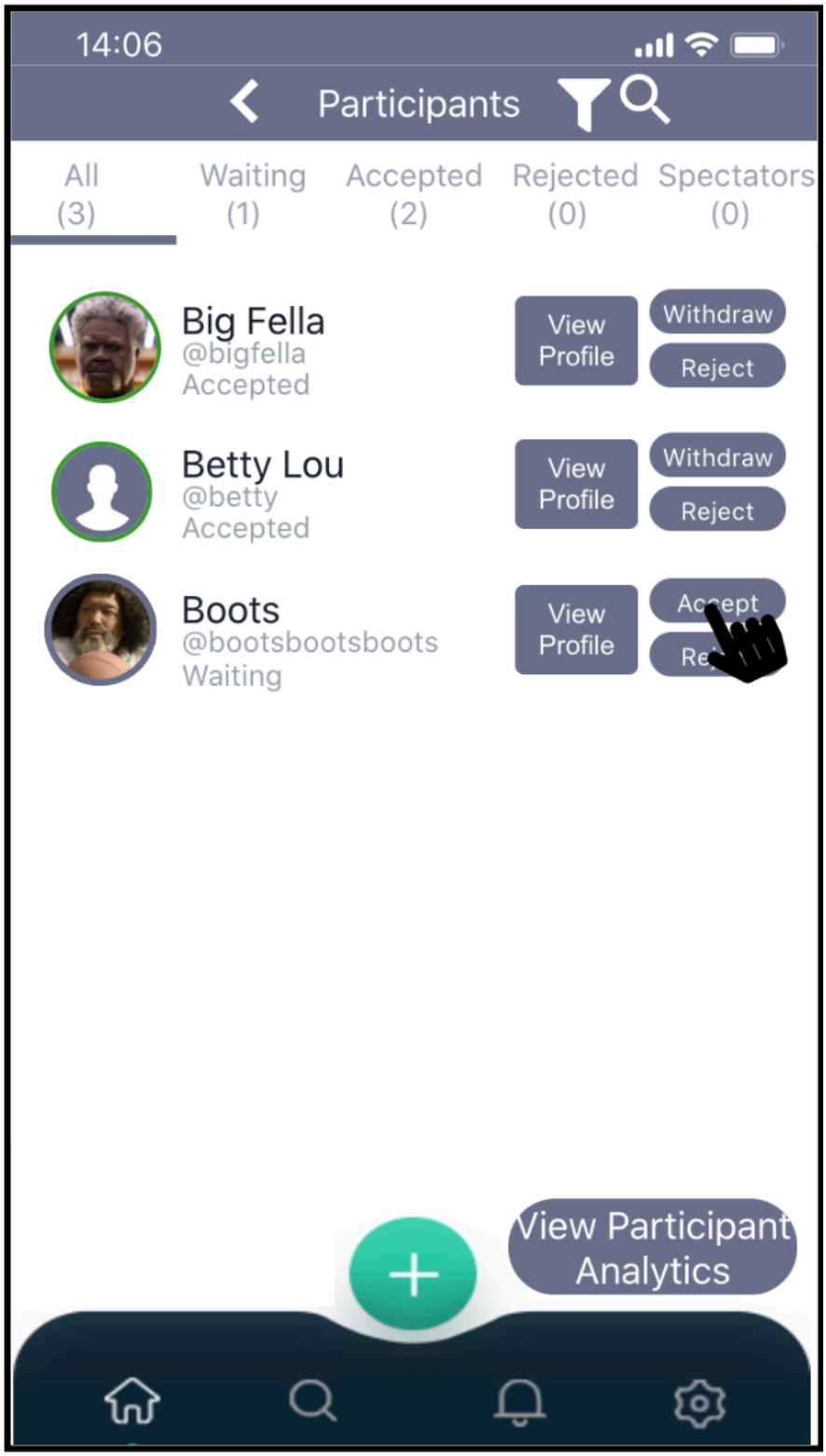


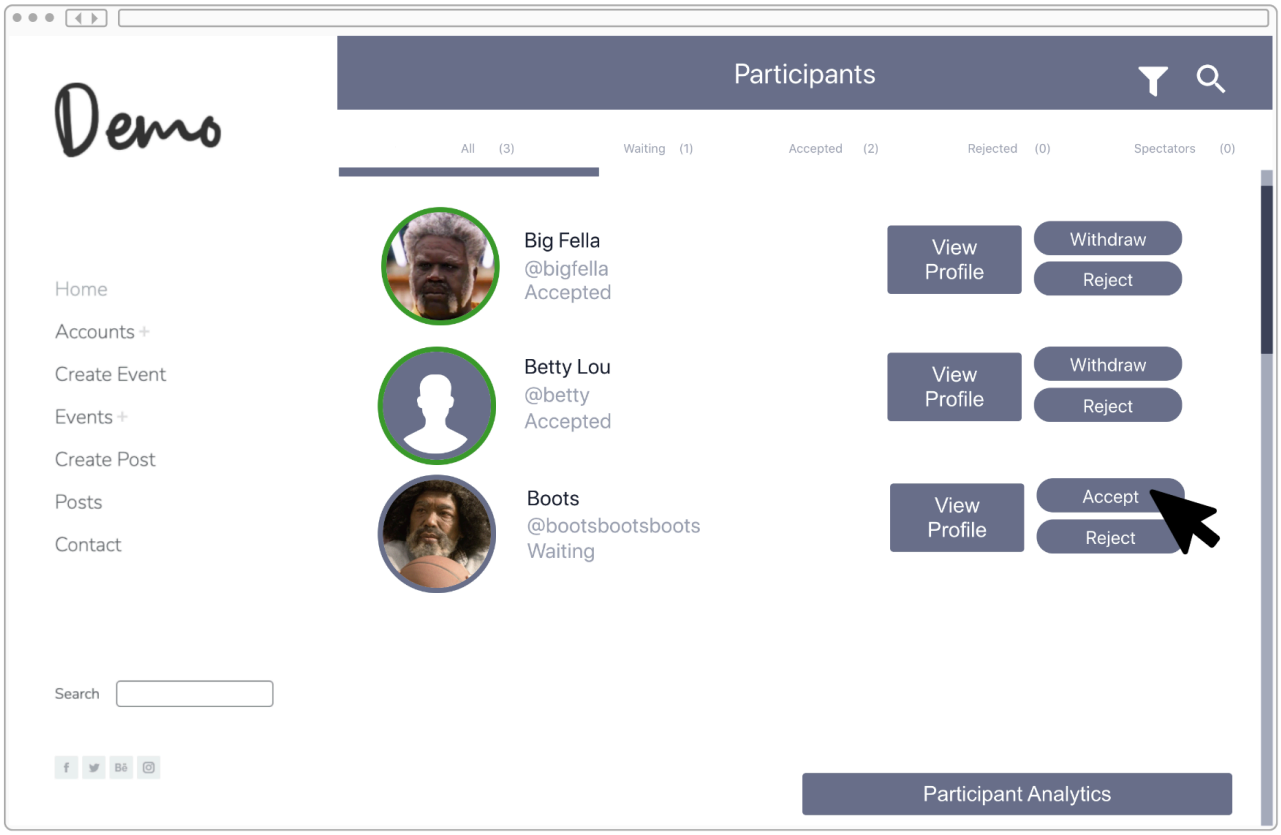
6. As he approves the applicants, the participant counts in the above bar change. Also, the accepted participants profile page border turns green and their event participation status below their username is updated.


