CmpE451 Fall 2021

Group 6 - Pluto Final Report

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Tag-id
https://github.com/bounswe/2021SpringGroup6/releases/tag/v0.9

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Executive Summary

In the second milestone, the basic infrastructure and some main functionalities about events such as opening a new event, searching for an event were ready. Our next goal was completing event related features in a neat way and focusing on additional features beyond events.

We have followed our plan and since that milestone, we have integrated some features like badges and discussion pages to events, which means that users will be able to gain badges due to events they join and show them in their profiles. Also they can share their thoughts about the event before or after the game.

Furthermore, equipment related features like opening a new equipment, searching among the existing ones and viewing the detailed information about a certain equipment were also prepared in order to make the application more comprehensive in terms of sport events related stuff.

Lastly, some teams also implemented user related functionalities like following another user for improving the ability of users to interact with each other more easily and get more personalized information in their activity streams.

List and Status of Deliverables

Deliverable Name	**Status**
Requirements	Delivered
UML Software Designs	Delivered
Scenarios and Mockups	Delivered
Project plan	Delivered

Communication Plan	Delivered
RAM	Delivered

Status of Requirements

We report the status of each sub-group side by side, separating with |. Backend | Frontend | Android

- 1.1.1.1 Guests shall be able to register using username and password that they determine and weren't used by any other user before, kinds of sports they are interested in, their skill level, and email address. - **Completed | Completed | Completed**
- 1.1.1.2 Guests shall be able to provide additional information such as name, surname, location, age and gender about themselves at the registration stage. - **Completed | Completed | Completed**
- 1.1.1.3 Users shall be able to delete their accounts whenever they want. - **Completed | In Progress | Completed**
- 1.1.2.1 Guests shall be able to login using their username and password combination. - **Completed | Completed| Completed**
- 1.1.2.2 Users shall be able to log out whenever they want. - **Completed | Completed | Completed**
- 1.1.3.1 Users shall update their username, password, location, age, gender, e-mail, skill level, and favorite sports. - **Completed | Completed | Completed**
- 1.1.3.2 Users shall be able to see the users they followed. - **Completed | Late | Completed**
- 1.1.3.3 Users shall be able to see their event history. - **Completed | Completed | Completed**
- 1.1.3.4 Users shall be able to decide which information is visible to others. - **Completed | Late | Not completed**
- 1.1.3.5 Users shall be able to see the events they are interested in. - **Completed | Late | Not completed**
- 1.1.3.6 Users shall be able to get a new password when they forget their passwords. - **Completed | Completed | Not completed**
- 1.2.1.1 The system shall recommend the events that are for sports selected by the user. - **Completed | Completed | Not completed**
- 1.2.1.2 The system prioritizes the events for users with the close skill level as the user. - **Completed | Completed | Not completed**
- 1.2.1.3 The recommended events shall be automatically sorted by ascending distance. - **Completed | Not completed | Not completed**
- 1.2.1.4 The events created by the event creators, whom the user is following, shall be recommended. - **Completed | Not completed | Not completed**

- 1.2.2.1 The system shall send notifications on events, to which the user is "Interested" when the user is approved or rejected by the event creator. - **Completed | Not completed | Not completed**
- 1.2.2.2 The system shall send notifications when an event in which the user is "Interested" only has few available spots left. The meaning of few shall be determined for each sport separately. - **Completed | Not completed | Not completed**
- 1.2.2.3 The system shall send notifications when all the spots in an event to which the user is approved to participate are taken. - **Completed | Not completed | Not completed**
- 1.2.2.4 The system shall send notifications when an event to which the user has approved starts in a week, a day, and 3 hours. - **Completed | Not completed | Not completed**
- 1.2.2.5 The system shall send notifications if an event to which the user has approved has been canceled by the event creator. - **Completed | Not completed | Not completed**
- 1.2.2.6 The system shall send notifications if details of an event to which the user has been approved has been changed by the event creator. - **Completed | Not completed | Not completed**
- 1.2.3.1 The user shall be able to search events. - **Completed | Completed | Completed**
- 1.2.3.2 The user shall be able to filter the event results based on sport type, skill level and time. - **Completed | Completed | Completed**
- 1.2.3.3 The user shall be able to sort search results based on their distance if location data is shared, starting time, skill level for events. - **Completed | Not completed | Not completed**
- 1.2.3.4 The user shall be able to search users based on their name and username. - **Completed | Completed | Completed**
- 1.2.3.5 The user shall be able to search equipment. - **Completed | Completed | Not completed**
- 1.2.3.6 The user shall be able to filter equipment based on the sport type. - **Completed | Completed | Not completed**
- 1.2.3.7 The user shall be able to search field. - **Not completed | Not completed | Not completed**
- 1.2.3.8 The user shall be able to sort field based on its distance. - **Not completed | Not completed | Not completed**
- 1.2.3.9 The user shall be able to search events on map. - **Completed | Completed | Completed**
- 1.2.4.1 Every user shall have a profile page. - **Completed | Completed | Completed**
- 1.2.4.2 Every user's profile page is visible to other users. - **Completed | Completed | Completed**
- 1.2.4.3 Profile page of a user shall include the username. - **Completed | Completed | Completed**

- 1.2.4.4 Users shall be given the option to show and hide the full name, profile picture, age, user location, skill level for each sport, personal badges, previously attended events, previously created events. - **Completed** | **Late** | **Completed**
- 1.2.4.5 If the user is a field owner, field details, previous events that took place in the fields the user has shall be shown on the profile page of the user. - **Not completed** | **Not completed** | **Not completed**
- 1.2.4.6 Users shall be able to block other users from their profile pages. - **Completed** | **Late** | **Completed**
- 1.2.4.7 Users cannot see the profile of the user who blocks them. - **Completed** | **Late** | **Not completed**
- 1.2.4.8 Users cannot move to the profile page of the user who blocks them when they see him/her on the event attendee list. - **Completed** | **Not completed** | **Not completed**
- 1.2.4.9 Users shall be able to follow other users from their profile pages. - **Completed** | **Late** | **Completed**
- 1.3.1.1 Any user shall be able to create an event. After creating an event, the host is going to get the "Event Creator" status and have privileges merely for that specific event. - **Completed** | **Completed** | **Completed**
- 1.3.1.2 The creator for an event shall be able to cancel the event before it starts. In that case, anyone who stated that they are "Coming" to the event or "Interested" in the event shall receive notifications about the cancellation. - **Completed** | **Late** | **Not completed**
- 1.3.1.3 Every event must have one host and any number of co-hosts. - **Not completed** | **Not completed** | **Not completed**
- 1.3.2.1.1 Users can send registration request via event page. - **Completed** | **Late** | **Completed**
- 1.3.2.1.2 Users can declare themselves as spectator via event page. - **Completed** | **Completed** | **Completed**
- 1.3.2.1.3 Users can access information and comments/discussions about the specific event and place via the event page. - **Completed** | **Completed** | **Not started**
- 1.3.2.2.1 There will be some basic information about the event on this page like "Time", "Location", "Min and max number of participants" and "Description". - **Completed** | **Completed** | **Completed**
- 1.3.2.2.2 Also, some events might have some constraints for the users who want to participate. These "Requirements" are also shown in the "About" Tab. - **Completed** | **Late** | **Completed**
- 1.3.2.2.3 There will be information about the badges to be delivered. After the event, the ones who gained the badges will be displayed. - **Completed**
- 1.3.2.2.4 Badges to be delivered can be changed by the creator. That is, "event owner to players badges" is customizable. See badges section. - **Completed** | **Not completed** | **Not completed**

- 1.3.2.3.1 The event page will also include a "Discussion Page" for people to post their questions, talk about where to find the necessary equipment or offer changes in the plan. -**Completed | Completed | Not completed**
- 1.3.2.3.2 Who can post or see the posts on this page can be adjusted by the event creator. - **Completed| Not completed | Not completed**
- 1.3.2.4 Unless otherwise stated, users shall be able to see who is "Coming" to the event, "Interested" in the event, and "Wants to Watch" the event. - **Completed | Completed | Completed**
- 1.3.2.5 Participants shall be able to share photos and videos after the event if the event creator allows, in the Event Page. **- Partially Completed (without videos) | Not completed | Not completed**
- 1.3.3.1 Depending on the event creator's choices, some events might require an approval from the creator before the participation. In these cases, the user shall seem to be "Interested" in the event and wait for the event creator to approve their participation. They can send an "approval request message" as to why they want to participate to obtain a higher chance of getting an approval. - **Completed | Late | Completed**
- 1.3.3.2 Event creator can make changes in the activity, even after its creation. - **Completed | Completed | Not completed**
- 1.3.4.1 Users can ask their questions about the event in the "Discussion Page" if permitted. - **Completed | Not completed | Not completed**
- 1.3.4.2 For approval-required events, the users who want to participate can send an approval request and explain why they want to attend. - **Completed | Late | Completed**
- 1.3.5.1 The users who do not participate as player can be spectator. They also can undo it - **Completed | Completed |Completed**
- 1.3.5.2 Users can declare themselves as spectator via event page. (See 1.3.2.1.2) - **Completed | Completed | Completed**
- 1.3.5.3 If the field capacity is less than or equal to the number of spectators, new spectators will be warned about it. - **Completed | Not completed | Not completed**
- 1.3.5.4 If the field capacity is less than the number of spectators, current spectators will be warned about it. - **Completed | Not completed | Not completed**
- 1.4.1.1 There will be certain badges already designed in the system. - **Completed | Late | Completed**
- 1.4.1.2 Users shall be able to request new type of badges from the system. - **Completed | Not completed | Not completed**
- 1.4.1.3 There will also be badges indicating misbehaviour. - **Completed**
- 1.4.2.1 Users shall be able to acquire badges as event participators. **Completed**
- 1.4.2.2 Users shall be able to acquire badges as event creators. **Completed** | | **Completed**

- 1.4.2.3 The badges shall be given by the system, event participators and event creators. - **Completed | Not completed | Completed**
- 1.5.1.1 Any user shall be able to create an equipment post. - **Completed | Not completed | Not completed**
- 1.5.1.2 The creator of equipment shall be able to delete the equipment from the system. - **Completed | Not completed | Not completed**
- 1.5.2.1.1 Users can access information and comments/discussions about the specific equipment and place via the equipment page. - **Completed | Completed | Not completed**
- 1.5.2.2.1 There will be some basic information about the equipment on this page like "Location", "Related Sports" and "Description". - **Completed| Completed | Not completed**
- 1.5.2.3.1 The equipment page will also include a "Discussion Page" for people to post their questions, talk about where to find the equipment. - **Completed | Completed | Not completed**
- 1.5.2.3.2 Participants shall be able to share photos and videos about the equipment. - **Partially Completed (without videos) | Not completed | Not completed**

Final Release Notes

Some of the points expected by the customer were, unfortunately, not been prepared due to time constraints. Even though they are associated only with minor topics, it's better for user to check the previous section to be sure about which parts of the application have been prepared.

