

CMPE 352

Milestone Report 1

Group 2

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1. Executive Summary

1.1 Introduction/Project Description

Our project is an online learning platform project that will bring a new perspective to the education system. It stands out from the classical methodologies and some newly developed platforms with its flexible and simple yet comprehensive system. More importantly, its attitude on education constitutes its main layout and difference. Our learning platform offers an education system that is independent of the user titles, locations, ages, and so on. Everyone can be a learner about a topic s/he is interested in and can teach about other topics that s/he knows well from anywhere at any time!

One of the core values of our project is attaching importance to “learning” rather than “grading” contrary to what is done in the classical education systems. Learners will be able to progress their learning process by getting in touch with the lecturers or other learners. All learners will be able to use registered lesson resources, solve problems, take self-evaluating quizzes, ask/answer questions, discuss ideas, and so on. In short, it will not only be an individual learning experience. The project also enables users to communicate with other users to optimize the learning process. As a feature of this collaborative learning process, users will be able to organize in-person events/meetings and configure the details related to the events (such as geolocations, date, duration, capacity, and so on) inside the app.

Apart from these core features, our platform also contains some modern technologies and mechanisms. Semantic search, recommendations, browsing, annotations (by following W3 Web Annotation Model), taking, sharing, connecting notes, and hyperlinks are some of these components.

At the end of the learning process, learners will be able to evaluate the courses and give feedback via lecture pools to share their experience about a course/lecturer with the other learners. However, they are also able to evaluate and track themselves by solving problems, taking quizzes, and monitoring their progress in their profile with their accumulated learning experiences.

In summary, we're building the future education system of the modern world by also including some new aspects that will be more common in the next few years. We understand well the core issue of the classical educational methodologies, and institutions since we also experience the same problems. We are proposing suitable solutions to handle these problems and have a better education process.

1.2 Project Status

Since the project started, we have created our GitHub repository that we used all the time for cumulative improvement and communication along the way. At the beginning of the whole work, everyone in the group created their own wiki page and continued to update it every week because of weekly improvements. After that, we created our homepage where all the links and information about the project can be found.

We all agreed on a communication plan and determined a communicator and weekly meeting time. We have researched other projects related to the education industry and documented our competitor analysis under our wiki page. After the competitor analysis, we determined the base features of the project and then we determined the functional and non-functional requirements according to our past notes.

In order to validate these requirements, we prepared some questions about them and set a meeting with our customer. We have created mockup scenarios in order to make our project more understandable and show the customer how our project is going to look in certain scenarios. In the designing process of mockups, we created personas and scenarios, and we designed our mockups according to these. We have created Class, Use-Case, and Sequence Diagrams in order to make our future improvement easier and how we will go further on the way.

At the beginning of our diagram creation process, we design a Use-Case diagram according to the requirements. After that, we create our Class diagram and Sequence diagram respectively. In this process, we set lots of meetings to aim to review our tasks and plan future tasks. We created RAM (Responsibility Assignment Matrix) and our Project plan as a part of our Milestone-1 report. After the creation of the RAM table, everyone filled boxes according to their work done by now. We wrote what we did until now individually to put them in our Milestone-1 report.

1.3 Forward Plan

At the very first stage of our future plan, we will be implementing a practice app related to our main project (which includes similar sub-features) to experience the collaborative work and have a better vision of the future app development processes. Apart from this, we created our project plan with all details, determined our goals, and added them to this document under the “Project Plan” title. It is obvious that something can change on the road in the future according to our progress, and the feedback we received just as it happens in every project. However, we tried to create a followable plan and determined our base steps in a well-founded manner.

We will continue to follow our communication plan (regular meetings every Thursday) just as before since we think that it was efficient until now. We will be continuing to actively participate in the PS hours and communicate with our TA to ask questions, receive feedback and discuss ambiguous points. Just as happened before, we may arrange additional meetings in some weeks regarding some topics according to the requirements of the tasks, and the urgency of the issues.

To tell the truth, we feel excited to get closer and closer to the implementation part of the project. We are glad that the period when we put something out and get motivated by the outputs we get is

coming. We will be continuing to learn software development skills also in the development phase since it is an endless learning process. We will explore new useful and helpful tools and use them in our project development process just as we did before (like Lucidchart).

From now on, we will be starting to plan and create the aspect-specific parts of the project by also organizing specific teams for each of them. Those teams mainly will consist of Android (or Hybrid according to the technology preference), web (front-end), and back-end parts. However, this division of responsibilities and working as a sub-team in addition to the work progress handled as the whole team is the topic of the later of this semester. Belong these, we will also determine the technologies, programming languages, services, tools, and APIs that we will be using.

We are a group that gets along well, finishes the tasks quickly on time, and communicates without a problem with each other. So, we believe that at the end of a great development process, we will put a valuable project.

2. List and Status of Deliverables

Deliverable Name	Delivery Status	Due Date	Delivery Date
Up To Date Project Repository	Delivered	Friday, April 15, 2022, 10:00 PM	Friday, April 15, 2022
Requirements: Software Requirement Specification	Delivered	Friday, April 15, 2022, 10:00 PM	Friday, April 15, 2022
Scenarios and Mockups	Delivered	Wednesday, March 23, 2022, 12:00 AM	Wednesday, March 23, 2022
Software Design Documents in UML: Use Case, Class, and Sequence Diagrams.	Delivered	Friday, April 15, 2022, 10:00 PM	Friday, April 15, 2022
Project Plan & RAM (Responsibility Assignment Matrix)	Delivered	Friday, April 15, 2022, 10:00 PM	Friday, April 15, 2022
Communication Plan	Delivered	Tuesday, March 8, 2022, 10:00 AM	Monday, 7 March 2022
Milestone Report	Delivered	Friday, April 15, 2022, 10:00 PM	Friday, April 15, 2022

3. Evaluation of Deliverables

3.1. Project Repository

For the collective and collaborative work we will provide throughout the development of the project, we use a GitHub repository as the main workspace. Our project repository is named bounswe2022group2 and there are 9 team members who are contributing to the repository.

Our repository welcomes users with a README.md file, which consists of an introduction to our repository, a list of our team members, and a summary of our action plan. Alongside with the README.md file there are two additional directories in the repository: a directory for issue templates and a directory for deliverables.

We mainly use wiki structure in our repository to collect all the information and work we do since the start of the project development process. There is a homepage in our wiki, which shows a picture taken during our first online meeting, list of team members, list of meeting reports, our communication plan, requirements, research reports, scenarios & mockups, and UML diagrams with appropriate links to their specific pages. We also use the sidebar to easily access each of the 39 wiki pages. Those pages are the specific pages related to the work we have done throughout the semester. As the team we have managed and tracked our work using the issue structure in our repository. We regularly opened issues regarding the tasks we carry out, reviewed them, provided suggestions if necessary and closed after finishing the task. Thus, we ensured our repository provides a comprehensive collection of works we have done with details.

3.2. Requirements

As instructed in the lecture, we identified requirements under two main categories: functional requirements and non functional requirements. Both categories became apparent as we continued to develop the project. As meetings and the discussions with our customers continued, we had to make two major revisions. On top of that working on both user scenarios and use case diagrams, we found out that there were cases we have never thought of before or even worse, there were conflicting ones. While working on abovementioned major requirement revisions, we clearly understood the importance of being on the same page, thus, understanding whatever process is undergoing was expected from each member. This way of thinking reflected on our way of distributing responsibilities, we distributed the topics in the diagrams so that everyone worked on a different side of the project at each step. By doing so, everyone worked with most of the requirements, thus, everyone grasped requirements clearly and conflicts were minimized.

3.3. Scenarios and Mockups

We have overall 3 scenarios : Registered Lecturer & Unregistered Learner & Creating Event scenario. These three scenarios show the main functionalities and features of our application. After the scenarios to create are set, we have assigned 4 or 3 people to each scenario according to the number of features involved in a scenario. These groups have created personas and explained the steps needed to perform the action involved with the scenario. Lastly, mock-ups, the visual representation of the

scenarios were created using the design tool Figma. These scenarios are compatible with our requirements and will be significantly helpful to the initialization process.

3.4. Software Design Documents in UML

All the team members have collaboratively worked on creating three types of diagrams namely as use-case, class and sequence diagrams, all of which illustrate and summarize the way our program will work, by filling them according to our project requirements as requested by the course instructors. We began by properly studying the details of the UML and considering how the use case diagram, class diagram, and sequence diagram should be constructed. The diagrams were then evaluated in order to properly organize our duties. After the evaluation period, we opted to start designing with the use-case diagram and then go on to the class diagram since these were the inputs to the sequence diagram phase. After completing the use case and class diagrams, we finally created the sequence diagram and double-checked the consistency of all the diagrams to confirm that the integrity goal was met. Then, during problem sessions, we received very helpful comments and feedback from our TA, according to which we later modified the previously created diagrams. Each diagram was generated using the Lucidchart app's capabilities and a series of lengthy meetings including a lot of fruitful discussions and efforts shared by all the team members. Furthermore, at every stage of the UML work, we kept in touch as a group and spoke with one another when needed. Despite the fact that the designs of these diagrams have already been finished, we will maintain them up to date by including any modifications that may arise as the project progresses. On the other side, developing our design has helped us to review and rethink some of the items on our requirements list, and by tweaking the items we addressed, we have come up with a new version of our requirement list that more accurately describes our project than previous versions. Last but not least, since these design diagrams represent the majority of the interactions between external users and relevant software components, they will come in very handy when we begin the coding part of our project.

3.4.1. Use-Case Diagram

The use-case diagram graphically illustrates the interaction between the user and the system by visually demonstrating the pathways each designated user type can follow to complete a certain action according to our project requirements. We have identified three types of users: registered and non-registered users, as well as lecture administrators, all of whose various possible pathways may be followed using our use-case diagram. Through utilizing 3 case-specific arrows, our use-case diagram shows the relationships and organization of the functionalities. An «includes» arrow with an open arrowhead from the including(base) use case to the included(common portion) use case shows that the behavior of the included use case is part of the including (base) use case. An «extends» arrow with an open arrowhead pointing from the extension use case to the base use case, as the name implies, extends the base use case and adds more functionality to the system. An «includes»(lecturer) arrow is a special type of the «includes» arrow, which we use to denote that the included use case can only be performed by a lecturer. All in all, when looking at our use-case diagram, it is possible for anyone to observe the actions each user type should follow in order to use our application's services.

3.4.2. Class Diagram

The class diagram depicts the structure of our project by listing all of our program's classes, attributes, and methods, as well as the links and interactions between them, including a lower-level sketch of the program's functionalities when compared to the use-case and sequence diagrams. We have utilized 4 case-specific relationship arrows namely Aggregation, Composition, Multiplicity, and Inheritance. When we wished to show that two classes are related but not as closely as in direct association, we used aggregation arrows through which the child class can exist independent of the parent element. Composition associations illustrate connections in which the sub-object only exists as long as the container class does. The multiplicity arrow indicates the maximum number of objects that can participate in a specific relationship or the allowable number of occurrences of an element. Inheritance arrows refer to a class's (child class's) capacity to inherit the same functionality as another class (super class) while also adding additional functionality of its own. Lastly, the presence of the class diagram will make the coding phase of our project easier and more disciplined in the future.