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 Participant Analytics

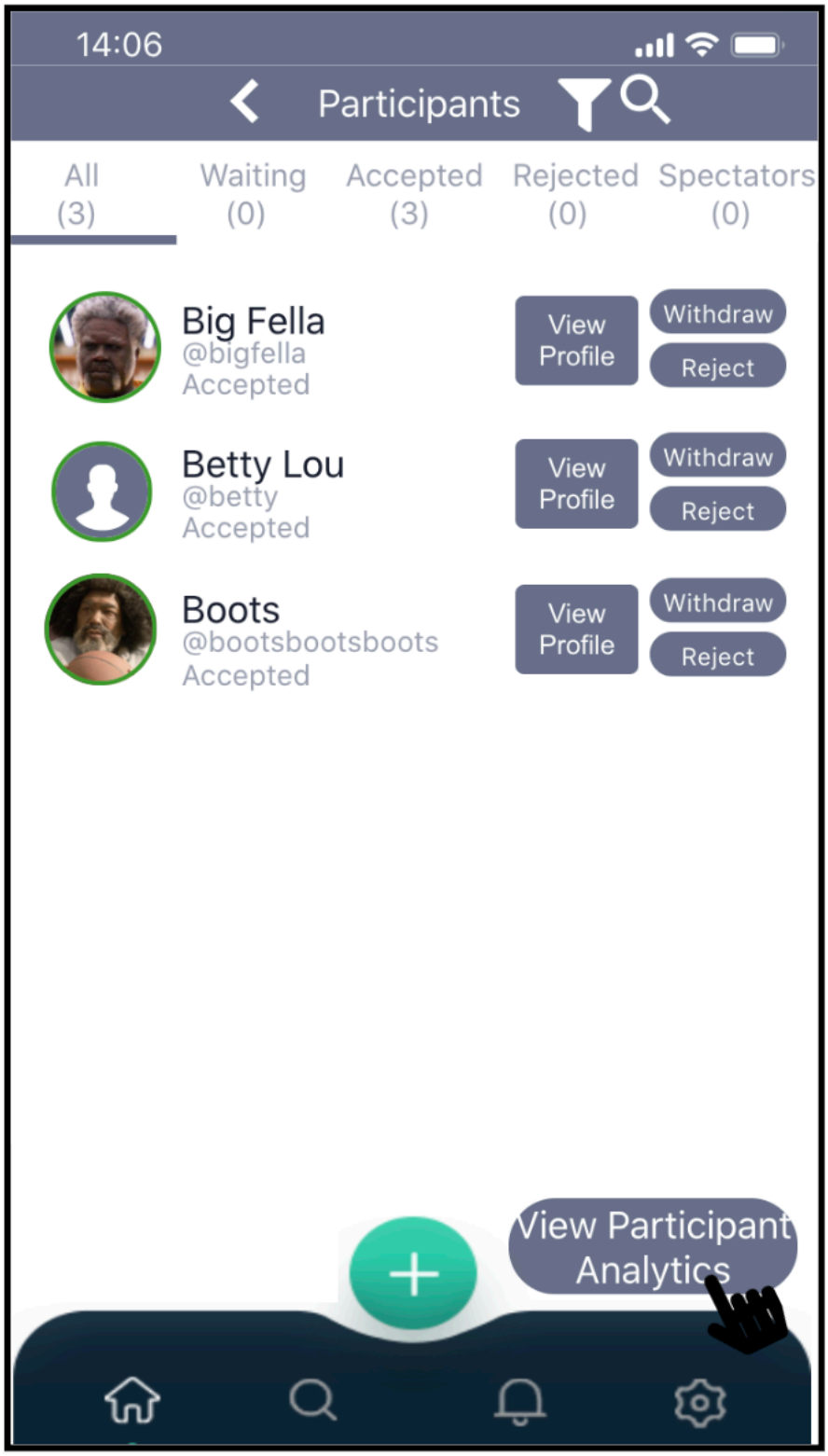


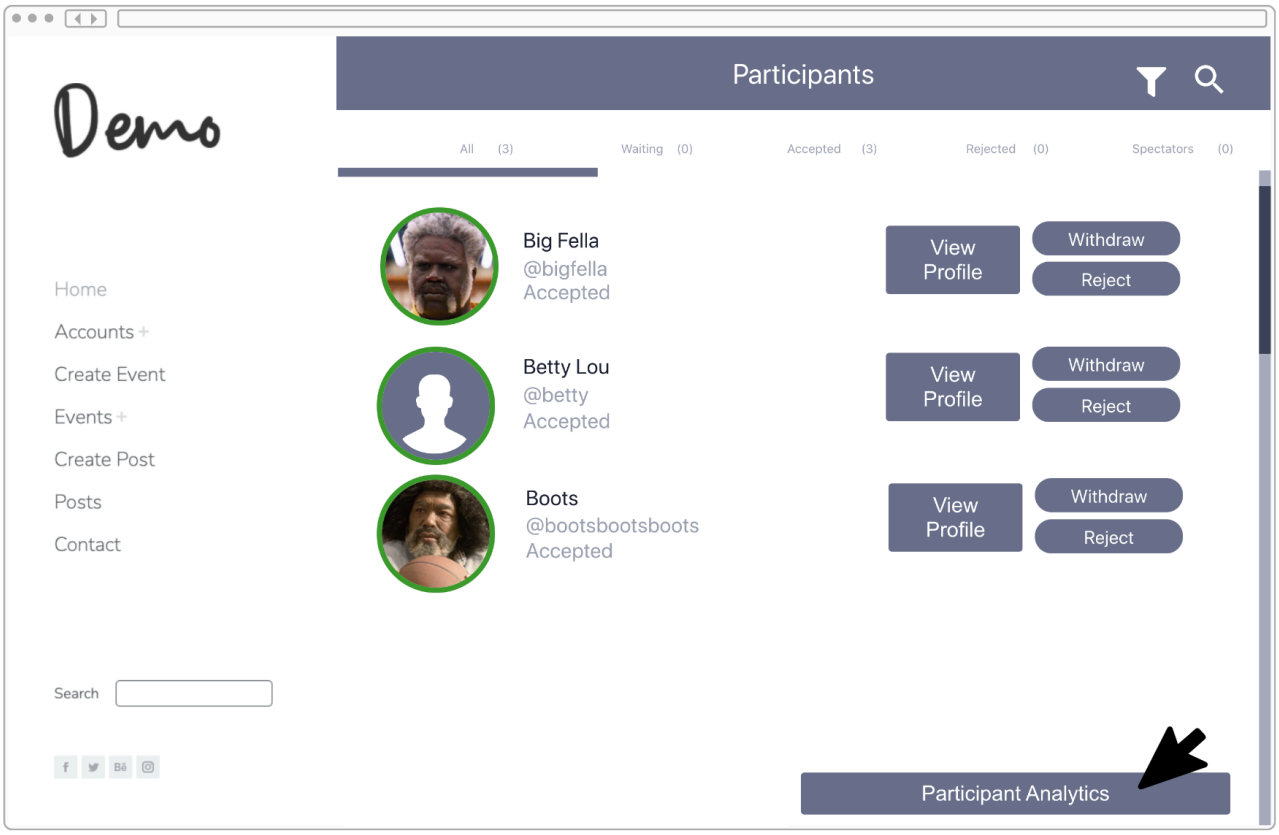
7. He continues to approve. For the approved applicants, the approve button changes to withdraw, which allows the event creator to take the user back to waiting state.