Changes based on previous milestone reflections

We're spending a serious amount of time for UI design for most of the pages; nevertheless, we're told that for the last milestone, focusing on completing functionalities is more significant; consequently, we didn't spend that much time on styling part.

In addition, our application didn't have a sport specific feature, which was a bit strange due to the fact that the whole application is only about sports events. Because of this, we added sport specific features like badges which are only available for specific sports.

Lastly, we have spent more time on preparing a good scenario for being more effective. Our front-end and mobile teams have met to decide the details of the presentation and we performed the presentation in the final milestone accordingly.

Final Project Evaluation

We have completed a serious amount of work and the core expectations of the customer have been addressed. It can be accessed through deployed version. Moreover, as a group, we have learned a number of crucial points in all the work we have done. Some of them are like the following.

• Requirements are at the core of any project, so putting enough amount of effort for them is really beneficial when we think about the future work of the project.
• Software development as a team is a very different process compared to writing code individually in terms of its nature. Therefore, following good practices and having a good communication plan is vital.
• Milestone presentations allow the team to interact with the customer in one of the best ways possible, so paying enough attention to them is necessary.

Summary of Work

Team Member	**Work**
Berk Atıl	• I have fixed some bugs such as the bug in the update event endpoint to allow only organizers to update. • I have implemented the getting notification and reading notification functionality • I have implemented user search functionality • I have updated get user endpoint to prevent blocked users to see • I have add sorting functionality into event search • I have added more visibility options for the users • I have implemented event recommendation feature. • Also, ı have written documentations and unit tests for these features as well. Of course, I have created the related database tables for these features. • Also,I have reviewed the Pull Requests that Elif opened and given some feedback.
Deniz Arda Budak	• I renamed the first activity as LoginActivity from MainActivity • I implemented the MainActivity layout. I integrated tabbar to main page(has three tabs: Home, Search, Profile. I handled the

	navigation operations for the tabs. ● I implemented the Homepage layout ● I implemented the user's participating(attending) events, which are shown on home page ● I added Fragments to application, instead of only using Activities ● I implemented creating a new event feature. I integrated the Google Cloud Map service into the app for this feature. ● I implemented user profile design and displaying user info on profile page ● I implemented Event Detail Page design and navigation ● I implemented the event search filters, including map based search, using Google Cloud Map services ● I implemented user's created events, which are shown on home page ● I implemented event badges. The creator of an event can add badges to the event and the badges of the events are viewed to everyone on the Event Page ● I implemented "delete Event" functionality. ● I implemented error handling in API call responses ● I added map to Event Detail Page, which shows location of the event ● I reviewed many pull requests from Ömer. ● I did the Android team presentation in Milestone 3 Demo.
Ekrem Yusuf Ekmekci	● Added profile info privacy choices (front-end) ● Added new tab to profile page: badges (front-end) ● Added new tab to profile page: event created by the user (front-end) ● Added new feature: follow/block user (front-end) ● Completed participation of an event functionality (front-end) ● Added a new page. Display system badges ● Added new feature: delete event (front-end) ● Added new feature: delete account (front-end)
Elif Sema Balcıoğlu	● I worked on equipments and discussions on this milestone, which were the two main tasks remained from the requirements.

	● I created discussion post and comment database. ● I wrote endpoints to create and delete event discussions and discussion comments. ● I created equipments database. ● I wrote endpoints to create, search, create and delete discussion for equipments. ● I fixed the bugs found on my previous endpoints. ● For all above functionalities, I wrote unit tests and documentations ● I deployed the front-end. ● I reviewed and merged Berk's pull requests.
İbrahim Melih Aktaş	
Musa Nuri İhtiyar	● I have added the badge feature to opening a new event page for the front-end part. ● I have prepared the page which allows users to open a new equipment ● I have prepared the equipment search page for the front-end part. ● I have prepared the view equipment page. ● I have also done classical tasks like looking at the pull requests of other people and opening some issues for other people ● I have written the project description, final release notes, changes based on previous milestone reflections, and final project evaluations for the report.
Ömer Faruk Süve	● I have fixed the user registration bug ● I have opened issues about features that later we need to implement, in order to see our future clearly. ● I have opened research on Fragment component issues and design discussion issues for managing our progress to move on more precisely. ● I have implemented Card Items for Users ● I have implemented the User searching operation. ● I have opened several branches for different tasks. These tasks are the features of user search, logout operation, user profile updating/deleting, user following/unfollowing, user blocking/unblocking, user detail page layout and user badge adding. ● I have implemented Following/Unfollowing

	Users operation ● I have designed a User Detailed page which has the detailed information for other searched Users.
Salih Can Özçelik	● I have implemented the notification page ● I have implemented the discussion page for events ● I have implemented the discussion page for equipments ● I have changed the sidebar, there were unnecessary items ● I have written the user manuel for frontend

Test Scenario

"Raul is a photographer from Mexico. He is an avid Ultimate Frisbee expert. He wants to find an Ultimate Frisbee Game while he is on a business trip to Bangkok, Thailand while staying at Marsi Hotel (13.684648503073534, 100.61400132846666). He is adventurous, however can't travel too far, so he wants to find a game within 7 km of his hotel. He is okay to see other games in the area as well. But, he fortunately finds one and indeed participates in a very satisfying game. Naturally, all his sport buddies want to know of Raul's sporting adventures through his timeline. And, his new ultimate frisbee friends immediately want to follow each other."

1. Create an account
   Raul should create an account to participate in an event.

   Front-end code:
   https://github.com/bounswe/2021SpringGroup6/tree/master/front-end/playground/src/pages/Register
   Back-end code:
   https://github.com/bounswe/2021SpringGroup6/blob/master/back-end/sports_platform/sports_platform_api/views/user_views.py#L76
   Android code:
   https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/activity_register.xml
   https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/RegisterViewModel.kt

2. Search for events
   Searching also includes filtering. With the search UI and endpoints Raul can provide body parameters that he can use to search sport: ultimate frisbee and use the coordinates to find events within a 7km radius. 7km is not a parameter, he can select the area on the map or he can find the coordinates that correspond to 7kms from his hotel.

   Front-end code:
   https://github.com/bounswe/2021SpringGroup6/tree/master/front-end/playground/src/pages/SearchPage
   Back-end code:
   https://github.com/bounswe/2021SpringGroup6/blob/master/back-end/sports_platform/sports_platform_api/views/event_views.py#L378
   Android code:
   https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_search.xml
   https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/SearchViewModel.kt

3. Participate on an event
   After finding an event that he likes, he can send participation request for the event via the event page. If event does not require event creator approval and there is still player spot, he will be accepted immediately.

   Front-end code:
   https://github.com/bounswe/2021SpringGroup6/tree/front/delete_operations/front-end/playground/src/pages/Event/EventParticipationInfoPage
   Back-end code:
   https://github.com/bounswe/2021SpringGroup6/blob/master/back-end/sports_platform/sports_platform_api/views/event_views.py#L198
   Android code:
   https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_event_detail.xml
   https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/EventDetailViewModel.kt

4. See participating users
   Raul can find the participating users on the event page and navigate to their profile pages to follow them.

   Front-end code:
   https://github.com/bounswe/2021SpringGroup6/tree/front/delete_operations/front-end/playground/src/pages/Event/EventParticipationInfoPage
   Back-end code:
   https://github.com/bounswe/2021SpringGroup6/blob/master/back-end/sports_platform/sports_platform_api/views/event_views.py#L332
   Android code:
   https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_show_interesteds.xml
   https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/ShowInterestedsViewModel.kt

5. See profile page.
   After finding the participating users, Raul can see their profile pages.

   Front-end code:
   https://github.com/bounswe/2021SpringGroup6/tree/front/delete_operations/front-end/playground/src/pages/profile
   Back-end code:
   https://github.com/bounswe/2021SpringGroup6/blob/master/back-end/sports_platform/sports_platform_api/views/user_views.py#L17
   Android code:
   https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_profile.xml
   https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/ProfileFragmentViewModel.kt

6. Follow a user.
   After navigating to profile page of another user, Raul can follow them with a button there. He can go to a user's profile and click "follow" button. Included in the profile view page. See tabs folder in the code.

   Front-end code:
   https://github.com/bounswe/2021SpringGroup6/tree/front/delete_operations/front-end/playground/src/pages/profile/ViewTabs/PersonalInfo
   Back-end code:

https://github.com/bounswe/2021SpringGroup6/blob/master/back-end/sports_platform/sports_platform_api/views/user_views.py#L145
Android code:
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_detailed_user.xml
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/UserDetailViewModel.kt

7. See sporting adventures through timeline
   After following Raul, his friends will be able to see his sporting activities on their timeline on the home page, using the Activity Stream endpoint of the backend.

   Front-end code:
   https://github.com/bounswe/2021SpringGroup6/tree/master/front-end/playground/src/pages/ActivityStream
   Back-end code:
   https://github.com/bounswe/2021SpringGroup6/blob/master/back-end/sports_platform/sports_platform_api/views/activity_stream_views.py#L10

Standards

W3C Activity Stream 2.0

Back-end

Activity Stream is used as a feed of activities. To store the feed on the back-end, Activity Stream database is implemented. We selected the core activities for our application, specifically user block operation, user following operation, event creation, spectating an event activity, and accepting an interested user for an event by the event organizer operation as our stream activities. All these activities performed by the users are added to the database. These activities can then be obtained through the /activitystream endpoint. This endpoint takes two parameters, limit, which is the number of activities to return and offset, which is the id of the newest activity. Then an OrderedCollection from the W3C Activity Stream 2.0 Specification is returned.