3.4.3. Sequence Diagram

The system will employ its classes and their functions to complete its tasks when it is in operation. We use sequence diagrams to explain how objects interact for a given use case and to highlight the classes and the relationships between them via functions. We utilized 3 case-specific message arrows to represent the essential steps to initiate use cases as well as what other components or related actors will respond throughout the same use case in a sequential way in these diagrams. A synchronous message arrow is from left to right solid one in which the sender waits for the recipient to process and return the message before sending another. A dashed return message arrow from right to left indicates that the message receiver has completed processing the message and is handing control back to the message sender. A reflexive message occurs when an item sends a message to itself where the message arrow starts and ends at the same lifeline. Even though sequence diagrams do not cover all conceivable use cases, the 12 distinct sequence diagrams we have designed cover the most important ones. For the sake of consistency, these sequence diagrams are designed in line with the class diagram and the use case diagram.

3.5. Communication Plan

We first decided on our main communication tool between various tools such as Zoom, Skype, Teams and Discord. We decided Discord has the features that we need for our communication purposes. We have created five main channels for our discussions: Genel for general discussions, toplantı-notları for storing meeting notes, araştırma-notları for notes on researches, grup-çalışması for tasks on groups, rastgele for random messages not related to the project. We decided we will have our weekly meetings on Discord every Thursday between 20.00 - 22.00. However, we had numerous meetings other than our weekly meetings on topics of designing UML diagrams. Addition to Discord, we have a Slack channel for purposes of communicating with our TA's and instructor and informing everyone about announcements.

GitHub is our main progress tracking tool and task sharing. Completed tasks, our personal wiki pages, reports and researches and many more can be reached from our GitHub Wiki.

For urgent communication, we have our Whatsapp group. However, communication is mostly held in Discord.

3.6. Project Plan & RAM

Project plan and RAM are the sections developed parallel to this report. During their development we began by listing what everything was done by the group. Then an excel sheet for RAM is created and members filled their columns according to their past responsibilities. Then, for the project plan, we have extended the RAM both in detail and in period, then created the Gantt Chart. For creating project plan, we used ProjectLibre. In this application, weekly tasks, their periods, their contributors are entered and a Gantt Chart is created. All tasks we have completed so far and all possible future tasks are available in the project plan. It is also available in the PDF form.

4. Evaluation of Tools and Processes

4.1. Evaluation of Tools

Throughout developing our project we had to use many different tools in order to achieve different objectives. When choosing which tool to use for a task, there were several points to consider. One of the most important points was that the tool should enable us to work collaboratively and observe each other's work easily, since we always had to divide tasks among ourselves so that every member could contribute. Another criteria was ease of use since we didn't have any experience and had to learn as we progressed. Following subsections will include a short summary on the tools we used, their purpose and our evaluation.

4.1.1. Discord

We used Discord as our main communication tool. All team meetings were held in voice channel and we created different text channels for different needs such as meeting notes, research material, general and random chat. We found Discord to be useful as our main communication tool since it is easy to use and many of us were already familiar with it. Features such as having multiple voice channels in the same group and separate text channels were particularly useful. Besides these, using threads to separate messages within the same text channel (such as having a new thread for each meeting or research topic) made our channel easy to navigate and organized. Overall, Discord provided all the basic features we required from a team communication environment and we plan on keeping the same channel and structure for the development phase of this project as well.

4.1.2. GitHub

The github repository is where all progress made as well as all the deliverables can be viewed. Our repository provides a portfolio of all the work we have done. It includes information about who we are and all the design and research we have done in the wiki section. It includes information about what should be expected from the project we are developing and also who has done what via the regularly created and maintained issues. Github has been possibly the most important tool during this project for us because it collects everything we have done in one place. Almost all types of work we have done include Github in one way, every task of design, documentation, research, assignment tracking and even reviews include and can be reached from our Github repository. As the project progresses further we will also start using version control aspects of Github such as committing changes and

merging branches. Even during the design phase Github was critical, and as we start working on implementation it will be crucial.

We found Github to be useful for this purpose as it contains every feature we needed for such a tracking and management system. Also it has good user interaction for both the contributors and outsiders observing. Alternatives such as BitBucket provide similar features for version management but we find Github is more useful in terms of merging version control and information wiki together in one space.

4.1.3. Google Docs

Generally, for the documentation related tasks of our project we used the Wiki section of our Github Repository. This was useful enough as we could individually work on our parts and easily check change history if needed. Since most of our documentation deliverables were meant to be published on Wiki anyway this made our task easier and we didn't have to include an additional step of migrating. However, when it came to a more detailed work of reporting, such as the Milestone report, Github wiki was not a good enough option. We needed a space where everyone could work simultaneously for longer times without conflicting versions. We found Google Docs to be the most useful tool for such a task. It is easily accessible, we are all familiar with using it, and it provides good collaboration with synced work and commenting features. One disadvantage of Google docs was that with tables and images we had the issue of position stability. As more content was added above the design changed. However, considering 9 people worked on the same document at once it is an understandable issue and did not pose a great problem to us.

4.1.4. Figma

We used Figma to create our Mockups for the user scenarios. We were satisfied with the use of Figma for our goal. It provides useful assets for visual design and makes it easy to design. There are also templates for designs such as a web application or a mobile application. While the templates are not enough on their own, they were useful as a starting point. One disadvantage of Figma is that design in figma takes time and it also has a learning curve for those who have no prior experience using such design tools. However, we had members who were interested in using and already a bit familiar with such tools so this did not pose a challenge. We were able to create good designs, and also all members could see the design process as they were being edited and make changes or add comments. With this feature we were able to keep the design process and feedback/review ongoing at the same time.

4.1.5. Lucidchart

We used Lucidchart to create our system design diagrams: use-case diagram, sequence diagrams and class diagram. From our previous research we found Lucidchart to be the most useful tool for this task, since it was developed specifically for the goal of making the system design process easier. It included all the specific notation elements. Useful features of Lucidchart include many notation elements that are easy to add to your design, simple usage when it comes to making edits and a good collaborative page to work on together. In contrast to Figma, Lucidchart elements were much easier to learn and use and their tutorials were quite helpful so every member of the team was able to create in

Lucidchart together. We were happy with the collaborative working system and the outcome of our efforts. Overall, Lucidchart provided all the features we required and we were satisfied.

4.1.6. Slack

Slack was our secondary communication tool. We used slack mainly to communicate with the teaching assistant and the lecturer. We were also able to view questions asked by other teams. While we didn't make use of most features in Slack, it was an important tool for us during this process since it allowed us to communicate with our customers and clarify certain expectations. Along with the weekly problem sessions our communication in Slack established what would've been "customer relations" in a real-life project. Using Slack for this purpose was more useful than another alternative such as mail, whatsapp or moodle announcements because Slack provides better structure than the other platforms and also provides the option of having group private and public sections within the same communication channel.

4.2. Evaluation of Processes

4.2.1. Team Meetings

As the development and planning of the project unfolds, we as the whole team gather on our Discord channel on a weekly basis to discuss the status of our project and the works that are due that week. Before each meeting we outline the topics we will discuss and form a meeting plan. We usually start with reviewing the previous work done by the meeting time and continue with evaluation of the current status of our project. Generally, a discussion on the weekly tasks follows and we distribute the tasks, which will be done until the next week's meeting. We use Discord's screen sharing feature for a better visualization of our meeting and when it is necessary we collaboratively finish tasks. In each meeting one of our team members takes the meeting notes and uploads them on our GitHub repository later on for everyone to track what has been discussed during the meeting.

4.2.2. TA/Customer Meetings

Once a week, we hold a customer meeting with our teaching assistant. In those meetings, our teaching assistant gives us feedback upon our project's current status. If we have questions about our tasks or things we have done, they answer those questions and make everything as clear as possible for us to move forward. After each customer meeting session, we make necessary changes and update our project according to the feedback given by our teaching assistant.

4.2.3. Issue Creation and Management

We mainly control the workflow for our project by issue management from our GitHub repository. Thus, we have prepared three templates for issue creation: generic issue template, group issue template, and research issue template.

In each meeting, we distribute the tasks we will do among the team members and then manage these tasks by creating issues in our project repository in GitHub. Each issue is assigned to one member and when more than one member's work is associated with the issue we use checklists to follow each member's work. In those cases each member opens a sub-issue and connects it to the general issue for group work. According to our templates we provide a title, a detailed and clear description of the issue, step details about the task and final actions to be taken by resolving the issue. There is a deadline for each issue. There is also a reviewer assigned to each issue alongside an additional deadline for the review.

We manage the issues mainly with the labels attached to them. There are priority levels of the issues and also we specify the type of the issue with the labels. We also provide a communication baseline with the labels: When an issue is created we assign a "status-new" tag, then when the assignee starts to work on the issue they change the label to "status-inprogress." After the tasks are finished, the assignee labels the issue as "status-needreview." When the assigned reviewer sees this label, they review the issue and provide feedback if necessary. In order to alert the assignee, the reviewer changes the label into "status-waitingresponse" and assignee make the necessary adjustments. After all is done, we close the issue and label it as "status-completed."

With this structure we are able to ensure each team member is aware of their tasks and the deadlines, alongside a review process for each issue for double check before completion.

5. Table of Work Done by Each Team Member

<u>Member Name</u>	<u>Work Detail</u>	<u>Issue Link</u>	<u>Wiki/Resource Link</u>
Altay Acar	Attended all team meetings, including regular meetings on Thursdays and additional task-specific meetings	-	All meeting notes
	Examined previous years' group repositories, documents, and wiki pages regularly	-	-
	Wrote weekly efforts to the personal weekly effort table on a weekly basis	-	Personal weekly effort table
	Attended every PS session, namely customer meetings	-	-
	Created and managed task specific issues alongside the group issues regularly	-	-
	Created new labels for the issues	Issue #11	Labels
	Created my personal wiki page	Issue #5	Personal wiki page
	Researched about Git and GitHub	Issue #12	-

	Researched about popular git repositories and selected favorites	Issue #13	Favorite git repositories
	Identified the profile page related user requirements and documented them under the requirements wiki page	Issue #19	Profile page requirements
	Researched on W3 Web Annotation Data Model	Issue #20	Research report
	Researched on competitor application Genius	Issue #27	Genius competitor analysis
	Researched on semantic search	Issue #25	Research report
	Documented the results of our research on W3 Web Annotation Data Model	Issue #20	Research report
	Researched on Figma and its tools to create mockups	-	-
	Created templates for profile page and homepage using Figma	Issue #52	Figma link
	Provided mockups for the unregistered learner scenario	Issue #54	Unregistered learner scenario
	Revised and updated the profile page requirements in the light of the feedbacks provided	Issue #19	Profile page requirements
	Researched on sequence diagrams and specifically user-case diagrams	-	-
	Prepared course creation part of the use-case diagram	Issue #77	Use case diagram
	Reviewed use-case diagram's non-lecture related sections	Issue #70	Use case diagram
	Prepared Annotation class of the class diagram	Issue #87	Class diagram
	Reviewed User class of the class diagram	Issue #88	Class diagram
	Reviewed viewing course page part of the use case diagram	Issue #78	Use case diagram
	Prepared SearchEngine and SearchHandler classes of the class diagram	Issue #103	Class diagram
	Added course enrollment action to the Use-Case Diagram	Issue #106	Use case diagram
	Visually edited class diagram for a more modular and clear look, avoiding crossing connection lines	-	Class diagram
	Created search user part of the sequence diagram	Issue #112	Sequence diagram
	Created search course part of the sequence diagram	Issue #113	Sequence diagram
	Reviewed login part of the sequence diagram	Issue #109	Sequence diagram