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
View Participant Analytics

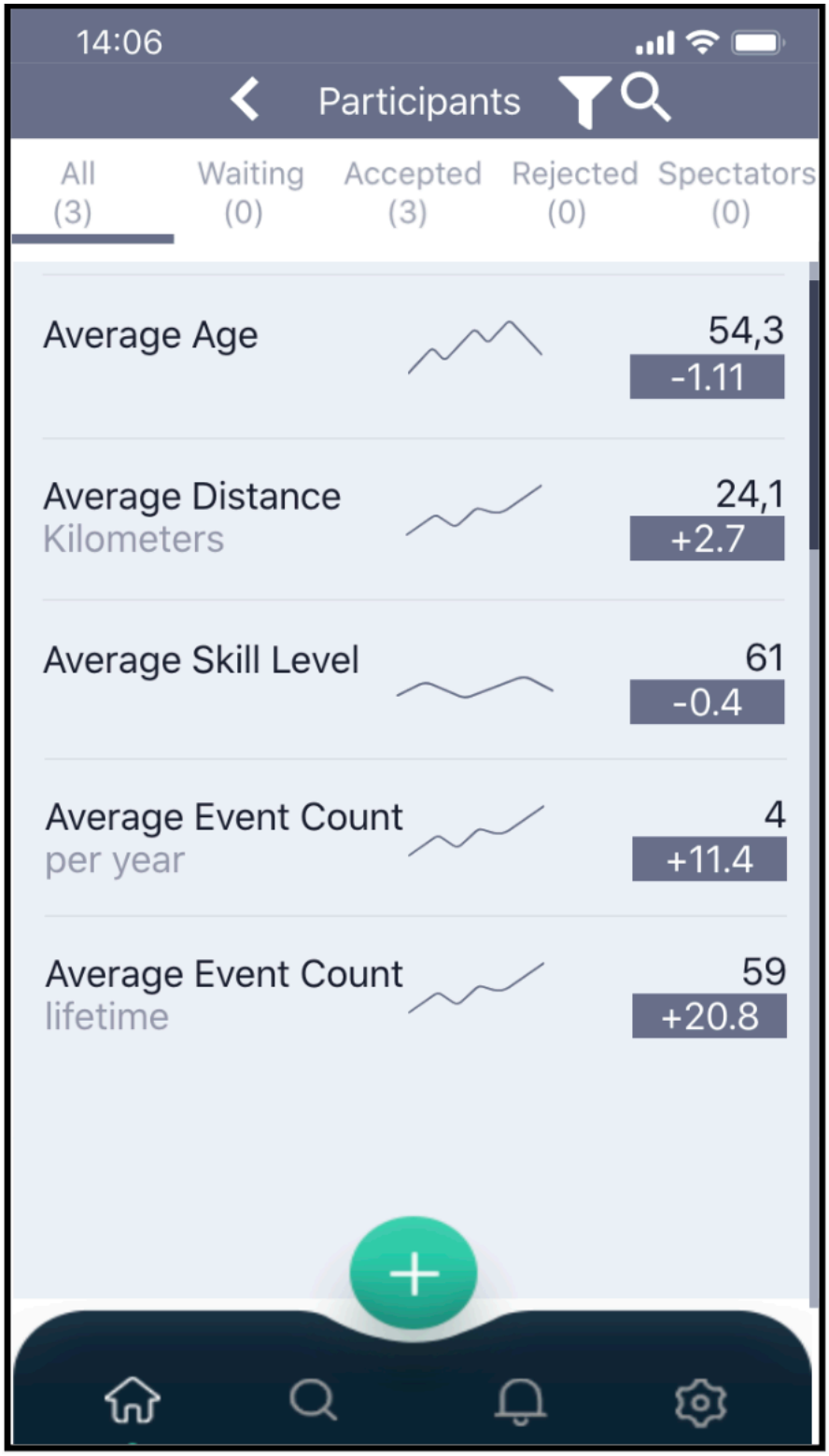


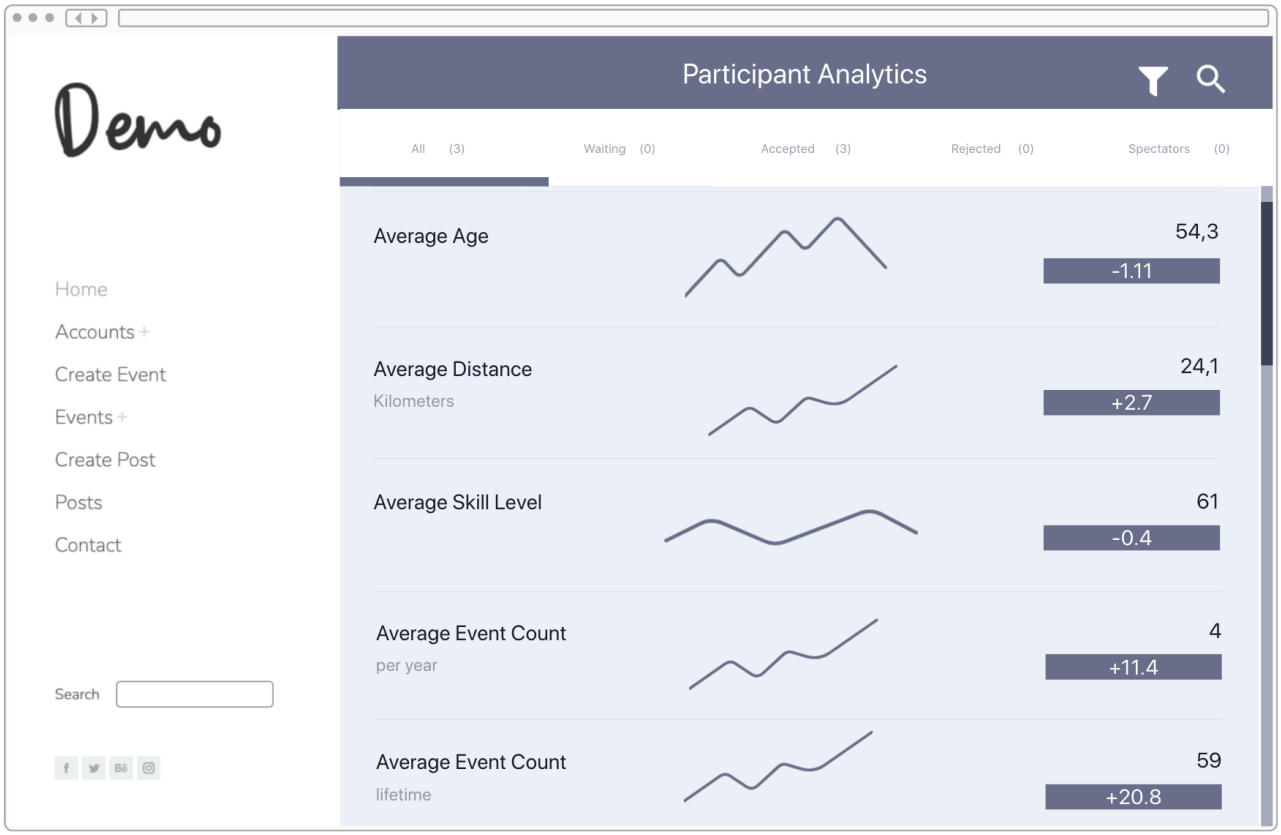
8. He finishes approving all his 3 old friends' requests. He wonders the participant analytics as he haven't heard from them for a while. He clicks the View Participant Analytics button.