When returning the activity stream, we also filter the activities to users whose are followed by a user and sports that the user has skill levels for.

Example feed can be obtained from:

http://3.20.232.108:8080/activitystream?limit=5

With Headers:
“Authorization”: “Token 8cd5bea736ebb47845b5cca9341a6f5408cf7d53”

Front-end

Activity stream is displayed on the web application's home page. It contains links to corresponding subjects of the specified activities.

Wikidata

Back-end

We used Wikidata on the badges we add to our system. We chose our badges from the Wikidata system. At the start of the database, we add the selected badges. Not all badges are from the Wikidata system.

JSON-LD

Our endpoints return Json-ld responses with same little exceptions. In fact, selecting schemas and using the correct properties was one of the first things we did before implementing the endpoints.

Example API Calls:
These are just examples, our responses follow Json-ld format.

Without Authentication:

http://3.20.232.108:8080/events/47
http://3.20.232.108:8080/users/7
http://3.20.232.108:8080/equipments/5

API endpoints

API Link

3.20.232.108:8080

API Documentation

https://github.com/bounswe/2021SpringGroup6/wiki/Squad-Game-API-Documentation

The Most Significant Core Functionality

We chose create event, create equipment and search events as three core functionalities.
For the API call examples, we provide postman collections and you can reach via this link https://documenter.getpostman.com/view/10799193/UVXhpw3D

Implementation of Core Functionality

Web: Display/Select functionality is done via PiegonMap
Users can create, modify, filter events based on map functionality. Filtering is done by determining two points. These points correspond to two edges of a rectangle. Events are filtered regarding the area of the rectangle.
Event creation is done by selecting a point in the map. In the future, users may choose a field through map.
An event's location information is displayed on its page.
Field creation and sorting is not implemented. However, their relation with map functionality would be similar to the event's.

User Interface/User Experience

Web: http://3.20.232.108:3001

Homepage:
https://github.com/bounswe/2021SpringGroup6/tree/master/front-end/playground/src/pages/ActivityStream

Profile Page: /profile or /profile/<id>
https://github.com/bounswe/2021SpringGroup6/tree/master/front-end/playground/src/pages/profile

Profile Settings: /profile

https://github.com/bounswe/2021SpringGroup6/tree/front/delete_operations/front-end/playground/src/pages/profile

Squad Game Home Events Equipments Badges Notifications

Profile

Event Settings

Logout

Personal Info | Badges | Follow/Block

Show Hide

User Badges

You don't have any user badges.

Event Badges

event creator

Phone: 0 212 111 11 11 squadgamebypluto@gmail.com Istanbul / Turkey

Squad Game Home Events Equipments Badges Notifications

Profile

Event Settings

Logout

Personal Info | Badges | Follow/Block

Users You Are Following

berkatil

Users You Blocked

You didn't blocked any user.

Your Followers

You have no followers.

Phone: 0 212 111 11 11 squadgamebypluto@gmail.com Istanbul / Turkey

Profile View: /profile/<id>
https://github.com/bounswe/2021SpringGroup6/tree/front/delete_operations/front-end/playground/src/pages/profile

Squad Game
Home
Events
Equipments
Badges
Notifications
Profile
Event Settings
Logout
Personal Info
Badges
Events
User Badges
The user don't have any user badges.
Event Badges
event creator
Phone: 0 212 111 11 11
squadgamebypluto@gmail.com
Istanbul / Turkey

Squad Game Home Events Equipments Badges Notifications

Profile

Event Settings

Logout

Personal Info | Badges | Events

basketball match in Besiktas
basketball
Beşiktaş, Istanbul, Turkey
Wed Apr 20 2022 18:00:00

cricket game in Besiktas
cricket
Kandıra, Kocaeli, Turkey
Wed Apr 20 2022 18:00:00

soccer match in Kadikoy
soccer
Kadıköy, Istanbul, Turkey
Sun Mar 20 2022 19:00:00

tennis match in Kadikoy
tennis
Kadıköy, Istanbul, Turkey
Thu Jan 20 2022 19:00:00

ultimate_frisbee match in Marsi Hotel
ultimate_frisbee
, Bangkok, Thailand
Wed Jan 12 2022 19:00:00

Phone: 0 212 111 11 11 | squadgamebypluto@gmail.com | Istanbul / Turkey

Forgot Password Page: /forgot-password
https://github.com/bounswe/2021SpringGroup6/tree/master/front-end/playground/src/pages/PasswordReset

Create Event: /new-event
https://github.com/bounswe/2021SpringGroup6/tree/master/front-end/playground/src/pages/NewEvent

Search Event: /search-page
https://github.com/bounswe/2021SpringGroup6/tree/master/front-end/playground/src/pages/SearchPage

User's Events: /event-settings
https://github.com/bounswe/2021SpringGroup6/blob/master/front-end/playground/src/pages/Event/PersonalEvents/CreatedEvents.js

User's Participation/Related Events: /event-settings (other tab)
https://github.com/bounswe/2021SpringGroup6/blob/master/front-end/playground/src/pages/Event/PersonalEvents/ParticipationPage.js

Event Information Page: /event/<id> (Creator's perspective)
https://github.com/bounswe/2021SpringGroup6/tree/master/front-end/playground/src/pages/Event/EventInformation

Squad Game Home Events Equipments Badges Notifications

Profile

Event Settings

Logout

Event Information | Participation | Discussion

Looking for running mate

Sport: athletics

Participants

There is no participants yet.

Spectators

There is no audience yet.

Interesteds

(You can respond interesteds. Click on their names)

eye78

Phone: 0 212 111 11 11 squadgamebypluto@gmail.com Istanbul / Turkey

Squad Game Home Events Equipments Badges Notifications

Profile

Event Settings

Logout

Event Information | Participation | Discussion

Comments

Type your comment here:

Comment

Phone: 0 212 111 11 11 squadgamebypluto@gmail.com Istanbul / Turkey

Event Participation Page: /event/<id> (User's perspective)
https://github.com/bounswe/2021SpringGroup6/tree/master/front-end/playground/src/pages/Event/EventParticipationInfoPage

Squad Game Home Events Equipments Badges Notifications

Profile

Event Settings

Logout

Event Information | Participation | Discussion

basketball match in Besiktas
Sport: basketball

Spectate the Event | Send Participation Request

Participants
There is no participants yet.

Spectators
There is no audience yet.

Interesteds
There is no interest yet.

Phone: 0 212 111 11 11 | squadgamebypluto@gmail.com | Istanbul / Turkey

Squad Game Home Events Equipments Badges Notifications

Profile

Event Settings

Logout

Event Information | Participation | Discussion

Comments

0 -eye78 -Hello. I can join at 19. Is that okay?

Type your comment here:

Comment

Phone: 0 212 111 11 11 | squadgamebypluto@gmail.com | Istanbul / Turkey

New Equipment Page: /new-equipment
https://github.com/bounswe/2021SpringGroup6/tree/master/front-end/playground/src/pages/NewEquipment

Search Equipment Page: /search-equipment-page
https://github.com/bounswe/2021SpringGroup6/tree/master/front-end/playground/src/pages/SearchEquipment

View Equipment Page: /equipment/<equipment_id>
https://github.com/bounswe/2021SpringGroup6/tree/master/front-end/playground/src/pages/EquipmentInformation

List of badges: /badges
https://github.com/bounswe/2021SpringGroup6/tree/front/delete_operations/front-end/playground/src/pages/Badges

User Interface/User Experience for Android

Opening Page:
https://github.com/bounswe/2021SpringGroup6/blob/android/android/AndroidSportsPlatform/app/src/main/res/layout/activity_main.xml
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/AuthViewModel.kt

Registration Page:
https://github.com/bounswe/2021SpringGroup6/blob/android/android/AndroidSportsPlatform/app/src/main/res/layout/activity_register.xml

https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/RegisterViewModel.kt
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/activity_register.xml

User Logout
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/HomeViewModel.kt
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_home.xml

Home Page:
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_home.xml
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/HomeViewModel.kt

User Creating a New Event:
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_create_event.xml
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/CreateEventViewModel.kt

Adding Badge to an Event:
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_add_event_badge.xml
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/AddEventBadgeViewModel.kt

Event Detail Page:
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_event_detail.xml
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/EventDetailViewModel.kt

10:35
Squad Game
1
Enter event max skill level(1 to 5)
5
Enter event duration in mins
60
Enter event sport
soccer
Event address
Üsküdar, Istanbul, Turkey
Click to see the location on map(check blue marker)
Event organizer
denizarda
Show interested users
Event attendee
I am interested!
denizarda salih123
Event audience
Participate as spectator
lion2
Events badges
freekick master

Accepting and Rejecting Interested Users for an Event:
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_show_interesteds.xml
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/ShowInteresteds ViewModel.kt

Showing Map in Event Creation or Event Detail Page:
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/activity_maps.xml

Search Page:
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_search.xml
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/SearchViewModel.kt

Event Search Results:
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_search_event.xml
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/EventSearchViewModel.kt

User Profile Delete and User Profile Update
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/ProfileFragmentViewModel.kt
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_profile.xml

User Following/Unfollowing and User Badge Add
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/UserDetailViewModel.kt
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_detailed_user.xml

User Searching
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/java/com/example/sportsplatform/viewmodels/UserSearchViewModel.kt
https://github.com/bounswe/2021SpringGroup6/blob/master/android/AndroidSportsPlatform/app/src/main/res/layout/fragment_search_user.xml

User Manual

Frontend

When you open the site (now deployed on http://3.20.232.108:3001/) you see the landing page. Please click to Login Here section below the page to login.

When you click the Login Here section, you can see the above page. If you have an account you can login from this page. If you don't have any account click to link Create New Account. If you have an account but forget the password click Forgot password link.

When you click Create New Account you can see the above page. If you want to create account fill the necessary sections like (e-mail, password, identifier) and click to Sign Up. Now you have an account. You can go to the login page.

When you click the Forgot password link on the login or register page you can see the above page. If you have an account you can type your email and when you click submit, new password is sent to your email.

When you login properly, you will redirect to the homepage you can see the above page. On home page, you see activity streams that user created.

When you click to Profile page (left side of the page that is sidebar) you can see the page above. You can edit your profile settings on this page.

When you click to Event Settings (left side of the page that is sidebar) you can see the page above. This page consist of 2 tabs, you see the tab Your Events on the page above. This page shows the events you created.