Bahrican Yeşil	Reviewed registration part of the sequence diagram	Issue #108	Sequence diagram
	Documented the meeting notes of sequence diagram meeting	Issue #111	Meeting notes
	Updated use-case diagram according to the feedback given in the customer meeting	Issue #124	Use case diagram
	Created the online document for Milestone Report 1 and provided a title page, alongside a table of contents page	Issue #130	-
	Reviewed create course section of the sequence diagram	Issue #115	Sequence diagram
	Filled my personal fields in the RAM	Issue #129	
	Reviewed the communication plan under the evaluation of deliverables part of the Milestone Report 1	Issue #132	-
	Provided the Evaluation of Processes part of the Milestone Report 1	Issue #136	-
	Filled the personal section of the table of work done by each member part of the Milestone Report 1	Issue #131	-
	Reviewed the RAM and suggested new rows for our works	Issue #123	-
	Visually edited Milestone Report 1 for a more modular and clear look before finalization	-	-
	Created deliverables directory under our repository and uploaded our Milestone Report 1 there	Issue #128	-
	Provided the Project Repository part of the Milestone Report 1	Issue #139	-
Bahrican Yeşil	Researched about Git&GitHub	Issue #12	Report About Git Research
	Researched about useful Git commands	Issue #10	Report About Git Commands
	Examined the previous years' group repositories, documents, wiki pages regularly	-	-
	Researched on favorite GitHub repositories	Issue #13	Favorite GitHub Repositories
	Created new labels for the issues	Issue #11	Labels
	Wrote weekly efforts to the weekly effort table each week	-	Weekly Effort Table
	Determined and wrote the authentication requirements (1.1.1.) under the user requirements section	Issue #17	Authentication Requirements
	Determined the almost done & delete account	Issue #17	System Requirements

	requirements		
	Created the Table of Work Done by Each Team Member	Issue #131	This Table
	I filled the work done by each team member table by writing my work details item by item	Issue #131	This Table
	I attended all team meetings arranged including the regular Thursday meetings and also the additional ones.	-	All Meeting Notes
	I fully attended all PS sections.	-	-
	Created the personal wiki page, found helpful badges for the team	Issue #5	Personal Wiki Page
	Created the home wiki page	Issue #6	Home Wiki Page
	Documenting the weekly meeting notes for week 2	Issue #15	Meeting Notes
	Competitor analysis of Socrative app	Issue #27	Socrative Competitor Analysis
	Research on semantic search	Issue #25	Research Report
	Research on W3 Web Annotation Model	Issue #20	Research Report
	Researched the form issue template type which is in beta now (April, 2022)	Issue #38	Issue Templates
	Created 3 separate issue templates	Issue #37	Issue Templates
	Determined the persona, user story, goals and preconditions for the registered lecturer scenario	Issue #42	Registered Lecturer Scenario
	Created the User part of the class diagram.	Issue #88	Class Diagram
	Created the Token part of the class diagram.	Issue #89	Class Diagram
	Created the review course part of the use-case diagram.	Issue #81	Use Case Diagram
	Created the note-actions part of the use-case diagram.	Issue #80	Use Case Diagram
	Created the registration part of the sequence diagram.	Issue #108	Sequence Diagram
	Created the login part of the sequence diagram.	Issue #109	Sequence Diagram
	Filled the RAM for milestone-1	Issue #129	RAM You can also see it in this document
	Research about nested collapsed list with markdown and created the requirements page with a base structure, added its link to the home wiki page, sidebar, and etc.	Issue #18	Requirements Wiki Page
	Reviewed the creating event scenario, you can view my review comments under the issue	Issue #47	Creating Event Scenario

	Reviewed the events part of the use-case diagram	Issue #82	Use Case Diagram
	Reviewed the view course content part of the use-case diagram	Issue #85	Use Case Diagram
	Reviewed the annotations part of the use-case diagram	Issue #84	Use Case Diagram
	Reviewed the authentication part of the use-case diagram	Issue #72	Use Case Diagram
	Reviewed the Course part of the class diagram	Issue #91	Class Diagram
	Reviewed the Lecture Admin part of the class diagram	Issue #99	Class Diagram
	Reviewed the Participant part of the class diagram	Issue #97	Class Diagram
	Reviewed the AppInfo class diagram	Issue #94	Class Diagram
	Reviewed the chat part of the sequence diagram	Issue #114	Sequence Diagram
	Reviewed the RAM and added new rows for our works	Issue #123	RAM
	Reviewed the create event part of the sequence diagram	Issue #121	Sequence Diagram
	Checked, analyzed and revised the whole class, use-case and sequence diagrams	Issue #124	Use Case Diagram Class Diagram Sequence Diagram
	Contributed to the personal wiki page template and managed the creation of them by all team members	Issue #5	Can be accessed from our home wiki page
	Visually edited Milestone Report 1 for a more modular and clear look before finalization	-	This Document
	Created a group issue for sequence diagrams, added a checklist and tracked all sequence diagrams	Issue #107	Sequence Diagram
	Revised the registered lecturer scenario according to the feedbacks we received in the PS from our TA	Issue #83	Registered Lecturer Scenario
	Created a meeting schedule and added it to the communication plan	Issue #59	Communication Plan
	Revised the authentication requirements according to the feedbacks we received in the PS from our TA	Issue #57	Authentication Requirements
	Created the main issue of registered lecturer scenario and tracked all parts/titles of it	Issue #42	Registered Lecturer Scenario
	Created the main issue of user requirements and tracked all parts/sub-titles of it	Issue #16	User Requirements
	Added sidebar items to the wiki page, made necessary linkings between home and personal wiki pages	Issue #14 Issue #7	Home Wiki Page
	Researched about Git and Github	-	Personal Wiki

Ecenur Sezer	Researched about useful Git commands	-	Personal Wiki
	Documented summary of Git	Issue #12	Git Summary
	Filled the weekly efforts in my wiki page	-	Personal Contributions
	Examined the previous years' group repositories, documents, wiki pages regularly	-	-
	Determined and wrote System Requirements - Recommendation	Issue #32	System Requirements Page
	Created and wrote Community Event Requirement	Issue #41	User Requirements Page
	Researched about Pluralsight	Issue #27	Similar Projects
	Researched about W3 Web Annotation Model	Issue #20	Web Annot. Research
	Created my personal wiki page	Issue #5	Personal Wiki
	Attended all meetings except meeting 6.	-	All meeting notes
	Attended PS sessions.	-	-
	Research on Semantic Search	Issue #25	Research of Semantic Search
	Created Scenario of Community Events	Issue #50	Scenarios
	Reviewed my work on Community Events Requirements	Issue #66	User Requirements Page
	Added My Events requirement on Profile Page	Issue #67	User Requirements Page
	Completed Search, Browse and View Homepage Use Case Diagrams	Issue #74	Use Case Diagram
	Completed View Course Page Use Case Diagram	Issue #78	Use Case Diagram
	Created the main issue for Class Diagram	Issue #86	Class Diagram
	Completed Message and Profile Classes on Class Diagram	Issue #93	Class Diagram
	Completed Edit Profile of Sequence Diagram	Issue #120	Milestone-1
	Completed Evaluation of Deliverables - Communication Plan & Deliverables - Communication Plan	Issue #132	Milestone-1
	Completed Evaluation of Deliverables - Scenarios and Mockups & Deliverables - Scenarios and Mockups	Issue #135	Milestone-1
	Completed Evaluation of Deliverables - Meeting Notes	Issue #133	Milestone-1

	Filled RAM	Issue #129	Milestone-1
	Filled individual work	Issue #131	Milestone-1
	Reviewed glossary on requirements page	Issue #24	Glossary
	Reviewed Course Creation Diagram	Issue #77	Use Case Diagram
	Reviewed Search Diagram	Issue #103	Class Diagram
	Reviewed Completion of Class Diagram	Issue #104	Class Diagram
	Reviewed RAM	Issue #131	Milestone-1
Egemen Atik	Researched about useful Git commands	Issue #10	Git Commands
	Researched about Git&GitHub	Issue #12	Git Summary
	Researched favorite GitHub repositories	Issue #13	Favorite Github Repositories
	Documented summary of Git	Issue #12	Git Summary
	Wrote weekly efforts to the weekly effort table each week	-	Personal Contributions
	Examined the previous years' group repositories, documents, wiki pages regularly	-	-
	Created my personal wiki page and link it to main wiki page	Issue #5	My personal wiki page
	Edited Readme file and created Wiki sidebar, linked required pages to it	Issue #4	Readme file Wiki Sidebar
	Determined Availability and Accessibility Requirements	Issue #30	Availability and Accessibility Requirements
	Determined Privacy Requirements	Issue #30	Privacy Requirements
	Added an additional "What should our members do?" section to Readme file	Issue #4 Comment	Readme file
	I attended all team meetings arranged including the regular Thursday meetings and also the additional ones.	-	All Meeting Notes
	I attended all PS hours except one at 30.03.2022	-	-
	Researched on semantic search	Issue #25	Semantic Search
	Researched on W3 Web Annotation Model	Issue #20	W3 Web Annotation Model
	Competitor Analysis of Kunduz App	Issue #27	Similar Projects

	Added a list of words starting with A through M to Glossary	Issue #35	Glossary
	Documented weekly meeting notes for meeting #3	Issue #40	Meeting #3 Notes
	Created a separate wiki page for the non-registered learner scenario and linked it to the required places	Issue #47 Comment	Non-registered Learner Scenario
	Determined the goals and preconditions for the non-registered learner scenario	Issue #49	Goals and Preconditions for the Non-registered Learner Scenario
	Updated privacy requirements	Issue #53	Privacy Requirements
	Reviewed Glossary Update	Issue #53	Glossary
	Checked if there are misused words in the requirements page, if so corrected them	Issue #53	Requirements page
	Checked if every entry under requirements has an entry number, if not added corresponding one	Issue #53	Requirements page
	Reviewed changes made to requirements, gave feedback under the relevant issues	Issue #43	Requirements page
	Reviewed Admin Requirements	Issue #65	Admin requirements
	Created the chat related part of the use-case diagram. Before starting, checked all requirements and mockups related to this part.	Issue #76	Use Case Diagram
	Documented Meeting#5.1-Use-Case/Class Diagram Meeting Notes	Issue #92	Meeting#5.1-Use-Case /Class Diagram Meeting Notes
	Created the event related part of the class diagram. Before starting, checked use-case diagram related to this part.	Issue #95	Class Diagram
	Created the participant related part of the class diagram. Before starting, checked use-case diagram related to this part.	Issue #97	Class Diagram
	Reviewed the Tag part of the class diagram and written all my feedbacks as comments.	Issue #98	Class Diagram
	Watched beneficial diagram tutorials from Lucidchart's official account.	-	Youtube Channel
	Created the Create Event part of the sequence diagram. Before starting, checked use-case diagram and class diagram related to this part.	Issue #121	Sequence Diagram
	Created the Join Event related part of the sequence diagram. Before starting, checked use-case diagram and	Issue #122	Sequence Diagram