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 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.

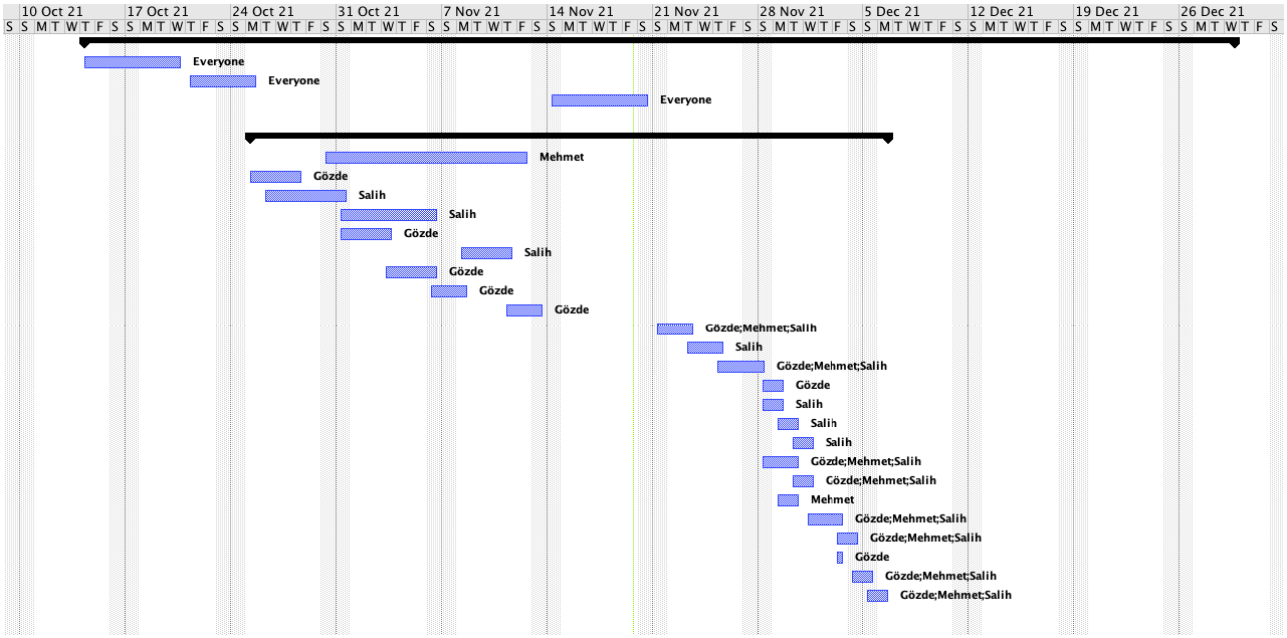
2.4. Project Plan, Communication Plan, RAM