When you click to Participation tab on Event Settings (left side of the page that is sidebar) you can see the page above. Participation tab shows the events you sent requests, events you accepted as participator and events you accepted as a spectator.

When you click Events on the header 2 tab are going to pop up, one is New event the other one is Search Event. You can see the New Event page above.

When you click Events on the header 2 tab are going to pop up, one is New event the other one is Search Event. You can see the Search Event page above.

When you click Equipments on the header 2 tab are going to pop up, one is New Equipment the other one is Search Equipment. You can see the New Equipment Page above.

When you click Equipments on the header 2 tab are going to pop up, one is New Equipment the other one is Search Equipment. You can see the Search Equipment Page above.

When you click Notifications on the header, you can see the above page.

Android

Login Page

The user sees this page when he/she opens the application. If the user has already an account, he/she can enter his/her identifier and password, click the login button and

successfully log in. Otherwise, the user can register for the app by clicking register button.

Registration Page

The user is navigated to this page after pressing register button in the starting page. The user can register by entering the fields(email,password,identifier i.e). The birthday should in form of YYYY-MM-DD. After filling the fields, when the user presses the register button, the

user is registered for the application. Please note that the user can only enter one sport type.(basketball,football,tennis,handball etc.)

Home Page

After the user logs in, the user sees the Main Page above. Main page consists of three parts: Home, Search and Profile. There are three tabs in tabbar and initially the user is navigated to the Home page(a part of Main Page). In home page the user can see events he/she is attending and the events created by him/her. The user can navigate to the Event Detail Pages by clicking on them.

In home page, the user can log out by clicking the Logout button.
In home page, the user is able to create a new event by clicking the Create New Event Button.

Event Creation Page 1

This is the event creation page. The user should fill the fields above to create a new event. The user is also have to select the event location by clicking Select event location text. After clicking that text, the user is navigated to a map, where he can choose the location of the event by pressing and holding for a little moment on a point on the map. Here is the map:

Event Creation - choosing location

After the user fills the fields on event creation page and chooses a location for the event, he is navigated to the badge selection screen, where the user can choose badges for the event. If there are specific badges for that sport in the system, the system can only select these badges because only they are viewed. If there are no specific badges for that sport in the system, the user can select badges he/she wishes from all badges in the system. The user

clicks on badges he/she wishes to choose and then clicks “Done” button. Here are the badges for football:

Event creation- badge selection

On the home page, when user clicks on any event(either created by him/her or an event he/she is participating to), the user is navigated to Event Detail Page. In the event detail page, all the information about the event are shown. The user also can see the location of the event by clicking “Click to see the location on the map” button. The users can declare themselves as spectator or become interested in the Event Detail Page. Event Detail Page:

Event Detail Page 1

Event Detail Page 2

If the user is the creator of the event, There is a button named Show interested users in event page. The user can reject or accept the interested users for that event.

Event Detail Page 3- rejecting and accepting interesting users

By clicking green tick, the creator accepts that user. And by clicking the red minus, the creator rejects that user. After pressing done, the acception/rejection operation is finished.

The user can search events and users on Search Page. The user can choose the search type on the dropdown on right top of the search page.

Search page 1- Search type dropdown

The user can filter the events however he/she wishes with different filters: event name, event sport type, min and max skill level, city, country and Location of the event. By clicking Search event with Map button, the user is navigated to map, where he/she will two locations by pressing and holding for a little moment on points. Please note that user should first select the point on top left, not right bottom, otherwise the search does not work properly. The events will between these two locations(points) will be filtered and be showed to the user when the user presses “Search” button.

Event Search- Map based search(selecting location area)

The red marker is a default marker which the user should ignore. It is only there to ease the zooming in operation. In this case above, the first location is chosen by the user, which is shown with blue marker. The user now will select the second location, on the bottom left of that blue marker and the location selection operation is finished.

After clicking search button, the user is navigated to another page, where searched events are listed.

Event Search-Searched Events

By clicking on any event, the user is navigated to that event's detail page. (Please see event detail page images above)

The user can also search other users by entering the username.

User search

After clicking Search button, the users which contain the search keyword are listed. The user can navigate to the User Detail Page of the users by cilcking on any user.

User search - results

User Detail Page

On user detail page, the user can follow the user, unfollow the user, see his/her badges, the users he/she follows and his/her followers. The user can also block the user.

The user can navigate to his/her profile page by clicking the “Profile”, the third tabbar below.

Profile Page of user

In Profile Page, the user can update his/her information and also delete his/her profile.

System Manual

- Firstly, connect to your server.
- In order to build and run both back-end API and react application the only requirement that you need to install is “docker”. In order to instal docker on Ubuntu, you can use the following commands(see https://docs.docker.com/engine/install/ubuntu/#install-using-the-repository):
    - sudo apt-get update
    - sudo apt-get install ca-certificates curl gnupg lsb-release
    - curl -fsSL https://download.docker.com/linux/ubuntu/gpg | sudo gpg --dearmor -o /usr/share/keyrings/docker-archive-keyring.gpg
    - echo "deb [arch=$(dpkg --print-architecture) signed-by=/usr/share/keyrings/docker-archive-keyring.gpg] https://download.docker.com/linux/ubuntu \ $(lsb_release -cs) stable" | sudo tee /etc/apt/sources.list.d/docker.list > /dev/null
    - sudo apt-get update
    - sudo apt-get install docker-ce docker-ce-cli containerd.io
    - sudo systemctl start docker
    - sudo curl -L "https://github.com/docker/compose/releases/download/1.29.2/docker-compose-$(uname -s)-$(uname -m)" -o /usr/local/bin/docker-compose
    - sudo chmod +x /usr/local/bin/docker-compose
    - sudo chown $USER /var/run/docker.sock

  To install on Windows, see here
- After docker is installed, you need to dockerize both react-application and api. To dockerize and run the react app you can use the following commands(you need to be in “2021SpringGroup6/front-end/playground” directory):
    - docker build -t frontapp
    - docker run -d --rm -v ${PWD}:/app2 -v /app2/node_modules -p 3001:3000 -e CHOKIDAR_USEPOLLING=true frontapp

  To dockerize and run the backend api you can use the following commands(you need to be in “2021SpringGroup6/backend/sports_platform” directory):
    - docker-compose build
    - docker-compose up

- For the Android part, you need to download the Android Studio application into your PC. The link for downloading: Download Android Studio and SDK tools | Android Developers. Then you should clone our *android* folder in https://github.com/bounswe/2021SpringGroup6. After cloning you need to import the *AndroidSportsPlatform* folder into your Android Studio application.
- After successfully importing our application folder, all you need to do is create a virtual android emulator device. You should first go to the *Tools* tab. Then you should select *AVD Manager*. Then you should enter the *Create a Virtual Device* button.

- We as the Android team used an Emulator named *Pixel 3a XL API 30.* We suggest that you should select that emulator too.
- After successfully creating the Virtual Device, you should run our code by pressing the green triangle button. The emulator will be opened after pressing. (Note that a Virtual Device Emulator for Android is nearly 10GB, therefore you need to have that amount of free memory.)
- Also you need to enable the Map SDK to access the Google Maps for Android in this link: API Library – APIs & Services – My First Project – Google Cloud Platform

  Change the string in this file(Copy your API key into the string in row 23 in this file) : android/AndroidSportsPlatform/app/src/debug/res/values/google_maps_api.xml

  The instruction to create an API key are written in the google_maps_api.xml file.

Project Plan

		Name	Duration	Start	Finish	Resource Names
1		**Basics of Project Repository**	**6 days**	**3/26/21 8:00 AM**	**4/2/21 5:00 PM**	
2		Communication Plan	2 days	3/26/21 8:00 AM	3/29/21 5:00 PM	Berk Atl
3		Reseaching repositories	0.125 days	3/28/21 8:00 AM	3/29/21 9:00 AM	Berk Atl;Ekrem Yusuf Ekmekci;Elif Sema B...
4		Creating Personal Effort Pages	0.625 days	3/28/21 8:00 AM	3/29/21 1:59 PM	Berk Atl;Ekrem Yusuf Ekmekci;Elif Sema B...
5		Creating Labels	5 days	3/28/21 8:00 AM	4/2/21 5:00 PM	Ömer Süve
6		**Determination of Critical Sections**	**7 days**	**4/5/21 8:00 AM**	**4/13/21 5:00 ...**	
7		Questions to ask customer	7 days	4/5/21 8:00 AM	4/13/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
8		Customer Meeting	4 days	4/5/21 8:00 AM	4/8/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
9		**Creating Requirements**	**3 days**	**4/5/21 8:00 AM**	**4/7/21 5:00 PM**	
10		User Requirements	2 days	4/5/21 8:00 AM	4/6/21 5:00 PM	Musa Nuri htiyar
11		System Requirements	1 day	4/5/21 8:00 AM	4/5/21 5:00 PM	Deniz Arda Budak;Elif Sema Balcolu
12		Non-functional Requirements	1 day	4/5/21 8:00 AM	4/5/21 5:00 PM	Berk Atl;Ömer Süve
13		Event Requirements	1 day	4/5/21 8:00 AM	4/5/21 5:00 PM	Can Atakan Uur;Ekrem Yusuf Ekmekci
14		Badge	3 days	4/5/21 8:00 AM	4/7/21 5:00 PM	Can Atakan Uur;Ekrem Yusuf Ekmekci
15		**Meetings**	**197 days?**	**3/25/21 6:00 PM**	**12/27/21 5:00...**	
16		**Group Meetings**	**52 days?**	**3/25/21 6:00 PM**	**6/8/21 8:00 AM**	
17		Meeting 1	0 days	3/25/21 6:00 PM	3/25/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
18		Meeting 2	0 days	4/2/21 6:00 PM	4/2/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
19		Meeting 3	0 days	4/6/21 6:00 PM	4/6/21 5:00 PM	Musa Nuri htiyar;Berk Atl;Ömer Süve;br...
20		Meeting 4	0 days	4/13/21 6:00 PM	4/13/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
21		Meeting 5.1	0 days	4/20/21 6:00 PM	4/20/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
22		Meeting 5.2	0 days	4/22/21 6:00 PM	4/22/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
23		Meeting 5.3	1 day	4/24/21 6:00 PM	4/26/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
24		Meeting 6	0 days	4/27/21 6:00 PM	4/27/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
25		Meeting 7.1	0 days	5/4/21 6:00 PM	5/4/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
26		Meeting 7.2	1 day	5/8/21 6:00 PM	5/10/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
27		Meeting 8	0 days?	5/21/21 8:00 AM	5/21/21 8:00 AM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
28		Meeting 9.1	0 days?	5/25/21 8:00 AM	5/25/21 8:00 AM	Musa Nuri htiyar; Deniz Arda Budak;bra...
29		Meeting 9.2	1 day?	5/30/21 8:00 AM	5/31/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
30		Meeting 10	1 day?	6/5/21 8:00 AM	6/7/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
31		Meeting 11	0 days?	6/8/21 8:00 AM	6/8/21 8:00 AM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
32		**Extra Meetings for Practice App**	**13 days?**	**5/24/21 8:00 AM**	**6/9/21 5:00 PM**	
33		Back-End Meeting	1 day?	5/24/21 8:00 AM	5/24/21 5:00 PM	Elif Sema Balcolu; Deniz Arda Budak;Ber...
34		Front-End Meeting	0 days?	5/24/21 5:00 PM	5/24/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...