Ezgi Aysel Bati	class diagram related to this part.		
	Reviewed the Take Note part of the sequence diagram and written all my feedbacks as comments.	Issue #117	Sequence Diagram
	Filled the RAM for milestone-1	Issue #129	RAM You can also see it in this document
	Checked, analyzed and revised the whole class, use-case and sequence diagrams	Issue #124	Use Case Diagram Class Diagram Sequence Diagram
	Contributed completion of Class Diagram by identifying relations.	Issue #104	Class Diagram
	I filled the work done by each team member table by writing my work details item by item	Issue #131	This Table
	Created Project Plan and added plans until Class Diagrams	Issue #137	It is available in Milestone #1
	Research on Git commands and GitHub	-	Git Commands Research Git Summary
	Created personal wiki page	#5	My Personal Wiki
	Documented meeting notes for Meeting #1	#2	Meeting #1 Notes
	Created meeting notes template	#3	Meeting Notes Template
	Attended all meetings and participated in discussions (except meeting #6)	-	-
	Attended all PS sessions	-	-
	Researched good repos on github, prepared research note about flutter repo	#13	Good Repos Research
	Planned and documented system requirements about searching and browsing	#31	Project Requirements
	Did research on W3 Web annotation	#20	W3 Annotation Research
	Competitor analysis on Khan Academy	#27	Similar Projects
	did research about semantic search	#25	Semantic Search Research
	documented findings of research on semantic search by all members on the wiki page	#26	
	Worked on all scenario elements for lecturer creates event scenario	#50	Lecturer Creates Event Scenario

Hasancan Erol	Revising glossary, redefining many words, adding new ones and removing unnecessary ones	#43	Requirements
	Created the lecture admin operations part of the use-case diagram	#79	Use-case Diagram
	Designed Tag class in the class diagram	#98	Class Diagram
	Designed Note class in the class diagram	#96	
	Designed Sequence diagram for creation of a new note	#117	Sequence Diagrams
	Wrote evaluation of Tools for the Milestone Report, including all subsections for the tools	#141	This Document
	Filled my section of the RAM for the milestone report	#129	
	Filled section of the work done by member table on milestone report	#131	
	Provided feedback for work done by other members, both under relevant issues and also in team meetings	Many issues	-
	Reserached about Git and GitHub	Issue #12	-
Hasancan Erol	Created own wiki page	Issue #5	Personal Wiki Page
	Examined the previous years' group repositories, documents, wiki pages	-	-
	Researched on favorite GitHub repositories	Issue #13	Repositories Wiki Page
	Wrote weekly efforst to the weekly effort table	-	Personal Wiki Page
	Competitor Analysis of Coursera	Issue #27	Coursera Competitor Analysis
	Created Repos We Liked wiki page	Issue #13	Repositories Wiki Page
	Attended weekly meetings and review meetings	-	-
	Determined the usability and disaster recovery non-functional requirements	Issue #34	Requirements Wiki Page
	Determined the chat functional requirements	Issue #55	Requirements Wiki Page
	Researched on Figma and its tools to create mockups	Issue #45	Figma link
	Provided mockups for the crateing community event scenario	Issue #56	Scenario Link
	Revised mockups according to the feedback	Issue #90	Scenario Link
	Researched on lucid.app and its tools to create the	-	-

Mehmet Batuhan Çelik	Use-Case diagrams and the Class diagram		
	Created Annotations part of the Use-Case diagram after checked all the requirements and mockups related to this	Issue #84	Figma link
	Created the Class diagram of AppInfo	Issue #94	Class Diagram Lucid Chart link
	Contributed and revised Course part of the Class diagram	Issue #91	Class Diagram Lucid Chart link
	Reviewed Token part of the Class diagram	Issue #89	Class Diagram Lucid Chart link
	Documented Meeting 6 notes	Issue #125	Meeting Notes Wiki Page link
	Documented Project Status for Milestone-1 report	Issue #134	It can be seen in this document
	Attended to all the meetings ever happened	-	All meeting notes
	Attended to all the pses	-	-
	Kept weekly efforts table	-	At the bottom of my profile
	Created Template for the personal wiki page	Issue #1	Template
	Created personal wiki page	Issue #5	Wiki page
	Git/Github research	Issue #12	Git research documentation (under week 1 weekly work table)
	Selecting favorite repo	Issue #13	Favorite repos
	Research on W3 Web annotation model	Issue #20	Research report
	Competitor research: Coursera	Issue #27	Report
	Research on semantic search	Issue #25	Research report
	Determining user interaction requirements	Issue #23	Requirements
	Determining lecture structure requirements	Issue #39	
	Research on Lucidchart and teaching others about the service	-	-
	Revised user interaction requirements according to the feedback given by TA	Issue #23 ,	Requirements
	Revised user lecture structure requirements according to	Issue #39	

	the feedback given by TA		
	Reviewed Community Events requirements	Issue #66	
	Reviewed My Events requirements	Issue #67	
	Created persona and story for user scenario: unregistered learner	Issue #47	Scenario
	Reviewed the creation of user scenario: unregistered learner		
	Research on creating use case, class, sequence diagrams	-	-
	Created authentication and account related part of use case diagram	Issue #72	
	Issue management and revision of non lecture related part of the use case diagram	Issue #70	Use Case Diagram
	Reviewed all use case diagrams in the use case diagram meeting	-	
	Visually edited use case diagram		
	Issue management for non lecture related classes	Issue #70	
	Created Course class and its helper classes	Issue #91	
	Reviewed Enrollment class, created its connections to other classes	Issue #100	
	Reviewed Lecture Admin class diagram	Issue #99	Class Diagram
	Reviewed all classes in class diagrams meeting	No issue	
	Created Chat class and its helper classes	Issue #105	
	Created sending message sequence diagram	Issue #114	
	Reviewed Search course sequence diagram	Issue #113	Sequence Diagram
	Reviewed all the sequence diagrams in the meetings #6, #6.1	-	
	Took and documented meeting 6.1 notes	-	Meeting Notes
	Updated use case, class, and sequence diagrams according to review given in the PS	-	-
	Created the R.A.M.	Issue #123	You can find the RAM in this document
	Filled my section in RAM and observed process of populating the RAM table	Issue #129	

	Reviewed evaluation of tool section in milestone report	Issue #141	This report
	Created sections including requirements in milestone	Issue #142	
Onur Kömürcü	Attended all weekly and additional meetings.	-	Meeting Notes
	Attended all problem sessions	-	-
	Created Discord channel	-	-
	Created personal wiki page	Issue #5	Personal Wiki Page
	Kept record of weekly effort every week	-	Personal Wiki Page
	Checked all issues constantly to have convenient label usage in the whole issue system	-	-
	Checked whole wiki page constantly to ensure that all information given is up to date	-	-
	Shared the screen in the all meetings and problem sessions	-	-
	Documented Communication Plan	Issue #8	Communication Plan
	Researched about Git and GitHub	Issue #12	Git Summary
	Researched on favourite GitHub repositories	Issue #13	Repos We Like
	Researched on W3 Web Annotation Data Model	Issue #20	W3 Annotation
	Researched on Semantic Search	Issue #25	Semantic Search
	Researched on similar projects	Issue #27	Similar Projects
	Identified Security related Non-Functional Requirements and documented under Requirements page	Issue #33	Requirements
	Identified Performance and Reliability related Non-Functional Requirements and documented under Requirements page	Issue #33	
	Identified Administration related User Requirements and documented under Requirements page	Issue #65	
	Reviewed whole Requirements page in meetings and problem sessions	-	
	Organize the requirements page such as deleting unnecessary blanks and missing dots	-	
	Revised Glossary according to TA's feedback	Issue #43	Glossary
	Determined Scenario and Acceptance Criteria for the Non-Registered Learner Scenario	Issue #51	Scenario

Muhammed Enes Sürmeli	Reviewed Registered Learner Scenario	Issue #42	Scenario
	Documented Meeting #4 Notes	Issue #64	Meeting #4 Notes
	Researched on Lucidchart	-	-
	Created the Event part of the Use Case Diagram	Issue #82	Use Case Diagram
	Created the View Course Content part of the Use Case Diagram	Issue #85	
	Adjusted Use Case Diagram to be fit in the corresponding wiki page properly	-	
	Reviewed Use Case Diagram in the meeting #5.1 and #5.2	-	
	Created Lecture Admin part of the Class Diagram	Issue #99	Class Diagram
	Reviewed Message and Profile classes in the Class Diagram	Issue #93	
	Reviewed Class Diagram in the meeting #5.2	-	
	Created Sequence Diagram of Creating an Annotation	Issue #118	Sequence Diagram
	Created Sequence Diagram of Editing a Course	Issue #119	
	Adjusted all Sequence Diagrams to have same template	-	
	Reviewed Sequence Diagram of Taking Course	Issue #116	
	Reviewed all the sequence diagrams in the meeting #6 and #6.1	-	
	Added all diagram screenshots and their Lucidchart links to corresponding wiki pages	Issue #110	Home Page
	Specified Project Plan for the Milestone - 1 Report	Issue #137	-
	Filled my section in RAM	Issue #129	RAM
	Reviewed Forward Plan part of the Milestone - 1 Report	Issue #127	-
	Reviewed Introduction & Project Description part of the Milestone -1 Report	Issue #126	-
	Attended all team meetings, including weekly meetings on Thursday as well as additional task-specific meetings	-	All Meeting Notes
	On a weekly basis, I added weekly efforts to my personal weekly effort tables	-	Personal Weekly Effort Tables
	Watched illustrative diagram tutorials from Lucidchart's official account	-	Lucidchart Youtube Channel

	Regularly reviewed previous year's group repositories, documents, and wiki pages	-	-
	Attended to every problem session, along with the customer meetings	-	-
	Researched on Figma	-	-
	Researched on System Design with UML by examining diagram examples	-	-
	Visually edited Milestone Report 1 for a more modular and clear look before finalization	-	This Document
	Created my personal wiki page	Issue #5	Personal Wiki Page
	Researched about useful Git commands	Issue #10	Git Commands Page
	Documented the results of our research on Git Commands	Issue #10	Git Commands Page
	Added new labels to the current ones for the issues	Issue #11	Labels
	Researched about Git and GitHub	Issue #12	Report About Git Research
	Researched about popular git repositories and selected favorites	Issue #13	Favorite GitHub Repositories
	Researched on W3 Web Annotation Data Model	Issue #20	Research Report
	Researched on semantic search	Issue #25	Research Report
	Researched on competitor application Kahoot!	Issue #27	Kahoot! Competitor Analysis
	Documenting the results of our research on competitor applications	Issue #28	Similar Projects Page
	Identified the notification related system requirements and documented them under the requirements wiki page	Issue #29	Notification Requirements
	Determined the scenario and acceptance criteria parts for the registered lecturer scenario	Issue #46	Registered Lecturer Scenario
	Reviewed the Creating Persona and Scenario with Pre-Conditions for Creating Community Events	Issue #50	Creating Event Scenario
	Reviewed the Mockups for Creating Community Events	Issue #56	Creating Event Scenario Mockups
	Reviewed the Annotation Related Requirements	Issue #68	Annotation Requirements