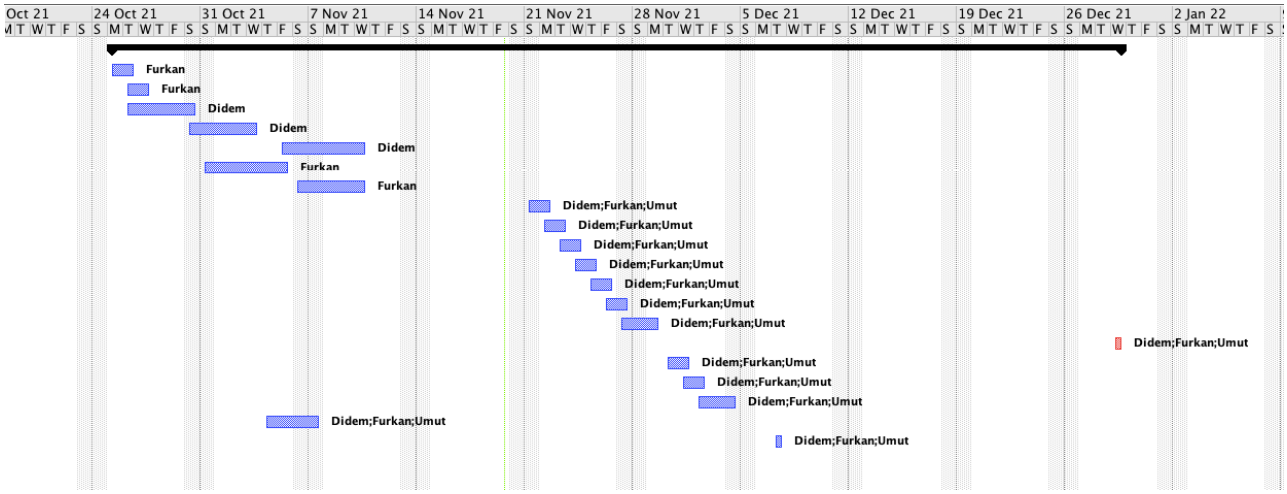
Project Plan

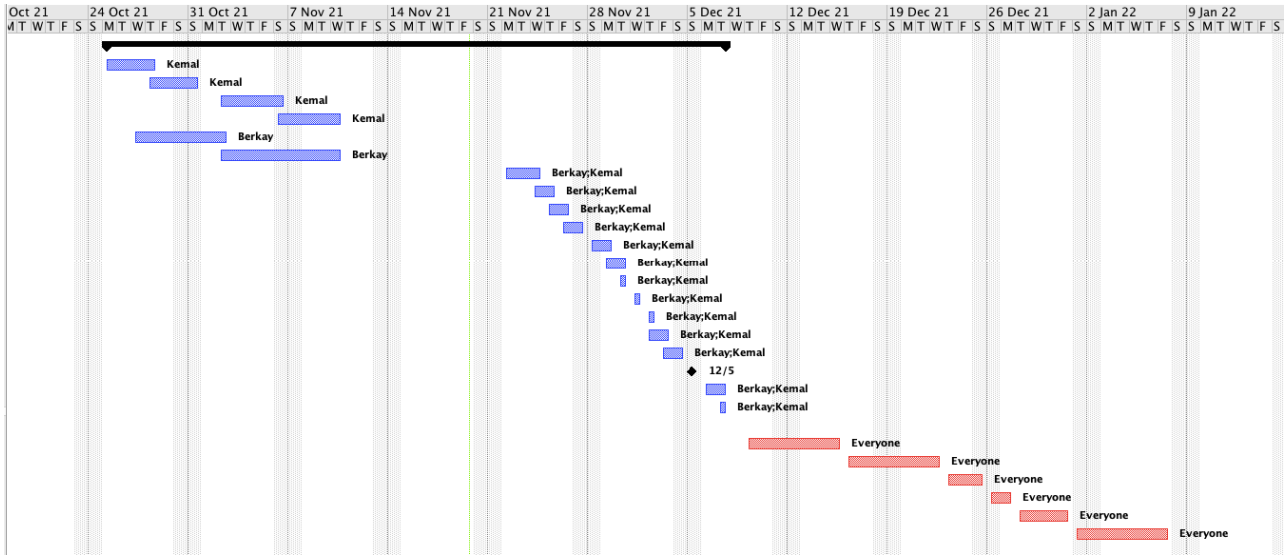
	Name	Duration	Start	Finish	Predecessors	Resource Names
86	**CMPE451**	55 days?	**10/14/21 8:00 AM**	**12/29/21 5:00 PM**		
87	Review CMPE352	7 days?	10/14/21 8:00 AM	10/20/21 5:00 PM		Everyone
88	Deciding to technology (for database, backend, frontend and anc	5 days?	10/21/21 8:00 AM	10/25/21 5:00 PM		Everyone
89	Milestone 1	7 days?	11/14/21 8:00 AM	11/20/21 5:00 PM		Everyone
90	**Backend**	31 days?	**10/25/21 8:00 AM**	**12/6/21 5:00 PM**		
91	login, logout, sign up, forgot password	14 days?	10/30/21 8:00 AM	11/12/21 5:00 PM		Mehmet
92	event creation	4 days?	10/25/21 8:00 AM	10/28/21 5:00 PM		Gözde
93	postpone	6 days?	10/26/21 8:00 AM	10/31/21 5:00 PM		Salih
94	delete event post	7 days?	10/31/21 8:00 AM	11/6/21 5:00 PM		Salih
95	update event post information	4 days?	10/31/21 8:00 AM	11/3/21 5:00 PM		Gözde
96	event participants (participant selection)	4 days?	11/8/21 8:00 AM	11/11/21 5:00 PM		Salih
97	equipment post creation	4 days?	11/3/21 8:00 AM	11/6/21 5:00 PM		Gözde
98	delete equipment post	3 days?	11/6/21 8:00 AM	11/8/21 5:00 PM		Gözde
99	update equipment post information	3 days?	11/11/21 8:00 AM	11/13/21 5:00 PM		Gözde