		Name	Duration	Start	Finish	Resource Names
35		Final Deployment Meeting	1 day?	6/9/21 8:00 AM	6/9/21 5:00 PM	Elif Sema Balcolu;brahim Melih Akta;Be...
36		**Backend Meetings**	**22 days**	**11/25/21 6:00 PM**	**12/27/21 5:00...**	
37		Meeting 1	0 days	11/25/21 6:00 PM	11/25/21 5:00 PM	Elif Sema Balcolu;Ekrem Yusuf Ekmekci;B...
38		Meeting 2	1 day	11/28/21 6:00 PM	11/29/21 5:00 PM	Berk Atl;Ekrem Yusuf Ekmekci;Elif Sema B...
39		Meeting 3	0 days	12/1/21 6:00 PM	12/1/21 5:00 PM	Berk Atl;Ekrem Yusuf Ekmekci;Elif Sema B...
40		Meeting 4	1 day	12/5/21 6:00 PM	12/6/21 5:00 PM	Berk Atl;Ekrem Yusuf Ekmekci;Elif Sema B...
41		Meeting 5	1 day	12/11/21 6:00 PM	12/13/21 5:00 PM	Berk Atl;Ekrem Yusuf Ekmekci;Elif Sema B...
42		Meeting 6	0 days	12/17/21 6:00 PM	12/17/21 5:00 PM	Berk Atl;Ekrem Yusuf Ekmekci;Elif Sema B...
43		Meeting 7	0 days	12/27/21 6:00 PM	12/27/21 5:00 PM	Berk Atl;Ekrem Yusuf Ekmekci;Elif Sema B...
44		**Frontend Meetings**	**22 days**	**11/25/21 6:00 PM**	**12/27/21 5:00...**	
45		Meeting 1	0 days	11/25/21 6:00 PM	11/25/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak
46		Meeting 2	1 day	11/28/21 6:00 PM	11/29/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak
47		Meeting 3	0 days	12/1/21 6:00 PM	12/1/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak
48		Meeting 4	1 day	12/5/21 6:00 PM	12/6/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak
49		Meeting 5	1 day	12/11/21 6:00 PM	12/13/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak
50		Meeting 6	0 days	12/17/21 6:00 PM	12/17/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak
51		Meeting 7	0 days	12/27/21 6:00 PM	12/27/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak
52		**Android Meetings**	**22 days**	**11/25/21 6:00 PM**	**12/27/21 5:00...**	
53		Meeting 1	0 days	11/25/21 6:00 PM	11/25/21 5:00 PM	brahim Melih Akta;Can Atakan Uur;Öm...
54		Meeting 2	1 day	11/28/21 6:00 PM	11/29/21 5:00 PM	Can Atakan Uur;Ömer Süve;brahim Meli...
55		Meeting 3	0 days	12/1/21 6:00 PM	12/1/21 5:00 PM	Can Atakan Uur;Ömer Süve;brahim Meli...
56		Meeting 4	1 day	12/5/21 6:00 PM	12/6/21 5:00 PM	Can Atakan Uur;Ömer Süve;brahim Meli...
57		Meeting 5	1 day	12/11/21 6:00 PM	12/13/21 5:00 PM	Can Atakan Uur;Ömer Süve;brahim Meli...
58		Meeting 6	0 days	12/17/21 6:00 PM	12/17/21 5:00 PM	Can Atakan Uur;Ömer Süve;brahim Meli...
59		Meeting 7	0 days	12/27/21 6:00 PM	12/27/21 5:00 PM	Can Atakan Uur;Ömer Süve;brahim Meli...
60		**Creating Mock-ups for Web and Mobile**	**5 days**	**4/13/21 8:00 AM**	**4/19/21 5:00 ...**	
61		Mock-up for Searching and Joining an event	5 days	4/13/21 8:00 AM	4/19/21 5:00 PM	Deniz Arda Budak;Elif Sema Balcolu
62		Mock-up for Blocking operation	5 days	4/13/21 8:00 AM	4/19/21 5:00 PM	Berk Atl;Ömer Süve
63		Mock-up for Sending request to attend an event	2.5 days	4/13/21 8:00 AM	4/15/21 1:00 PM	Deniz Arda Budak;Elif Sema Balcolu
64		Mock-up for Person Selection for an event	5 days	4/13/21 8:00 AM	4/19/21 5:00 PM	Musa Nuri htiyar;brahim Melih Akta
65		Mock-up for Posting a Discussion	2.5 days	4/13/21 8:00 AM	4/15/21 1:00 PM	Can Atakan Uur;Ekrem Yusuf Ekmekci
66		**Creating Scenarios for Web and Mobile**	**2 days**	**4/13/21 8:00 AM**	**4/14/21 5:00 ...**	
67		Scenarios for Blocking User	2 days	4/13/21 8:00 AM	4/14/21 5:00 PM	Berk Atl;Ömer Süve
68		Scenarios for Searching an Event	2 days	4/13/21 8:00 AM	4/14/21 5:00 PM	Deniz Arda Budak;Elif Sema Balcolu

		Name	Duration	Start	Finish	Resource Names
69		Scenarios for Selecting Person for an Event	1 day	4/13/21 8:00 AM	4/13/21 5:00 PM	brahim Melih Akta;Musa Nuri htiyar
70		Scenarios for Creating an Event	2 days	4/13/21 8:00 AM	4/14/21 5:00 PM	Ekrem Yusuf Ekmekci
71		Scenarios for Checking the Event Page and Posting a Discussion	2 days	4/13/21 8:00 AM	4/14/21 5:00 PM	Can Atakan Uur
72		**Design Diagrams**	**7 days**	**4/23/21 8:00 AM**	**5/3/21 5:00 PM**	
73		Class Diagrams	5 days	4/23/21 8:00 AM	4/29/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
74		Use Case Diagrams	5 days	4/23/21 8:00 AM	4/29/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
75		**Sequence Diagrams**	**2 days**	**4/29/21 5:00 PM**	**5/3/21 5:00 PM**	
76		Editing Event Information	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	Musa Nuri htiyar
77		Searching Event	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	Elif Sema Balcolu
78		Blocking Operation	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	Berk Atl
79		Adding Participants	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	brahim Melih Akta
80		Posting Comments in Discussion Page	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	Can Atakan Uur
81		Sending Request to Attend Event	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	Deniz Arda Budak
82		Creating Event	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	Ekrem Yusuf Ekmekci
83		Creating New Discussion Page	1 day	4/29/21 5:00 PM	4/30/21 5:00 PM	Can Atakan Uur;Ekrem Yusuf Ekmekci
84		Unblocking Operation	2 days	4/29/21 5:00 PM	5/3/21 5:00 PM	Ömer Süve
85		**Documentation**	**8 days**	**4/28/21 8:00 AM**	**5/7/21 5:00 PM**	
86		Executive Summary	3 days	5/3/21 8:00 AM	5/5/21 5:00 PM	Musa Nuri htiyar
87		**Planning**	**5 days**	**4/28/21 8:00 AM**	**5/4/21 5:00 PM**	
88		Meeting	1 day	4/28/21 8:00 AM	4/28/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
89		Preparing Different Parts Separately	5 days	4/28/21 8:00 AM	5/4/21 5:00 PM	
90		Combining Plans	1 day	4/28/21 8:00 AM	4/28/21 5:00 PM	
91		Ram	2 days	5/6/21 8:00 AM	5/7/21 5:00 PM	Elif Sema Balcolu
92		Tool Evaluation	3 days	5/3/21 8:00 AM	5/5/21 5:00 PM	
93		**Milestones**	**189 days?**	**4/28/21 8:00 AM**	**1/17/22 5:00 ...**	
94		Milestone 1 Report	1 day	5/9/21 8:00 AM	5/10/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
95		Milestone 2 Report	1 day	6/10/21 8:00 AM	6/10/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
96		Milestone 3 Report	1 day	10/13/21 8:00 AM	10/13/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
97		Milestone 4 Report	1 day	11/30/21 8:00 AM	11/30/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
98		Milestone 5 Report	1 day	1/17/22 8:00 AM	1/17/22 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
99		**Basics of Project Implementation**	**3 days**	**4/28/21 8:00 AM**	**4/30/21 5:00 ...**	
100		**Research & Study**	**3 days**	**4/28/21 8:00 AM**	**4/30/21 5:00 ...**	
101		Research on APIs	3 days	4/28/21 8:00 AM	4/30/21 5:00 PM	
102		Research on Databases	3 days	4/28/21 8:00 AM	4/30/21 5:00 PM	
103		**Fundamental Structure**	**1 day**	**4/28/21 8:00 AM**	**4/28/21 5:00 ...**	