	Created the main issue for the use-case diagram to ensure integrity	Issue #71	Use Case Diagram
	Prepared viewing profile page part of the use-case diagram	Issue #73	Use Case Diagram
	Reviewed the revised version of the registered lecturer scenario	Issue #83	Registered Lecturer Scenario
	Reviewed Annotations class of the class diagram	Issue #87	Class Diagram
	Created the Enrollment part of the class diagram.	Issue #100	Class Diagram
	Documented the weekly meeting notes for week 5	Issue #101	Meeting Notes
	Contributed completion of Class Diagram by identifying relations between classes	Issue #104	Class Diagram
	Reviewed the chat class of the class diagram	Issue #105	Class Diagram
	Reviewed the course enrollment section of the use-case diagram	Issue #106	Use Case Diagram
	Created the take course part of the sequence diagram	Issue #116	Sequence Diagram
	Reviewed the Join Event related part of the sequence diagram	Issue #122	Sequence Diagram
	Checked, analyzed and revised the whole class, use-case and sequence diagrams in our meetings	Issue #124	Use Case Diagram Class Diagram Sequence Diagram
	Took meeting notes on our week 6 meeting	Issue #125	Meeting Notes
	Filled my personal parts of the RAM for milestone-1	Issue #129	RAM You can also see it in this document
	Filled the work done by each team member table by writing my work details item by item	Issue #131	This Table
	Reviewed the Milestone-1: Deliverables - Project Repository	Issue #139	Related Sections are in this Document

6. Deliverables

6.1. Project Repository

Our project repository is named “bounswe2022group2” and consists of a README.md file, two directories: one for issue templates and one for deliverables. Our Milestone Report 1 resides in the deliverables directory.

Our project repository is up-to-date and by the submission of this report document, there are not any open issues and 142 closed issues.

Below a link to our project repository is provided.

<https://github.com/bounswe/bounswe2022group2>

6.2. Requirements

Glossary

Achievement: Earnable success token that displays the completion of a course or other general accomplishments.

Activity: User behaviour including creating or enrolling in courses, earning badges and achievements. Displayed on user profile for public users.

Administrator: User with additional privileges in a course, determined by the course creator.

Annotate: To supply with critical or explanatory notes; comment upon in notes.

Authentication: The steps of establishing identity and verifying permission to access the platform.

Avatar: A static image that acts as a visual representation for the user.

Badge: Earnable success token that displays accomplishments within a course, created by the lecturer.

Bio: A short text field edited by the user that is displayed on the user profile page.

Channel: Communication platform provided within the course in order for the learners and the lecturer to interact.

Comment: A text of feedback provided with the rating when evaluating a course.

Course: A prescribed number of chapters, lectures and learning material in a particular field of study.

Evaluation: Rating and feedback given about lectures by users who participated as learners.

Event: In-person meetings organised by the lecturer of a course, displayed on the course page. Includes geolocation, date, duration and person capacity.

Filter: An algorithm that categorizes, sorts, prioritizes, or blocks data through rule-based protocols.

Follow: Establish contact with another user in order to get in touch more easily and view their activities.

Highlight: To emphasize or make prominent.

Inactivity: Lack of app use or interaction for a continuous amount of time.

Incomplete: A temporary grade indicating that a learner has not fulfilled one or more of the essential requirements for a course.

Interface: Graphic display of the application that makes it easier for use.

Knowledge base: A store of information or data that is available to draw on.

Learner: User enrolled in a course.

Lecture: A single part of the course that contains learning materials that will be used together.

Lecturer: The user that created the course, is responsible for uploading educative content and has admin privileges.

Message: A piece of information that is sent through Channel which contains letters and emojis.

Milestone: A significant point of progress that is reached in a course.

Note: A text of comment or explanation created by the user.

Poll: List of questions with options to choose from and no correct answer.

Private: A piece of information that can only be seen by chosen users.

Profile Page: Special page created for each user that contains their information.

Public: A piece of information that can be seen by all users.

Quiz: A special type of poll containing questions with a determined correct answer.

Reputation: Overall representation of how well a user's courses have been rated.

Semantic Search: Semantic search is an alternative to the lexical search where contextual meaning is used to improve the accuracy of the results.

Tag: Label used to categorize or identify content.

Typeface: Design of the lettering that can include variation in size, weight, slope, width etc.

User: A person utilizing the application.

1. Functional Requirements

1.1. User Requirements

1.1.1. Authentication

1.1.1.1. Signup

1.1.1.1.1. Guests shall enter their username, email address and strong passwords to be able to signup. These are the required information that users have to provide to enter the app.

1.1.1.1.2. Guests shall check the checkbox which indicates the agreement text of the privacy policy and terms&conditions to be able to signup. It is a required action.

1.1.1.2. Login

1.1.1.2.1. Users shall provide their username and passwords to be able to login if they logged out or they are kicked out due to long inactivity.

1.1.1.3. Email Verification

1.1.1.3.1. Users shall enter the received verification codes (via their registered email addresses) to complete the email verification process.

1.1.1.4. Forgot Password

1.1.1.4.1. Users shall firstly enter the email addresses they signed up and then the verification code they received.

1.1.1.4.2. Users shall enter a new password if the verification code is matched so that the old password is replaced with the new one.

1.1.1.5. Logout

1.1.1.5.1. Users shall be able to log out whenever they want from the settings screen.

1.1.1.6. Change Password

1.1.1.6.1. Users shall be able to request a password change in their profile screens.

1.1.1.6.2. Users shall enter the verification codes they received to verify their password change requests.

1.1.1.6.3. Users shall be able to replace their old passwords by writing their newly determined passwords after the verification.

1.1.2. Profile Page

1.1.2.1. Users shall have a profile page.

1.1.2.2. Users shall be able to edit their profile page.

1.1.2.3. Full name of the users shall be able to seen on their profile pages.

1.1.2.4. Users shall have an avatar.

1.1.2.5. Users shall be able to change their avatars.

1.1.2.6. Users shall have a bio in their profile pages.

1.1.2.7. Users shall have a "My Events" section on their profile pages.

1.1.2.8. Users who are qualified as "Lecturer" will see the events they have organized on their "My Events" section with the headline: "You are the organizer!".

1.1.2.9. Users who are qualified as "Learners" will see the events they are participating in on their "My Events" section with the headline: "You are participating!".

1.1.2.10. Interests and Knowledge

1.1.2.10.1. Users shall identify their interest areas and display them in their profile pages.

1.1.2.10.2. Users shall view the knowledge base, consisting the courses, they have successfully completed.

1.1.2.10.3. Users shall view the total number of badges they have earned for each course in their knowledge base.

1.1.2.10.4. Users shall view the total number of completed courses and earned badges in their knowledge base.

1.1.2.11. Achievements

1.1.2.11.1. Users shall view the achievements they earned from the courses they have studied in the achievements section of their profile pages.

1.1.2.11.2. Users shall be able to change the achievements, which are displayed in the achievements section of their profile pages.

1.1.2.11.3. Users shall be able to view the most rare achievement they have earned based on the earning rate of this achievement across the whole platform, from the achievements section.

1.1.2.12. Learner Profile

1.1.2.12.1. Progress Tracking

1.1.2.12.1.1. Users shall keep track of their progress in each course from their profile page.

1.1.2.12.1.2. Users shall view both the completed and incomplete courses with their completeness status in the progress tracking section.

1.1.2.12.2. Lecture Notes

1.1.2.12.2.1. Users shall view their notes taken from the courses in the lecture notes section of their profile pages.

1.1.2.12.2.2. Users shall view the most recent time of edit for each lecture note.

1.1.2.12.3. Annotations

1.1.2.12.3.1. Users shall access the annotations they have added for course material from the annotations section of their profile pages.

1.1.2.12.3.2. Users shall be able to browse their annotations by category, by course, by history, and by upvotes they have received.

1.1.2.12.3.3. Users shall be able to see how many annotations they have and from how many categories, from how many courses and the total number of upvotes they have received.

1.1.2.13. Lecturer Profile

1.1.2.13.1. Courses and Reputation

1.1.2.13.1.1. Users shall be able to see the courses they have provided teaching material as a lecturer and their reputation in their profile pages.

1.1.2.13.1.2. Users shall view the cover photo, a basic bar chart that shows the rate of stars and the average rating they have received for each course in the lecturer profile section.

1.1.2.13.1.3. Users should be able to enroll a course, which is provided by the owner of the profile page from the lecturer profile section.

1.1.2.13.2. Recommendation

1.1.2.13.2.1. Users shall be able to see the feedback they have received for the courses they provide teaching material in the recommendations section.

1.1.2.13.2.2. Users shall be able to view comment and star rating for each feedback, alongside the commentator's name and first letter of their surname, a basic profile picture with their initials, and the name of the course.

1.1.3 User Interaction

1.1.3.1. User-User Interaction

1.1.3.1.1. Users shall see each others profiles.

1.1.3.1.2. Users shall be able to track each other.

1.1.3.1.3. Users shall see information regarding people they track such as tracked persons profile, achievements, and activities.

1.1.3.1.4. Users shall be able to share notes with each other.

1.1.3.1.5. Users shall be able to block other users to decide who can see their profile pages.

1.1.3.2. User-Lecture Interaction

1.1.3.2.1. Creating Lectures

1.1.3.2.1.1. Lectures shall be given a unique title during creation.

1.1.3.2.1.2. Lecturer shall state the lectures topic in a specified field for sake of categorization.

1.1.3.2.2. Editing Lectures

1.1.3.2.2.1. Lecturer shall be able to edit lecture material.

1.1.3.2.2.2. Lecturer shall be able to delete lectures.

1.1.3.2.2.3. Lecturer should be able to set a part of the lecture as hidden to be able to edit in different times.

1.1.3.2.3. Taking Lectures

1.1.3.2.3.1. Users shall see the content within sections as lecturer intended.

1.1.3.2.3.2. Users shall navigate in lecture material.

1.1.3.2.3.3. Users shall see which parts of the lecture they completed.

1.1.3.2.3.4. Users shall know type of the poll they are participating in beforehand.

1.1.3.2.3.5. Users shall receive confirmation of their expertise on the topic upon completion of a lecture.

1.1.3.2.3.6. Users shall be able to review lectures by giving stars and optionally providing feedback.

1.1.3.2.3.7. Users may need to complete some polls for unlocking some sections of the lecture.

1.1.3.2.4. Notes and Annotation

1.1.3.2.4.1. Each user shall have his/her notes section under each lecture.

1.1.3.2.4.2. User shall create and edit notes under notes section via typing.

1.1.3.2.4.3. User shall be able to mention other notes from other lectures or/and other users in his/her.

1.1.3.2.4.4. Users shall annotate lecture content by matching lecture content to notes.

1.1.3.2.4.5. Users shall connect, annotate and tag notes.

1.1.3.2.5. Community Events

- 1.1.3.2.5.1. Users who are qualified as lecturers shall create community events.
- 1.1.3.2.5.2. Created events shall only be available to currently enrolled learners.
- 1.1.3.2.5.3. Created events are only specified for various courses, which means some courses may not have an event-creating ability.
- 1.1.3.2.5.4. Created events have a specific date, duration, and limit for the number of participants.
- 1.1.3.2.5.5. Lecturers can give a brief description of the topics of discussion for the event.
- 1.1.3.2.5.6. Lecturers are able to cancel events that they have created.
- 1.1.3.2.5.7. Created events will be visible on the course info page along with the date, duration, and the number of participants.
- 1.1.3.2.5.8. Enrolled students will be able to notify that they will be joining community events with a button click.
- 1.1.3.2.5.9. The number of students who will join the event will be visible to both lecturers and students.