100	search, filter, sort posts	2 days?	11/21/21 8:00 AM	11/23/21 5:00 PM		Gözde;Mehmet;Salih
101	spectate	3 days?	11/23/21 8:00 AM	11/25/21 5:00 PM		Salih
102	write event post comment	2 days?	11/25/21 8:00 AM	11/28/21 11:00 AM		Gözde;Mehmet;Salih
103	view event details	2 days?	11/28/21 8:00 AM	11/29/21 5:00 PM		Gözde
104	participant analytics	2 days?	11/28/21 8:00 AM	11/29/21 5:00 PM		Salih
105	aply to event	2 days?	11/29/21 8:00 AM	11/30/21 5:00 PM		Salih
106	event analytics	2 days?	11/30/21 8:00 AM	12/1/21 5:00 PM		Salih
107	homepage	2 days?	11/28/21 8:00 AM	11/30/21 5:00 PM		Gözde;Mehmet;Salih
108	event search	2 days?	11/30/21 8:00 AM	12/1/21 5:00 PM		Gözde;Mehmet;Salih
109	update user profile information	2 days?	11/29/21 8:00 AM	11/30/21 5:00 PM		Mehmet
110	equipment search	3 days?	12/1/21 8:00 AM	12/3/21 5:00 PM		Gözde;Mehmet;Salih
111	write equipment comment	1 day?	12/3/21 8:00 AM	12/4/21 5:00 PM		Gözde;Mehmet;Salih
112	view equipment post detail	1 day?	12/3/21 8:00 AM	12/3/21 5:00 PM		Gözde
113	send badge	2 days?	12/4/21 8:00 AM	12/5/21 5:00 PM		Gözde;Mehmet;Salih
114	send notification	2 days?	12/5/21 8:00 AM	12/6/21 5:00 PM		Gözde;Mehmet;Salih