		Name	Duration	Start	Finish	Resource Names
104		Designing Back-end Structure	1 day	4/28/21 8:00 AM	4/28/21 5:00 PM	
105		Designing Front-end Structure	1 day	4/28/21 8:00 AM	4/28/21 5:00 PM	
106		Designing Android Structure	1 day	4/28/21 8:00 AM	4/28/21 5:00 PM	
107		Documentation	1 day	4/28/21 8:00 AM	4/28/21 5:00 PM	
108		Form teams	1 day	10/25/21 8:00 AM	10/25/21 5:00 PM	
109		Review requirements, design and plans	5 days?	10/26/21 8:00 AM	11/1/21 5:00 PM	
110		**PRACTICE - APP**	**17 days?**	**5/19/21 8:00 AM**	**6/10/21 5:00 ...**	
111		**Determination of Critical Sections**	**5 days**	**5/19/21 8:00 AM**	**5/25/21 5:00 ...**	
112		Questions to ask TA	5 days	5/19/21 8:00 AM	5/25/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
113		**Research & Pre-Implementation**	**5 days**	**5/19/21 8:00 AM**	**5/25/21 5:00 ...**	
114		Research about public APIs	4 days	5/19/21 8:00 AM	5/24/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
115		General research about web frameworks	4 days	5/19/21 8:00 AM	5/24/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
116		Determining public APIs that can be used in the app	5 days	5/19/21 8:00 AM	5/25/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
117		Determining which framework to use	5 days	5/19/21 8:00 AM	5/25/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
118		Determining resources to follow for consistency	5 days	5/19/21 8:00 AM	5/25/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
119		**Implementation Start**	**2 days**	**5/26/21 8:00 AM**	**5/27/21 5:00 ...**	
120		**Front-End**	**2 days**	**5/26/21 8:00 AM**	**5/27/21 5:00 ...**	
121		Everyone will code front-end for their endpoints	2 days	5/26/21 8:00 AM	5/27/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
122		**Back-End**	**2 days**	**5/26/21 8:00 AM**	**5/27/21 5:00 ...**	
123		Endpoints are divided across the team	2 days	5/26/21 8:00 AM	5/27/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
124		**Back-End**	**10 days?**	**5/28/21 8:00 AM**	**6/10/21 5:00 ...**	
125		**Authorization**	**3 days**	**5/28/21 8:00 AM**	**6/1/21 5:00 PM**	
126		login endpoint	3 days	5/28/21 8:00 AM	6/1/21 5:00 PM	Ömer Süve
127		logout endpoint	3 days	5/28/21 8:00 AM	6/1/21 5:00 PM	Ömer Süve
128		sign-up endpoint	3 days	5/28/21 8:00 AM	6/1/21 5:00 PM	Ömer Süve
129		**Event**	**3 days?**	**5/28/21 8:00 AM**	**6/1/21 5:00 PM**	
130		show event endpoint	3 days?	5/28/21 8:00 AM	6/1/21 5:00 PM	Elif Sema Balcolu
131		create event endpoint	3 days?	5/28/21 8:00 AM	6/1/21 5:00 PM	Elif Sema Balcolu
132		**Equipment**	**3 days**	**5/31/21 8:00 AM**	**6/2/21 5:00 PM**	
133		create equipment endpoint	3 days	5/31/21 8:00 AM	6/2/21 5:00 PM	Ömer Süve
134		**Badge**	**3 days?**	**5/31/21 8:00 AM**	**6/2/21 5:00 PM**	
135		show badge endpoint	3 days?	5/31/21 8:00 AM	6/2/21 5:00 PM	Berk Atl
136		create badge endpoint	3 days?	5/31/21 8:00 AM	6/2/21 5:00 PM	Berk Atl

		Name	Duration	Start	Finish	Resource Names
137		**Sports**	**3 days?**	**5/31/21 8:00 AM**	**6/2/21 5:00 PM**	
138		show sport endpoint	3 days?	5/31/21 8:00 AM	6/2/21 5:00 PM	Elif Sema Balcolu
139		**Spectators**	**3 days?**	**6/1/21 8:00 AM**	**6/3/21 5:00 PM**	
140		create spectators endpoint	3 days?	6/1/21 8:00 AM	6/3/21 5:00 PM	Deniz Arda Budak
141		**Interesteds**	**3 days?**	**6/1/21 8:00 AM**	**6/3/21 5:00 PM**	
142		create interested endpoint	3 days?	6/1/21 8:00 AM	6/3/21 5:00 PM	Ekrem Yusuf Ekmekci
143		**Testing**	**3 days?**	**6/8/21 8:00 AM**	**6/10/21 5:00 ...**	
144		Tests for functions used in api	3 days?	6/8/21 8:00 AM	6/10/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
145		**Discussions**	**1.5 days?**	**5/28/21 8:00 AM**	**5/31/21 1:00 ...**	
146		post a comment to a discussion endpoint	1.5 days?	5/28/21 8:00 AM	5/31/21 1:00 PM	Musa Nuri htiyar;Can Atakan Uur
147		get discussions endpoint	1.5 days?	5/28/21 8:00 AM	5/31/21 1:00 PM	Can Atakan Uur;Musa Nuri htiyar
148		**Front-End**	**12 days?**	**5/26/21 8:00 AM**	**6/10/21 5:00 ...**	
149		views	12 days?	5/26/21 8:00 AM	6/10/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
150		templates	12 days?	5/26/21 8:00 AM	6/10/21 5:00 PM	Musa Nuri htiyar; Deniz Arda Budak;Elif S...
151		**Dockerization**	**2 days?**	**6/9/21 8:00 AM**	**6/10/21 5:00 ...**	
152		AWS	2 days?	6/9/21 8:00 AM	6/10/21 5:00 PM	Deniz Arda Budak;Elif Sema Balcolu;Ber...
153		**Documentation**	**4 days**	**6/7/21 8:00 AM**	**6/10/21 5:00 ...**	
154		getting user doc	4 days	6/7/21 8:00 AM	6/10/21 5:00 PM	Ömer Süve
155		posting user doc	4 days	6/7/21 8:00 AM	6/10/21 5:00 PM	Ömer Süve
156		getting events doc	4 days	6/7/21 8:00 AM	6/10/21 5:00 PM	Elif Sema Balcolu
157		posting events doc	4 days	6/7/21 8:00 AM	6/10/21 5:00 PM	Elif Sema Balcolu
158		posting equipments doc	4 days	6/7/21 8:00 AM	6/10/21 5:00 PM	Ömer Süve
159		posting discussions for event doc	4 days	6/7/21 8:00 AM	6/10/21 5:00 PM	Deniz Arda Budak
160		getting discussions for event	4 days	6/7/21 8:00 AM	6/10/21 5:00 PM	Can Atakan Uur
161		posting badges doc	4 days	6/7/21 8:00 AM	6/10/21 5:00 PM	Berk Atl
162		getting badges doc	4 days	6/7/21 8:00 AM	6/10/21 5:00 PM	Berk Atl
163		getting badges point doc	4 days	6/7/21 8:00 AM	6/10/21 5:00 PM	Berk Atl
164		posting interesteds doc	4 days	6/7/21 8:00 AM	6/10/21 5:00 PM	Ekrem Yusuf Ekmekci
165		posting spectators doc	4 days	6/7/21 8:00 AM	6/10/21 5:00 PM	Deniz Arda Budak
166		**CmpE451**	**64 days?**	**10/19/21 8:00 AM**	**1/14/22 5:00 ...**	
167		**Learning**	**7 days?**	**10/19/21 8:00 AM**	**10/27/21 5:00...**	
168		**Frontend**	**7 days**	**10/19/21 8:00 AM**	**10/27/21 5:00...**	
169		Deciding the Tools	3 days	10/19/21 8:00 AM	10/21/21 5:00 PM	Musa Nuri htiyar;Ekrem Yusuf Ekmekci;Sa...
170		Learning Basics	5 days	10/21/21 8:00 AM	10/27/21 5:00 PM	Musa Nuri htiyar;Ekrem Yusuf Ekmekci;Sa...

		Name	Duration	Start	Finish	Resource Names
171		**Backend**	**5 days**	**10/19/21 8:00 AM**	**10/25/21 5:00...**	
172		Learning Django Basics	5 days	10/19/21 8:00 AM	10/25/21 5:00 PM	Elif Sema Balcolu;Berk Atl
173		**Android**	**5 days?**	**10/19/21 8:00 AM**	**10/25/21 5:00...**	
174		Learning Kotlin Basics	5 days	10/19/21 8:00 AM	10/25/21 5:00 PM	Ömer Süve;brahim Melih Akta;Can Atak...
175		Learning Activity Streams	5 days?	10/19/21 8:00 AM	10/25/21 5:00 PM	Deniz Arda Budak;brahim Melih Akta;Ö...
176		**Implementation Start**	**5 days?**	**10/25/21 8:00 AM**	**10/29/21 5:00...**	
177		**Front End**	**3 days?**	**10/27/21 8:00 AM**	**10/29/21 5:00...**	
178		Create Project Structure	3 days?	10/27/21 8:00 AM	10/29/21 5:00 PM	Musa Nuri htiyar;Ekrem Yusuf Ekmekci;Sa...
179		**Back End**	**3 days?**	**10/25/21 8:00 AM**	**10/27/21 5:00...**	
180		Create Initial API	3 days?	10/25/21 8:00 AM	10/27/21 5:00 PM	Elif Sema Balcolu;Berk Atl
181		**Android**	**3 days?**	**10/25/21 8:00 AM**	**10/27/21 5:00...**	
182		Create Project Structure	3 days?	10/25/21 8:00 AM	10/27/21 5:00 PM	Deniz Arda Budak;brahim Melih Akta;Ö...
183		**User Management**	**10 days?**	**10/27/21 8:00 AM**	**11/9/21 5:00 ...**	
184		**Front End**	**7 days?**	**10/27/21 8:00 AM**	**11/4/21 5:00 ...**	
185		Register - Login Page	5 days	10/27/21 8:00 AM	11/2/21 5:00 PM	Salih Can Özçelik
186		Password Change - Reset Page	5 days	10/27/21 8:00 AM	11/2/21 5:00 PM	Musa Nuri htiyar
187		Sidebar	3 days	11/2/21 8:00 AM	11/4/21 5:00 PM	Musa Nuri htiyar;Ekrem Yusuf Ekmekci;Sa...
188		Profile Page	5 days?	10/27/21 8:00 AM	11/2/21 5:00 PM	Ekrem Yusuf Ekmekci
189		**Back End**	**10 days?**	**10/27/21 8:00 AM**	**11/9/21 5:00 ...**	
190		Profile, User Database	2 days?	10/27/21 8:00 AM	10/28/21 5:00 PM	Elif Sema Balcolu;Berk Atl
191		Login Endpoint	3 days	10/29/21 8:00 AM	11/2/21 5:00 PM	Berk Atl
192		Register Endpoint	3 days	10/29/21 8:00 AM	11/2/21 5:00 PM	Elif Sema Balcolu
193		Password Change - Reset Endpoint	3 days	11/2/21 8:00 AM	11/4/21 5:00 PM	Berk Atl
194		Logout Endpoint	3 days?	11/2/21 8:00 AM	11/4/21 5:00 PM	Elif Sema Balcolu
195		Block Unblock Endpoint	1 day?	11/4/21 8:00 AM	11/4/21 5:00 PM	Berk Atl
196		Follow Unfollow Endpoint	2 days?	11/4/21 8:00 AM	11/5/21 5:00 PM	Elif Sema Balcolu
197		Profile Edit Endpoint	3 days	11/5/21 8:00 AM	11/9/21 5:00 PM	Elif Sema Balcolu;Berk Atl
198		**Android**	**7 days?**	**10/27/21 8:00 AM**	**11/4/21 5:00 ...**	
199		Register - Login Page	5 days	10/27/21 8:00 AM	11/2/21 5:00 PM	Ömer Süve
200		Password Change - Reset Page	5 days	10/27/21 8:00 AM	11/2/21 5:00 PM	brahim Melih Akta
201		Sidebar	3 days	11/2/21 8:00 AM	11/4/21 5:00 PM	Ömer Süve;brahim Melih Akta;Can Atak...
202		Profile Page Design	5 days?	10/27/21 8:00 AM	11/2/21 5:00 PM	Deniz Arda Budak
203		**Event**	**10 days?**	**11/4/21 8:00 AM**	**11/17/21 5:00...**	
204		**Front End**	**7 days**	**11/4/21 8:00 AM**	**11/12/21 5:00...**	
205		Event Page Design	3 days	11/4/21 8:00 AM	11/8/21 5:00 PM	Musa Nuri htiyar;Ekrem Yusuf Ekmekci;Sa...