1.1.4 Lecture Structure

- 1.1.4.1. Lectures shall deliver lecture material in text, images, and embedded videos.
- 1.1.4.2. Lectures shall have an Introduction where the lecturer presents the lecture in a text.
- 1.1.4.3. Lecturers shall be able to place quiz polls before a section of lecture.
- 1.1.4.4. Lectures shall have a main page where users can see introduction, events, sections, notes, annotations, and polls.

1.1.5 Administration

- 1.1.5.1. Admin shall evaluate reports and takes action accordingly.
- 1.1.5.2. Admin shall be able to ban users permanently and temporarily.
- 1.1.5.3. Admin shall be able to view all contents.
- 1.1.5.4. Admin shall be able to remove any content.

1.2. System Requirements

1.2.1. Recommendations

- 1.2.1.1. Users will get various courses as recommendations.
- 1.2.1.2. These recommendations will be based on users' preferences about the topics of courses. Courses that have similar topics will be chosen to recommend.
- 1.2.1.3. The recommendations will be displayed on the courses' page.

1.2.2. Notifications

- 1.2.2.1 Users shall get notifications from the system.
- 1.2.2.2 The system shall notify users regarding incoming messages from their communication channels.
- 1.2.2.3 The system shall notify users when other users share notes with them.

1.2.2.4 The system shall notify learners when they achieve a milestone regarding their progress with respect to a course.

1.2.2.5 The system shall notify learners that they should give feedback about their lecturers whose course they have completed recently.

1.2.2.6 The system shall notify users when other users invite them to an organized in-person meeting.

1.2.2.7 The system shall notify learners when lecturers create polls to help them contribute to some decisions taken during the lecture.

1.2.2.8 The mobile app system shall notify mobile users in such a way that they are kept engaged.

1.2.2.8.1 The system shall send a notification to the users who do not open the app for at least 1 day.

1.2.2.9 Users shall be able to switch their notifications on or off.

1.2.2.10 The system shall notify users when other users follow them.

1.2.2.11 The system should notify users about other users they follow.

1.2.2.11.1 These notifications should be on the activities or accomplishments of the people they follow.

1.2.3. Searching and Browsing

1.2.3.1 The system shall implement semantic searching.

1.2.3.2 The system shall allow users to search for other users.

1.2.3.2.1 The system shall allow searching for users by their username.

1.2.3.2.2 The system should suggest users based on full name when search query gives no result for usernames.

1.2.3.3 The system shall allow users to search for courses.

1.2.3.4 The system shall offer filters for search results.

1.2.3.4.1 The system shall allow users to filter search results as only users or only courses.

1.2.3.5 The system shall allow users to browse for recommended courses.

1.2.3.6 The system shall allow users to browse for courses offered by a lecturer on the lecturer user's profile page.

1.2.3.7 The system shall allow users to browse their notes.

1.2.3.8 The system shall allow users to browse for notes filtered by their tags.

1.2.3.9 The system shall allow users to browse the activities and achievements of users they follow on the user's profile page.

1.2.4. Lectures

1.2.4.1. The system shall set the user created the lecture as the lecture's lecturer.

1.2.4.2. Newly created lectures, chapters, and sections shall set as private initially as long as the lecturer states otherwise.

1.2.5. Chat

1.2.5.1. The chat features should be unique to the lecture. There is no common channel for the entire community.

1.2.5.2. Learners can be in contact with lecturers through chat.

1.2.5.3. The chat should include the feature of creating events.

1.2.5.4. The chat should include a timestamp for each message and the senders' name should be at top of the each message.

1.2.5.5. The sender's name should direct the user to his/her profile page.

1.2.5.6. The chat messages should be stored.

1.2.6. Almost Done

1.2.6.1. System shall allow users to optionally provide additional information about their full names, birth date, state of education, gender just after the signup stage.

1.2.6.2. System should allow users to select educational topics, and titles which they are interested in in the almost done stage.

1.2.7. Delete Account

1.2.7.1. System shall allow users to delete their accounts whenever they want from the settings screen.

1.2.7.2. All personalized information about the deleted users have to be anonymized or completely deleted according to the privacy policy that will be determined later on.

1.2.8. Annotations

1.2.8.1. Users shall be able to create annotations.

1.2.8.2. Annotations should comply to the W3 Web Annotation Data Model.

1.2.8.3. Owner of the annotations shall be able to set annotations as public or private.

1.2.8.4. Created annotations shall be reachable from both profile page and relevant target resource(s).

1.2.8.5. Annotations may have a body attribute.

1.2.8.6. Annotations shall have a target attribute.

1.2.8.7. Annotations may have more than one body attribute and may have more than one target attribute.

1.2.8.8. Annotations with public visibility should be listed on that annotation's creator's profile page.

2. Non-Functional Requirements

2.1. Availability and Accessibility

2.1.1. System should have both a Web interface and an Android application. These two interfaces must provide same features but different interactions.

2.1.1.1. Mobile App should be designed to keep mobile users engaged.

2.1.2. System should support UTF-8 character encoding.

2.1.3. System should support English and Turkish languages.

2.2. Privacy

2.2.1. Ethical concerns must be considered, so system must follow the rules defined by GDPR/KVKK.

2.2.1.1 A well-defined explanation about how users data will be used must be given to users.

2.2.1.2 Users must agree to the Privacy Policy and User Agreement.

2.2.1.3 If any change happens in the policy, users must be notified about it.

2.2.2. Lectures can be private or public. If a lecture is private, its content should not be visible to every user in the app.

2.3. Security

2.3.1 All sensitive data shall be encrypted before storing.

2.3.2 HTTPS protocol is required in order to access web application.

2.3.3 The system shall block the account if any security issue is observed.

2.4. Performance and Reliability

2.4.1 The system should be able to handle at least 10.000 users and 500 user actions simultaneously.

2.4.2 The system should have a response time of at most 2.0 seconds excluding network based delay.

2.5. Usability

2.5.1 The system should provide a user-friendly interface. It should contain a basic site map and should not contain a confusing linking system.

2.5.2 The system should place more important things like headers or logos in the top left corner. The logo serves as a landmark that orients users when they first land on a page and helps them identify the website they are visiting.

2.5.3 The system should provide a direct feedback mechanism. The moment people interact with the system, we should offer an indication of the success or failure of their actions.

2.5.4 The system should have a well-chosen typeface that should be readable and clean without diverting too much attention from the rest of the design.

2.6. Disaster Recovery

2.6.1 The system should get backups and send them off-site at regular intervals for the possibility of disasters.

2.6.2 When the disaster occurs, the backup protocol should be activated; the last taken backup will be uploaded and the site will be updated in a short time.

6.2.1. Functional Requirements

6.2.1.1. User Requirements

6.2.1.2. System Requirements

6.2.2. Non-Functional Requirements

6.2.3. Scenarios and Mockups

6.2.3.1 Registered Lecturer Scenario

6.2.3.1.1 Persona



- Hasan Taşkıran
- 33 years old, male, lives in Levent, İstanbul
- Personality
 - * Practical
 - * Social
 - * Helpful
 - * Busy, tense
- Full-time mobile app developer at Andrestan in Levent/Istanbul
- Has more than 10 years of experience in the mobile app development area

6.2.3.1.2 User Story

Hasan is an experienced mobile app developer. He has various experiences in different companies previously and currently working in a company as a full time mobile app developer. Contrary to what is believed about software developers, he is an extrovert and social person. In time off from work, he wants to share his knowledge, some programming tips with junior developers. Since he has a busy business life, he wants to share what he knows in the easiest and fastest way without having to allocate so much time. He cannot allocate enough time to prepare, record, edit and share course videos. Just because of this, he cannot use some popular educational platforms that allow lecturers to share course videos and learners to watch them. He is using our application's website since he can easily collect his notes, tips, explanations in time and share them whenever they are ready with the learners as a course.

6.2.3.1.3 Goals

- He wants to create a course by providing required information for a course creation.
- He wants to set a course name, indicate a topic, provide a description and define the pre-requirements for this course.
- He wants to create separate sections for the course to have a learning progress step by step.
- He wants to set the privacy status of some sections of the created course as private because those sections are not ready to publish yet and still under construction.

6.2.3.1.4 Pre-Conditions

- He has already signed up, has an account, and a filled profile.
- He has logged in to our web app so that the initial screen he saw is the home screen.
- He has experience in most of the features like creating notes, courses, and so on.
- He is actively using the app, he already has some courses, learners, and reputation from them.

6.2.3.1.5 Scenario

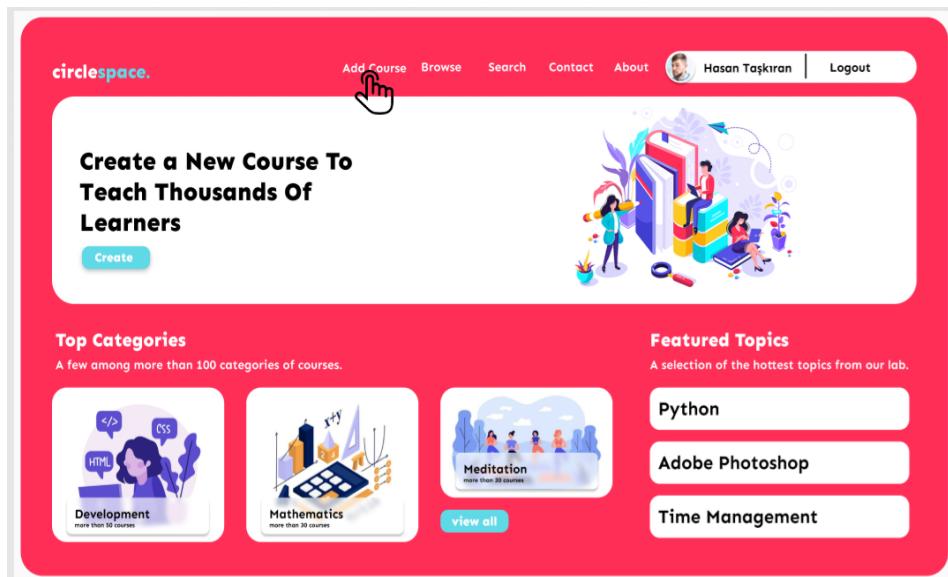
1. To begin, he opens the application's website.
2. The website navigates him to the home page after the launch.
3. Then he clicks the "Add Course" button.
4. He then navigated to the "Course Creation Page".
5. He fills the course information, including the name, description, requirements, and other elements.
6. Finally, he creates the course.