115	**Frontend**	48 days?	**10/25/21 8:00 AM**	**12/29/21 5:00 PM**		
116	header	2 days?	10/25/21 8:00 AM	10/26/21 5:00 PM		Furkan
117	sidebar	2 days?	10/26/21 8:00 AM	10/27/21 5:00 PM		Furkan
118	login	5 days?	10/26/21 8:00 AM	10/30/21 5:00 PM		Didem
119	sign-up	5 days?	10/30/21 8:00 AM	11/3/21 5:00 PM		Didem
120	forget password	6 days?	11/5/21 8:00 AM	11/10/21 5:00 PM		Didem
121	search page (event&equipment)	6 days?	10/31/21 8:00 AM	11/5/21 5:00 PM		Furkan
122	search filter	5 days?	11/6/21 8:00 AM	11/10/21 5:00 PM		Furkan
123	event page	1 day?	11/21/21 8:00 AM	11/22/21 5:00 PM		Didem;Furkan;Umut
124	event creation	2 days?	11/22/21 8:00 AM	11/23/21 5:00 PM		Didem;Furkan;Umut
125	event edit	2 days?	11/23/21 8:00 AM	11/24/21 5:00 PM		Didem;Furkan;Umut
126	event participants	2 days?	11/24/21 8:00 AM	11/25/21 5:00 PM		Didem;Furkan;Umut
127	participant analytics	2 days?	11/25/21 8:00 AM	11/26/21 5:00 PM		Didem;Furkan;Umut
128	user profile	1 day?	11/26/21 8:00 AM	11/27/21 5:00 PM		Didem;Furkan;Umut
129	user profile edit	1 day?	11/27/21 8:00 AM	11/29/21 5:00 PM		Didem;Furkan;Umut
130	comments (event&equipment)	1 day?	12/29/21 8:00 AM	12/29/21 5:00 PM		Didem;Furkan;Umut
131	equipment post page	2 days?	11/30/21 8:00 AM	12/1/21 5:00 PM		Didem;Furkan;Umut
132	equipment post creation	2 days?	12/1/21 8:00 AM	12/2/21 5:00 PM		Didem;Furkan;Umut
133	equipment post edit	2 days?	12/2/21 8:00 AM	12/4/21 5:00 PM		Didem;Furkan;Umut
134	homepage	2 days?	11/4/21 8:00 AM	11/7/21 5:00 PM		Didem;Furkan;Umut
135	static pages (about us&contact)	1 day?	12/7/21 8:00 AM	12/7/21 5:00 PM		Didem;Furkan;Umut

136	**Mobile**	32 days?	**10/25/21 8:00 AM**	**12/7/21 5:00 PM**		
137	Welcome Page	4 days?	10/25/21 8:00 AM	10/28/21 5:00 PM		Kemal
138	Login Page	4 days?	10/28/21 8:00 AM	10/31/21 5:00 PM		Kemal
139	Sign-up Page	5 days?	11/2/21 8:00 AM	11/6/21 5:00 PM		Kemal
140	Forgot Password Page	5 days?	11/6/21 8:00 AM	11/10/21 5:00 PM		Kemal
141	Favorite Sports Page	7 days?	10/27/21 8:00 AM	11/2/21 5:00 PM		Berkay
142	Email Confirm Page	9 days?	11/2/21 8:00 AM	11/10/21 5:00 PM		Berkay
143	search filter	3 days?	11/22/21 8:00 AM	11/24/21 5:00 PM		Berkay;Kemal
144	event page	2 days?	11/24/21 8:00 AM	11/25/21 5:00 PM		Berkay;Kemal
145	event creation	2 days?	11/25/21 8:00 AM	11/26/21 5:00 PM		Berkay;Kemal
146	event edit	1 day?	11/26/21 8:00 AM	11/27/21 5:00 PM		Berkay;Kemal
147	event participants	1 day?	11/28/21 8:00 AM	11/29/21 5:00 PM		Berkay;Kemal
148	participant analytics	2 days?	11/29/21 8:00 AM	11/30/21 5:00 PM		Berkay;Kemal
149	user profile	1 day?	11/30/21 8:00 AM	11/30/21 5:00 PM		Berkay;Kemal
150	user profile edit	1 day?	12/1/21 8:00 AM	12/1/21 5:00 PM		Berkay;Kemal
151	comments (event&equipment)	1 day?	12/2/21 8:00 AM	12/2/21 5:00 PM		Berkay;Kemal
152	equipment post page	2 days?	12/2/21 8:00 AM	12/3/21 5:00 PM		Berkay;Kemal
153	equipment post creation	1 day?	12/3/21 8:00 AM	12/4/21 5:00 PM		Berkay;Kemal
154	equipment post edit	0 days?	12/5/21 8:00 AM	12/5/21 5:00 PM		Berkay;Kemal
155	homepage	2 days?	12/6/21 8:00 AM	12/7/21 5:00 PM		Berkay;Kemal
156	static pages (about us&contact)	1 day?	12/7/21 8:00 AM	12/7/21 5:00 PM		Berkay;Kemal
157	Milestone 2	7 days?	12/8/21 5:00 PM	12/15/21 5:00 PM		Everyone
158	Review project	7 days?	12/15/21 5:00 PM	12/22/21 5:00 PM		Everyone
159	Fix Bugs	3 days?	12/22/21 5:00 PM	12/25/21 5:00 PM		Everyone
160	Debugging	2 days?	12/25/21 5:00 PM	12/27/21 5:00 PM		Everyone
161	Testing	4 days?	12/27/21 5:00 PM	12/31/21 5:00 PM		Everyone
162	Final Milestone	7 days?	1/1/22 8:00 AM	1/7/22 5:00 PM		Everyone