		Name	Duration	Start	Finish	Resource Names
206		Event Creation Page	4 days	11/9/21 8:00 AM	11/12/21 5:00 PM	Musa Nuri htiyar
207		Participant Selection Page	4 days	11/9/21 8:00 AM	11/12/21 5:00 PM	Salih Can Özçelik
208		Event Discussion Page	4 days	11/9/21 8:00 AM	11/12/21 5:00 PM	Ekrem Yusuf Ekmekci
209		**Back End**	**7 days?**	**11/9/21 8:00 AM**	**11/17/21 5:00..**	
210		Event System and Database	3 days	11/9/21 8:00 AM	11/11/21 5:00 PM	Elif Sema Balcolu
211		Event Creation Endpoints	2 days	11/12/21 8:00 AM	11/15/21 5:00 PM	Elif Sema Balcolu
212		Event Discussion Endpoints	3 days	11/12/21 8:00 AM	11/16/21 5:00 PM	Berk Atl
213		Participant Selection Endpoints	2 days?	11/16/21 8:00 AM	11/17/21 5:00 PM	Berk Atl
214		**Android**	**7 days**	**11/4/21 8:00 AM**	**11/12/21 5:00..**	
215		Event Page Design	3 days	11/4/21 8:00 AM	11/8/21 5:00 PM	Ömer Süve;brahim Melih Akta; Deniz Ar...
216		Event Creation	4 days	11/9/21 8:00 AM	11/12/21 5:00 PM	brahim Melih Akta
217		Participant Selection	4 days	11/9/21 8:00 AM	11/12/21 5:00 PM	Deniz Arda Budak
218		Event Discussion Page	4 days	11/9/21 8:00 AM	11/12/21 5:00 PM	Ömer Süve
219		**Search**	**35 days**	**11/10/21 8:00 AM**	**12/28/21 5:00..**	
220		**Front End**	**5 days**	**11/10/21 8:00 AM**	**11/16/21 5:00..**	
221		Search Bar	5 days	11/10/21 8:00 AM	11/16/21 5:00 PM	Salih Can Özçelik;Ekrem Yusuf Ekmekci[50...
222		Search Page	5 days	11/10/21 8:00 AM	11/16/21 5:00 PM	Musa Nuri htiyar;Ekrem Yusuf Ekmekci[50...
223		**Back End**	**5 days**	**11/17/21 8:00 AM**	**11/23/21 5:00..**	
224		Search System	4 days	11/17/21 8:00 AM	11/22/21 5:00 PM	Elif Sema Balcolu
225		Location Implementation	3 days	11/17/21 8:00 AM	11/19/21 5:00 PM	Berk Atl
226		Search Sort	1 day	11/23/21 8:00 AM	11/23/21 5:00 PM	Berk Atl
227		Search Filter	1 day	11/23/21 8:00 AM	11/23/21 5:00 PM	Elif Sema Balcolu
228		**Android**	**5 days**	**12/22/21 8:00 AM**	**12/28/21 5:00..**	
229		Search Bar	5 days	12/22/21 8:00 AM	12/28/21 5:00 PM	Deniz Arda Budak;brahim Melih Akta;Ö...
230		Search Page	5 days	12/22/21 8:00 AM	12/28/21 5:00 PM	Ömer Süve;brahim Melih Akta; Deniz Ar...
231		Milestone 1	0 days?	10/19/21 8:00 AM	10/19/21 8:00 AM	
232		**Badge - Equipment - Field**	**9 days**	**1/4/22 8:00 AM**	**1/14/22 5:00 ...**	
233		**Front End**	**5 days**	**1/4/22 8:00 AM**	**1/10/22 5:00 ...**	
234		Prepare Set of Badges	2 days	1/4/22 8:00 AM	1/5/22 5:00 PM	Musa Nuri htiyar;Ekrem Yusuf Ekmekci;Sa...
235		Badge Integration to Events	3 days	1/6/22 8:00 AM	1/10/22 5:00 PM	Musa Nuri htiyar
236		Equipment Creation	3 days	1/4/22 8:00 AM	1/6/22 5:00 PM	Salih Can Özçelik
237		Addition of equipment to search	3 days	1/4/22 8:00 AM	1/6/22 5:00 PM	Ekrem Yusuf Ekmekci
238		Field Implementation	3 days	1/4/22 8:00 AM	1/6/22 5:00 PM	Musa Nuri htiyar;Ekrem Yusuf Ekmekci;Sa...
239		**Back End**	**9 days**	**1/4/22 8:00 AM**	**1/14/22 5:00 ...**	
240		Badge Integration to Events	9 days	1/4/22 8:00 AM	1/14/22 5:00 PM	Berk Atl

		Name	Duration	Start	Finish	Resource Names
241		Equipment Creation	3 days	1/4/22 8:00 AM	1/6/22 5:00 PM	Berk Atl
242		Addition of equipment to search	3 days	1/4/22 8:00 AM	1/6/22 5:00 PM	Elif Sema Balcolu
243		Field Implementation	3 days	1/4/22 8:00 AM	1/6/22 5:00 PM	Elif Sema Balcolu
244		**Android**	**3 days**	**1/4/22 8:00 AM**	**1/6/22 5:00 PM**	
245		Badge Implementation	3 days	1/4/22 8:00 AM	1/6/22 5:00 PM	Ömer Süve;brahim Melih Akta; Deniz Ar...
246		Badge Integration to Events	3 days	1/4/22 8:00 AM	1/6/22 5:00 PM	Ömer Süve;brahim Melih Akta; Deniz Ar...
247		Equipment Creation	3 days	1/4/22 8:00 AM	1/6/22 5:00 PM	Ömer Süve;brahim Melih Akta; Deniz Ar...
248		Addition of equipment to search	3 days	1/4/22 8:00 AM	1/6/22 5:00 PM	Ömer Süve;brahim Melih Akta; Deniz Ar...
249		Field Implementation	3 days	1/4/22 8:00 AM	1/6/22 5:00 PM	Ömer Süve;brahim Melih Akta; Deniz Ar...
250		**CI/CD**	**10 days?**	**11/22/21 8:00 AM**	**12/3/21 5:00 ...**	
251		Deciding Tools	5 days?	11/22/21 8:00 AM	11/26/21 5:00 PM	
252		Construct the System	10 days?	11/22/21 8:00 AM	12/3/21 5:00 PM	
253		MILESTONE 2	0 days	12/2/21 8:00 AM	12/2/21 8:00 AM	

Requirements

1. Functional Requirements

1.1 User Requirements

- 1.1.1 Registration
    - 1.1.1.1 Guests shall be able to register using username and password that they determine and weren't used by any other user before, kinds of sports they are interested in, their skill level, and email address.
    - 1.1.1.2 Guests shall be able to provide additional information such as name, surname, location, age and gender about themselves at the registration stage.
    - 1.1.1.3 Users shall be able to delete their accounts whenever they want.
- 1.1.2 Login
    - 1.1.2.1 Guests shall be able to login using their username and password combination.
    - 1.1.2.2 Users shall be able to log out whenever they want.
- 1.1.3 Profile Management
    - 1.1.3.1 Users shall update their username, password, location, age, gender, e-mail, skill level, and favorite sports.
    - 1.1.3.2 Users shall be able to see the users they followed.
    - 1.1.3.3 Users shall be able to see their event history.
    - 1.1.3.4 Users shall be able to decide which information is visible to others.
    - 1.1.3.5 Users shall be able to see the events they are interested in.
    - 1.1.3.6 Users shall be able to get a new password when they forget their passwords.

1.2 System Requirements

- 1.2.1 Event Recommendations
    - 1.2.1.1 The system shall recommend the events that are for sports selected by the user.
    - 1.2.1.2 The system prioritizes the events for users with the close skill level as the user.
    - 1.2.1.3 The recommended events shall be automatically sorted by ascending distance.
    - 1.2.1.4 The events created by the event creators, whom the user is following, shall be recommended.