6.2.3.1.6 Acceptance Criteria

- Login
 - 1.1.1.2.1. Users shall provide their username and passwords to be able to login if they logged out or they are kicked out due to long inactivity.
- Lecture Creation
 - 1.1.3.2.1.1. Lectures shall be given a unique title during creation.
 - 1.1.3.2.1.2. Lecturer shall state the lecture's topic in a specified field for the sake of categorization.
- Lecture Structure
 - 1.1.4.1. Lectures shall deliver lecture material in text, images, and embedded videos.
 - 1.1.4.2. Lectures shall have an Introduction where the lecturer presents the lecture in a text.
- Lecture Privacy
 - 1.1.3.2.2.3. Lecturer should be able to set a part of the lecture as hidden to be able to edit at different times.

6.2.3.1.7 Mockups

1. He has already created an account and logged in.
2. In the home page, he clicks the 'Add Course' link.



3. After seeing the initial 'Course Creating Page'...

The screenshot shows the 'Course Creation Page' on the circlespace platform. At the top, there is a navigation bar with links for 'Add Course', 'Browse', 'Search', 'Contact', 'About', and a user profile for 'Hasan Taşkiran'. A 'Logout' button is also present.

The main form has the following fields:

- Course Name:** [Text input field]
- Course Topics:** [Text input field]
Note: Separate topics with a comma (,)
- Course Description:** [Text input field]
- Requirements:** [Text input field]

Below these fields is a visibility setting:
Visibility: Public Private
Note: You can change this setting anytime

The page displays two sections:

- Section 1:** Title: Introduction
Visibility: Public Private
Note: You can change this setting anytime
Content Type: Text Video
Content: [Text input field]
Authorized Users: [Text input field]
Part Of The Chapter: [Text input field]
- Section 2:** Title: Events
Visibility: Public Private
Note: You can change this setting anytime
Content Type: Text Video
Content: [Text input field]
Authorized Users: [Text input field]
Part Of The Chapter: [Text input field]

At the bottom of the form are two buttons:
+ Add New Section (in a blue button)
Create Course! (in a white button)

3.(continued) ...he fills the page with desired information

The screenshot shows the 'Course Creation Page' on the circlespace website. The page has a header with the logo, navigation links (Add Course, Browse, Search, Contact, About), and a user profile (Hasan Taşkiran, Logout). The main content area is titled 'Course Creation Page' and contains fields for course details:

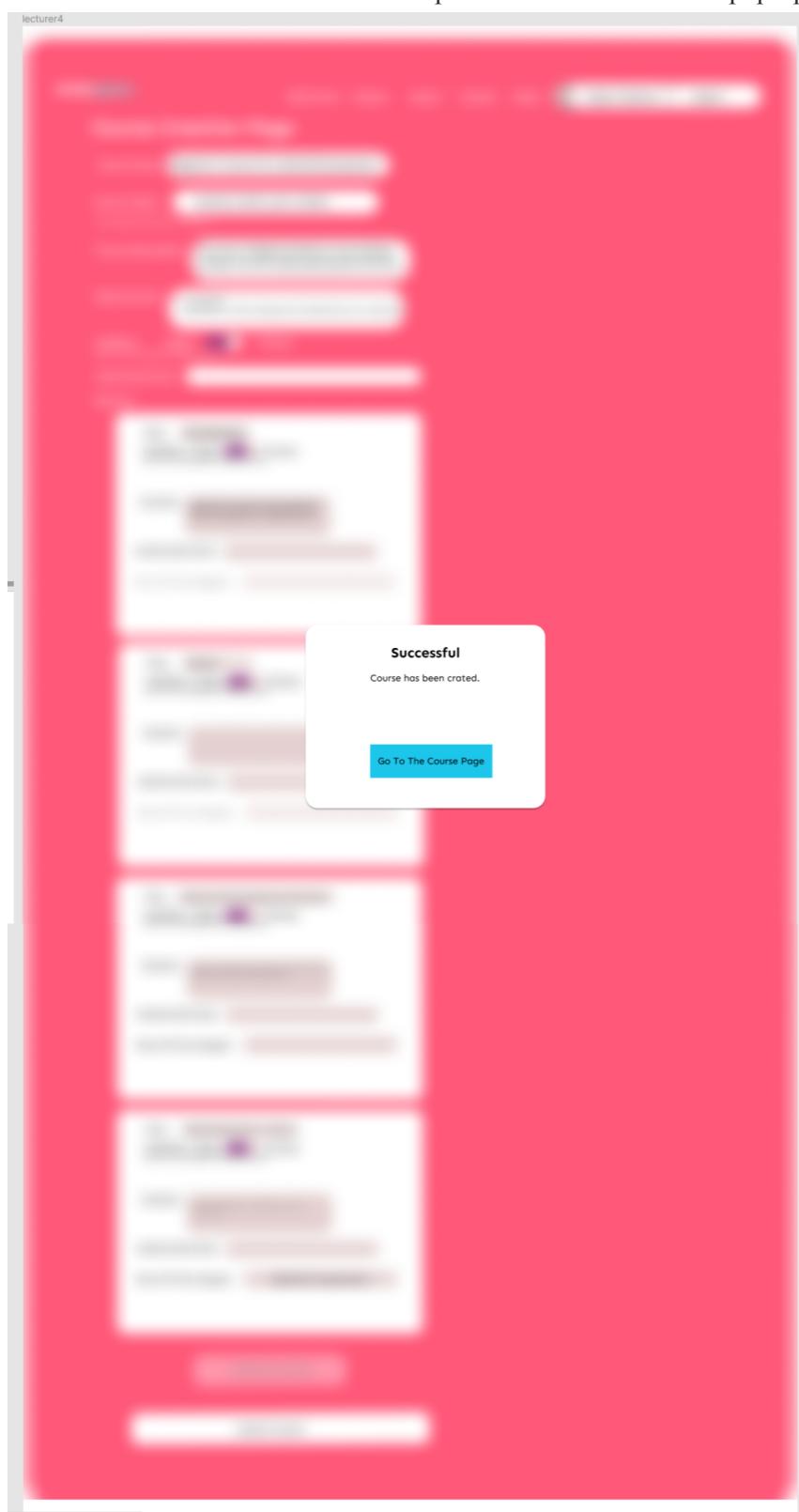
- Course Name:** Beginner's Course For Android Development
- Course Topics:** Android, Kotlin, Java, Mobile
Note: Separate topics with a comma (,)
- Course Description:** This course is designed for beginners. After completing this course, you will be able to work as a junior android developer. We will be using Android Studio for this course
- Requirements:**
 - A computer
 - Some java or kotlin background is beneficial but not required
- Visibility:** Public (switch to Private)
Note: You can change this setting anytime
- Authorized Users:** [redacted]

The 'Sections:' section contains four course sections:

- Title:** Introduction
Visibility: Public (switch to Private)
Note: You can change this setting anytime
 - Content:** Android is an open source operating system designed for mobile devices.
 - Learners with access:** [redacted]
 - Part Of The Chapter:** [redacted]
- Title:** Events
Visibility: Public (switch to Private)
Note: You can change this setting anytime
 - Content:** [redacted]
 - Learners with access:** [redacted]
 - Part Of The Chapter:** [redacted]
- Title:** Setting Up The Development Environment
Visibility: Public (switch to Private)
Note: You can change this setting anytime
 - Content:** We will be installing Android Studio and we will test our first project on an emulator or a physical device.
 - Learners with access:** [redacted]
 - Part Of The Chapter:** [redacted]
- Title:** Android Components - Activity
Visibility: Public (switch to Private)
Note: You can change this setting anytime
 - Content:** An activity is defined as a single thing a user can interact with.
 - Learners with access:** [redacted]
 - Part Of The Chapter:** Android Components

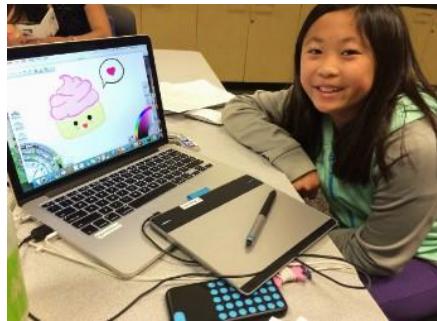
At the bottom of the page are buttons for '+ Add New Section' and 'Create Course!' with a hand cursor icon over it.

- After filling the page, he clicks on 'Create Course!' button. After the click, the webpage informs Hasan that the course creation process is successful via a pop-up.



6.2.3.2 Non-Registered Learner Scenario

6.2.3.2.1 Persona



- Ai Zheng
- 17 years old, female, lives in Hong Kong
-Personality:
*Cheerful
*Curious
*Artistic
*Extroverted
-High school student
-Interested in video game art, especially 3D modelling.

6.2.3.2.2 User Story

Ai is a highschool student who has been going golfing with her parents and admires how her parents golf. Her admiration became her inspiration and she got into golfing recently. While looking for sources to learn to drive a golf cart, she heard that Cosmo Kramer, one of the actors, worked in one of her favorite TV-series "Seinfeld". Interested in Kramer's lectures, Ai signs in to our application to check out Kramer's lecturer profile. While signing in, she decides to keep her profile private because she wants to avoid attention and she thinks a new learners profile won't help anyone. After signing in, she searches Kramer's lectures and his profile. and sees that overall learner satisfaction from Kramer's courses are particularly high when it comes to the terms of golfing! Thus, she goes on to one of Kramer's lectures on driving a golf cart. After seeing interaction between learners, thinking about having fellow learners to talk about ideas and encouraging each other like people do in lecture's community, she enrolls. The first section after introduction is "An Electric Golf Cart: What Is It and Who's It For?" where Kramer talks about the basics of an electric golf cart. Ai annotates some history about golf carts as an additional information for learners. At the end of the first lecture, Kramer has set a quiz type poll to check the learner's familiarity with the storage of golf carts. Ai completed the poll and she was successful enough to earn the lecturer's first badge.

6.2.3.2.3 Goals

- Since she is not registered to the app yet, firstly she wants to create an account for herself.
- She wants to look at lecturer profiles and view overall learner satisfaction from those lecturers' courses and take lectures about topics she is interested in from lecturers she choose.
- Then, she intends to earn these lectures' achievements, earn badges after completing necessary tasks or quizzes and more importantly, learn from them.
- While learning the lectures, she wants to create notes related to the learning material. Thus, she wants to connect, annotate, tag and share these notes.
- This user cares about privacy, so she wants to be able to choose who can see her profile page, achievements, badges. Furthermore, she wants to be able to block other users if she wishes.

6.2.3.2.4 Pre-Conditions

- She does not have an account for the app, so she has not logged in to the app yet.
- She tries to create her account, so that the initial screen she saw is the "Create A New Account" page.
- After creating the account, she sees the page where she chooses the interests before navigating to the home screen.
- She has experience in most of the features of the app like creating notes, taking lectures, earning badges, blocking other users.