Communication Plan

Weekly primary meeting

Who will participate: All members
Where: Zoom
Purpose: Weekly work distribution
When: every Tuesday at 15:00-17.00 lab hours

Backend meeting

Who will participate: Gözde Ünver, Mehmet Fatih Aksoy, Salih Bedirhan Eker
Where: Discord
Purpose: Progress update, plan weekly tasks
When: every Tuesday at 22:00

Frontend meeting

Who will participate: Umut Gün, Zuhal Didem Aytaç, Muhammed Furkan Atasoy
Where: Discord
Purpose: Progress update, plan weekly tasks
When: every Thursday at 21:00

Android meeting

Who will participate: Berkay Bör, Kemal Çağın Sertkaya
Where: Discord
Purpose: Progress update, plan weekly tasks
When: every Wednesday at 20:00

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

RAM

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 Atasoy	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

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 Atasoy	Ozan Kılıç	Salih Bedirhan Eker	Umut Gün	Zuhal Didem Aytaç
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	N	C	C	C
Deciding the technology	C	C	C	C	C	N	C	C	C
İnitializing the project, servers, database	C	C	C	C	C	N	C	C	C
Starting to design templates	C	C	C	C	C	N	C	C	C

MOBILE									
login, sign up, forgot password	L	R	L	R	R	N	R	R	R
map server inregration	L	R	L	R	R	N	R	R	R
search page, filtering, searching, sorting	L	R	L	R	R	N	R	R	R
event creation	L	R	L	R	R	N	R	R	R
event post comment	L	R	L	R	R	N	R	R	R
event details	L	R	L	R	R	N	R	R	R
event participants (participant selection)	L	R	L	R	R	N	R	R	R
participant analytics	L	R	L	R	R	N	R	R	R
homepage	L	R	L	R	R	N	R	R	R
user profile	L	R	L	R	R	N	R	R	R
equipment post creation	L	R	L	R	R	N	R	R	R
equipment comment	L	R	L	R	R	N	R	R	R
equipment post detail	L	R	L	R	R	N	R	R	R
recommendation	L	R	L	R	R	N	R	R	R
notifications	L	R	L	R	R	N	R	R	R
FRONTEND									
header	N	N	N	N	L	N	N	R	R
sidebar	N	N	N	N	L	N	N	R	R
login	N	N	N	N	R	N	N	R	L
sign-up	N	N	N	N	R	N	N	R	L
forget password	N	N	N	N	R	N	N	R	L
search page (event&equipment)	N	N	N	N	L	N	N	R	R
search filter	N	N	N	N	L	N	N	R	R
event page	N	N	N	N	L	N	N	L	L
event creation	N	N	N	N	L	N	N	L	L
event edit	N	N	N	N	L	N	N	L	L
event participants	N	N	N	N	L	N	N	L	L
participant analytics	N	N	N	N	L	N	N	L	L
user profile	N	N	N	N	L	N	N	L	L

- 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 Atasoy	Ozan Kılıç	Salih Bedirhan Eker	Umut Gün	Zuhal Didem Aytaç
user profile edit	N	N	N	N	L	N	N	L	L
comments (event&equipment)	N	N	N	N	L	N	N	L	L
equipment post page	N	N	N	N	L	N	N	L	L
equipment post creation	N	N	N	N	L	N	N	L	L
equipment post edit	N	N	N	N	L	N	N	L	L
homepage	N	N	N	N	L	N	N	L	L
static pages (about us&contact)	N	N	N	N	L	N	N	L	L
BACKEND									
login, sign up, forgot password	N	R	N	L	N	N	L	N	N
change user profile information	N	R	N	L	N	N	R	N	N
follow/unfollow user	N	R	N	L	N	N	R	N	N
search page, filtering, searching, sorting	N	L	N	L	N	N	L	N	N
event creation	N	L	N	R	N	N	R	N	N
delete event post	N	R	N	R	N	N	L	N	N
writing/deleting event post comment	N	L	N	L	N	N	L	N	N
view event details	N	L	N	R	N	N	R	N	N
update event information	N	L	N	R	N	N	R	N	N
apply to event	N	R	N	R	N	N	L	N	N
accept/reject applications	N	R	N	R	N	N	L	N	N
spectate to event	N	R	N	R	N	N	L	N	N
event participants (participant selection)	N	R	N	R	N	N	L	N	N
postpone event	N	R	N	R	N	N	L	N	N
participant analytics	N	R	N	R	N	N	L	N	N
homepage	N	L	N	L	N	N	L	N	N
update information in user profile	N	R	N	L	N	N	R	N	N
delete comment	N	R	N	L	N	N	R	N	N
change mail	N	R	N	L	N	N	R	N	N
get joined events	N	R	N	L	N	N	R	N	N
get upcoming events	N	R	N	L	N	N	R	N	N
change privacy preferences	N	R	N	L	N	N	R	N	N
block user	N	R	N	L	N	N	R	N	N
equipment post creation	N	L	N	R	N	N	R	N	N
delete equipment post	N	L	N	R	N	N	R	N	N
update equipment post information	N	L	N	R	N	N	R	N	N
writing/deleting equipment comment	N	L	N	L	N	N	L	N	N
view equipment post detail	N	L	N	R	N	N	R	N	N
notifications	N	L	N	L	N	N	L	N	N
deployment to aws	N	L	N	C	N	N	C	N	N

FINAL TASKS									
Bug checks	C	C	C	C	C	N	C	C	C
Debugging	C	C	C	C	C	N	C	C	C
Testing	C	C	C	C	C	N	C	C	C