- 1.2.2 Notifications
    - 1.2.2.1 The system shall send notifications on events, to which the user is "Interested" when the user is approved or rejected by the event creator.
    - 1.2.2.2 The system shall send notifications when an event in which the user is "Interested" only has few available spots left. The meaning of few shall be determined for each sport separately.
    - 1.2.2.3 The system shall send notifications when all the spots in an event to which the user is approved to participate are taken.
    - 1.2.2.4 The system shall send notifications when an event to which the user has approved starts in a week, a day, and 3 hours.
    - 1.2.2.5 The system shall send notifications if an event to which the user has approved has been canceled by the event creator.
    - 1.2.2.6 The system shall send notifications if details of an event to which the user has been approved has been changed by the event creator.
- 1.2.3 Search Engine
    - 1.2.3.1 The user shall be able to search events.
    - 1.2.3.2 The user shall be able to filter the event results based on sport type, skill level and time.
    - 1.2.3.3 The user shall be able to sort search results based on their distance if location data is shared, starting time, skill level for events.
    - 1.2.3.4 The user shall be able to search users based on their name and username.
    - 1.2.3.5 The user shall be able to search equipment.
    - 1.2.3.6 The user shall be able to filter equipment based on the sport type.
    - 1.2.3.7 The user shall be able to search field.
    - 1.2.3.8 The user shall be able to sort field based on its distance.
    - 1.2.3.9 The user shall be able to search events on map.
- 1.2.4 Profile Page
    - 1.2.4.1 Every user shall have a profile page.
    - 1.2.4.2 Every user's profile page is visible to other users.
    - 1.2.4.3 Profile page of a user shall include the username.
    - 1.2.4.4 Users shall be given the option to show and hide the full name, profile picture, age, user location, skill level for each sport, personal badges, previously attended events, previously created events.
    - 1.2.4.5 If the user is a field owner, field details, previous events that took place in the fields the user has shall be shown on the profile page of the user.

        - 1.2.4.6 Users shall be able to block other users from their profile pages.
        - 1.2.4.7 Users cannot see the profile of the user who blocks them.
        - 1.2.4.8 Users cannot move to the profile page of the user who blocks them when they see him/her on the event attendee list.
        - 1.2.4.9 Users shall be able to follow other users from their profile pages.

1.3 Event Requirements

- 1.3.1 Creation and Cancellation
    - 1.3.1.1 Any user shall be able to create an event. After creating an event, the host is going to get the "Event Creator" status and have privileges merely for that specific event.
    - 1.3.1.2 The creator for an event shall be able to cancel the event before it starts. In that case, anyone who stated that they are "Coming" to the event or "Interested" in the event shall receive notifications about the cancellation.
    - 1.3.1.3 Every event must have one host and any number of co-hosts.
- 1.3.2 Event Page
    - 1.3.2.1 General Information
        - 1.3.2.1.1 Users can send registration request via event page.
        - 1.3.2.1.2 Users can declare themselves as spectator via event page.
        - 1.3.2.1.3 Users can access information and comments/discussions about the specific event and place via the event page.
    - 1.3.2.2 "About" Tab
        - 1.3.2.2.1 There will be some basic information about the event on this page like "Time", "Location", "Min and max number of participants" and "Description".
        - 1.3.2.2.2 Also, some events might have some constraints for the users who want to participate. These "Requirements" are also shown in the "About" Tab.
        - 1.3.2.2.3 There will be information about the badges to be delivered. After the event, the ones who gained the badges will be displayed.
        - 1.3.2.2.4 Badges to be delivered can be changed by the creator. That is, "event owner to players badges" is customizable. See badges section.
    - 1.3.2.3 "Discussion" Tab

        - 1.3.2.3.1 The event page will also include a "Discussion Page" for people to post their questions, talk about where to find the necessary equipment or offer changes in the plan.
        - 1.3.2.3.2 Who can post or see the posts on this page can be adjusted by the event creator.
    - 1.3.2.4 Unless otherwise stated, users shall be able to see who is "Coming" to the event, "Interested" in the event, and "Wants to Watch" the event.
    - 1.3.2.5 Participants shall be able to share photos and videos after the event if the event creator allows, in the Event Page.
- 1.3.3 Management
    - 1.3.3.1 Depending on the event creator's choices, some events might require an approval from the creator before the participation. In these cases, the user shall seem to be "Interested" in the event and wait for the event creator to approve their participation. They can send an "approval request message" as to why they want to participate to obtain a higher chance of getting an approval.
    - 1.3.3.2 Event creator can make changes in the activity, even after its creation.
- 1.3.4 Communication
    - 1.3.4.1 Users can ask their questions about the event in the "Discussion Page" if permitted.
    - 1.3.4.2 For approval-required events, the users who want to participate can send an approval request and explain why they want to attend.
- 1.3.5 Spectators
    - 1.3.5.1 The users who do not participate as player can be spectator. They also can undo it.
    - 1.3.5.2 Users can declare themselves as spectator via event page. (See 1.3.2.1.2)
    - 1.3.5.3 If the field capacity is less than or equal to the number of spectators, new spectators will be warned about it.
    - 1.3.5.4 If the field capacity is less than the number of spectators, current spectators will be warned about it.

1.4 Badges

- 1.4.1 Badge Types
    - 1.4.1.1 There will be certain badges already designed in the system.
    - 1.4.1.2 Users shall be able to request new type of badges from the system.

        - 1.4.1.3 There will also be badges indicating misbehaviour.
    - 1.4.2 Badge Acquirement
        - 1.4.2.1 Users shall be able to acquire badges as event participators.
        - 1.4.2.2 Users shall be able to acquire badges as event creators.
        - 1.4.2.3 The badges shall be given by the system, event participators and event creators.

1.5 Equipment

- 1.5.1 Creation and Deletion
    - 1.5.1.1 Any user shall be able to create an equipment post.
    - 1.5.1.2 The creator of equipment shall be able to delete the equipment from the system.
- 1.5.2 Equipment Page
    - 1.5.2.1 General Information
        - 1.5.2.1.1 Users can access information and comments/discussions about the specific equipment and place via the equipment page.
    - 1.5.2.2 "About" Tab
        - 1.5.2.2.1 There will be some basic information about the equipment on this page like "Location", "Related Sports" and "Description".
    - 1.5.2.3 "Discussion" Tab
        - 1.5.2.3.1 The equipment page will also include a "Discussion Page" for people to post their questions, talk about where to find the equipment.
        - 1.5.2.3.2 Participants shall be able to share photos and videos about the equipment.

2. Non-Functional Requirements

2.1 Design

- 2.1.1 There will be an Android application and a web platform. Both of them will have identical functionalities.

2.2 Annotations

- 2.2.1 W3C Activity Stream standard 2.0 will be used in order to implement subscription and notification functionalities.
- 2.2.2 Wikidata.org will be used to support semantic taggings.

2.3 Legal and Ethical Issues

- 2.3.1 The rules of GDPR and KVKK will be followed regarding the "personal information", "contact information", "copyrighted contents", "licence issues" etc.
- 2.3.2 There will be documents about "Terms of Use" and "Privacy Policy" of the application and they must be accepted during the registration.
- 2.3.3 The Project will consider the Ethical Values.
- 2.3.4 There will be no tolerance for discriminatory speech or content.

2.4 Implementation Details

- 2.4.1 Front-end will be created using React.
- 2.4.2 Back-end will be created using Django.
- 2.4.3 Android will be created using Kotlin.

UML Software Designs

Class Diagram

Use Case Diagram

Sequence Diagrams

We have 9 sequence diagrams. Each of them corresponds to a different mockup scenario.

1. Editing Event Information

2. Blocking a User

3. Unblocking a User

User unblocks another user.

4. Searching and Filtering Events

User searches events and after seeing the results, decides to filter and sort these items.

5. Adding Participants

6. Creating a New Discussion Post

7. Posting Comments in the Discussion Page

8. Sending request to attend an event

Note: It is assumed that the event has already been found by the user

9. Creating an Event

Scenarios and Mockups

User Block Scenario 1	https://github.com/bounswe/2021SpringGroup6/wiki/User-Block-Scenario • Website mockup: https://github.com/bounswe/2021SpringGroup6/wiki/User-Block-Website-Mockup-1 • Mobile mockup: https://github.com/bounswe/2021SpringGroup6/wiki/User-Block-Mobile-Mockup-1
User Block Scenario 2	https://github.com/bounswe/2021SpringGroup6/wiki/User-Block-Scenario-2 • Website mockup: https://github.com/bounswe/2021SpringGroup6/wiki/User-Block-Website-Mockup-2 • Mobile mockup:

	https://github.com/bounswe/2021SpringGroup6/wiki/User-Block-Mobile-Mockup-2
User Block Scenario 3	https://github.com/bounswe/2021SpringGroup6/wiki/User-Block-Scenario-3 ● Website mockup: https://github.com/bounswe/2021SpringGroup6/wiki/User-Block-Website-Mockup-3 ● Mobile mockup: https://github.com/bounswe/2021SpringGroup6/wiki/User-Block-Mobile-Mockup-3
Search an Event Scenario	https://github.com/bounswe/2021SpringGroup6/wiki/Search-an-Event-Scenario ● Website mockup: https://github.com/bounswe/2021SpringGroup6/wiki/Search-an-event--website-mock-up ● Mobile mockup: https://github.com/bounswe/2021SpringGroup6/wiki/Search-an-event-mobile-mock-up
Send Request to Attend an Event Scenario	https://github.com/bounswe/2021SpringGroup6/wiki/Send-Request-to-Attend-an-Event-Scenario ● Website mockup: https://github.com/bounswe/2021SpringGroup6/wiki/Send-request-to-attend-an-event-website-mock-up ● Mobile mockup: https://github.com/bounswe/2021SpringGroup6/wiki/Send-request-to-attend-an-event-website-mobile-mock-up
Person Selection for an Event Scenario	https://github.com/bounswe/2021SpringGroup6/wiki/Person-Selection-for-an-Event-Scenario ● Website mockup: https://github.com/bounswe/2021SpringGroup6/wiki/Person-Selection-Website-Mockup ● Mobile mockup: https://github.com/bounswe/2021SpringGroup6/wiki/Person-Selection-Mobile-Mockup
Event Creation Scenario	https://github.com/bounswe/2021SpringGroup6/wiki/Event-Creation-Scenario ● Website mockup: https://github.com/bounswe/2021SpringGroup6/wiki/

	Event-Creation-Mockup-(Website) ● Mobile mockup: https://github.com/bounswe/2021SpringGroup6/wiki/Event-Creation-Mockup-(Mobile)
Event Creation Scenario	● Website Mockup ● Mobile Mockup
Checking the Event Page and Posting a Discussion Scenario	● Website Mockup ● Mobile Mockup