6.2.3.2.5 Scenario

1. Initially, she opens the website.
2. On the homepage, she clicks the "Sign Up" button to create a new account.
3. She fills the required information, makes her profile private and reads and accepts the privacy policy.
4. The system sends a verification email to the given email address.
5. She verifies her email address and logins into her account.
6. At the first login, she has to select one or more topics that she is interested in. System directs her to the home page.
7. At the home page, she clicks the search button and types a lecturer name.
8. She reads the learner feedback about the courses from the lecturer profile.
9. She chooses and enrolls in one of the courses which she is looking for.
10. She accesses this course under the "Enrolled Courses" page.
11. She starts to learn the topic from the course contents.
12. During the learning progress, she takes notes and annotates them.
13. At the end of the first part of the course, she takes a quiz.
14. She earns one badge from the lecturer because she finished the first part of the course.
15. To see this badge, she clicks the "Profile" button.
16. Finally, she can see her first badge here.

6.2.3.2.6 Acceptance Criteria

- Signup
 - 1.1.1.1. Guests shall enter their username, email address and strong passwords to be able to sign up. These are the required information that users have to provide to enter the app.
 - 1.1.1.2. Guests shall check the checkbox which indicates the agreement text of the privacy policy and terms & conditions to be able to sign up. It is a required action.
- Email Verification
 - 1.1.1.3.1. Users shall enter the received verification codes (via their registered email addresses) to complete the email verification process.
- Searching and Browsing
 - 1.2.3.2 The system shall allow users to search for other users.
 - 1.2.3.2.1 The system shall allow searching for users by their username.
 - 1.2.3.2.2 The system should suggest users based on their full name when a search query gives no result for usernames.
- Recommendation
 - 1.1.2.13.2.1. Users shall be able to see the feedback they have received for the courses they provide teaching material in the recommendations section.

- 1.1.2.13.2.2. Users shall be able to view comment and star rating for each feedback, alongside the commentator's name and first letter of their surname, a basic profile picture with their initials, and the name of the course.
- Taking Lectures
 - 1.1.3.2.3.1. Users shall see the content within sections as the lecturer intended.
 - 1.1.3.2.3.2. Users shall navigate in lecture material.
 - 1.1.3.2.3.3. Users shall see which parts of the lecture they completed.
 - 1.1.3.2.3.5. Users shall receive confirmation of their expertise on the topic upon completion of a lecture.
 - 1.1.3.2.4.4. Users shall annotate lecture content by matching lecture content to notes.
- Notes and Annotation
 - 1.1.3.2.4.1. Each user shall have his/her notes section under each lecture.
 - 1.1.3.2.4.2. Users shall create and edit notes under the notes section via typing.
- Achievements
 - 1.1.2.11.1. Users shall view the achievements they earned from the courses they have studied in the achievements section of their profile pages

6.2.3.2.7 Mockup

1. She has already downloaded the app. Initially, she launches the app.
2. In the homepage, she clicks "Sign Up" button to create a new account.

circle space.

Browse Search Contact About

Learn anything you want in a collaborative way.

[sign in](#) [sign up](#)

Top Categories
A few among more than 100 categories of courses.

Development more than 50 courses

Mathematics more than 30 courses

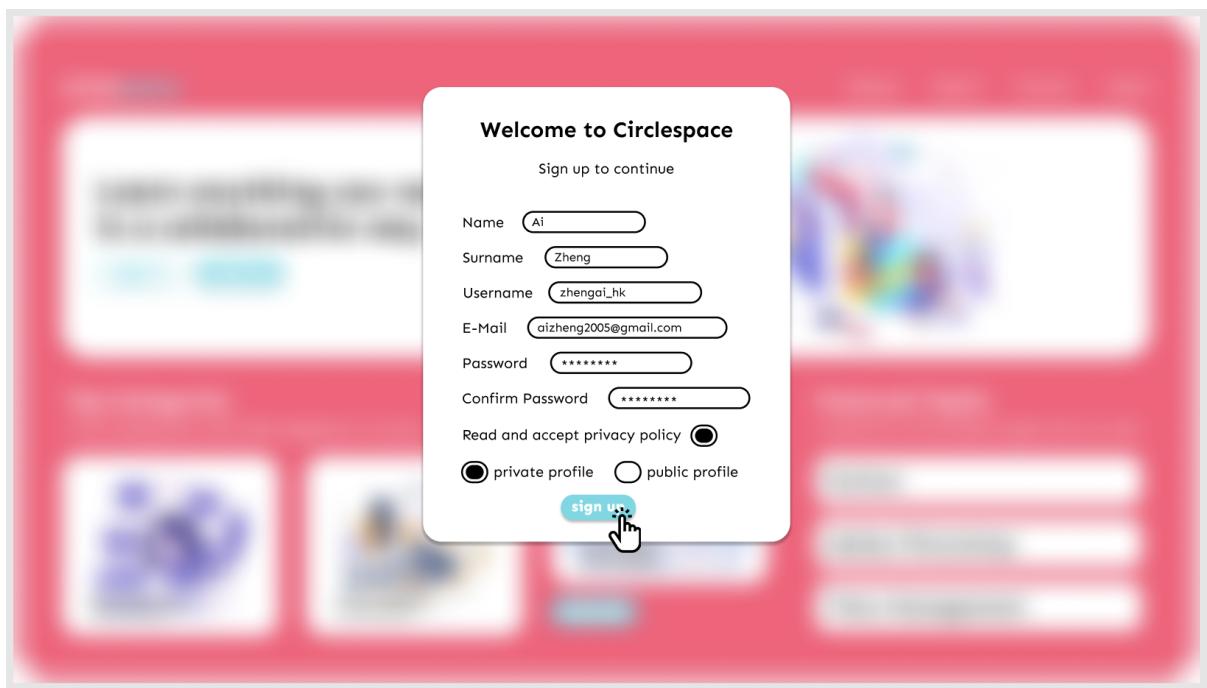
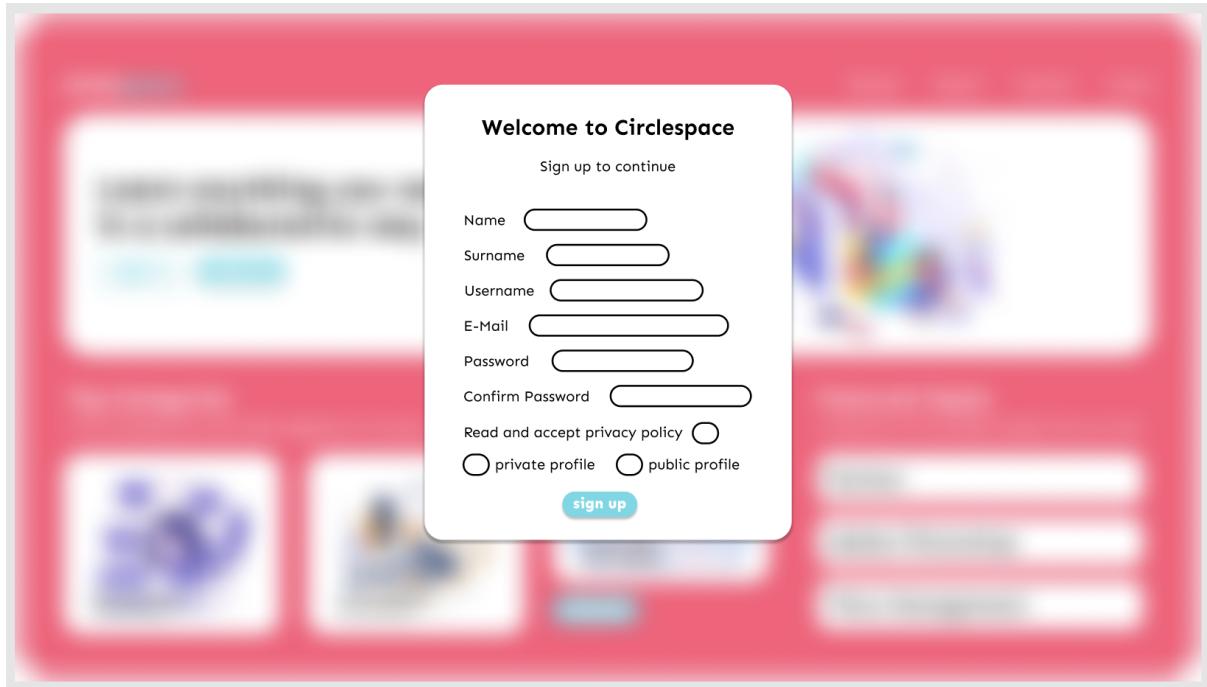
[view all](#)

Featured Topics
A selection of the hottest topics from our lab.

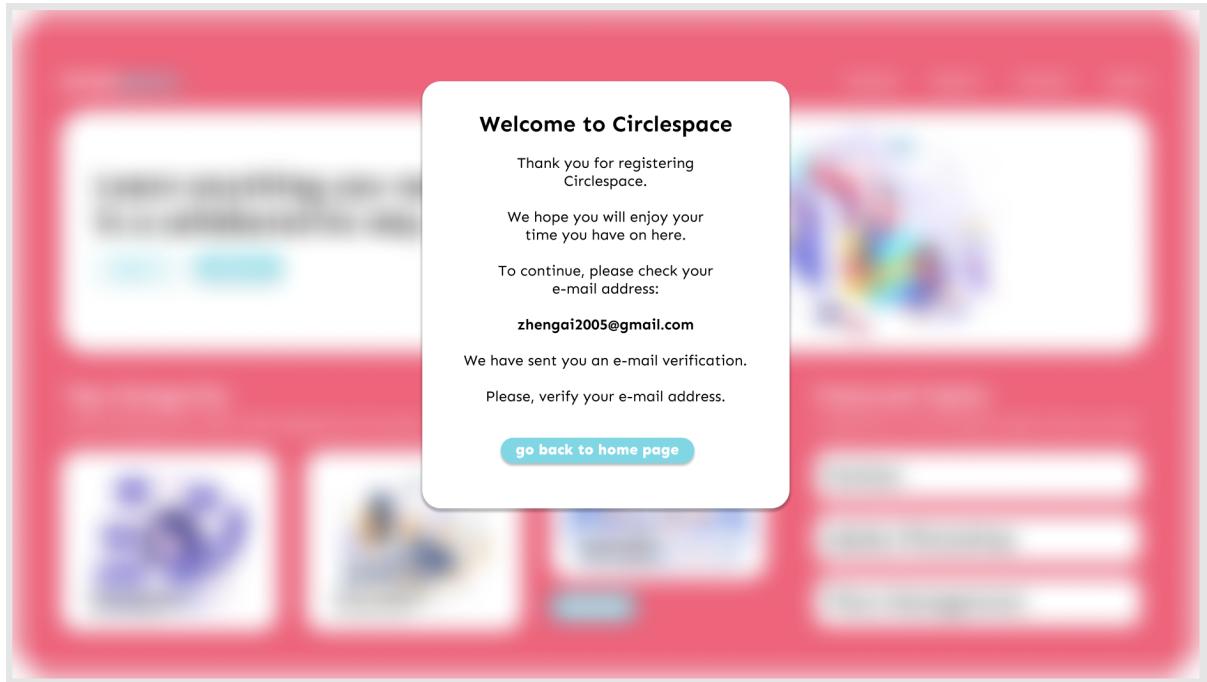
Python

Adobe Photoshop

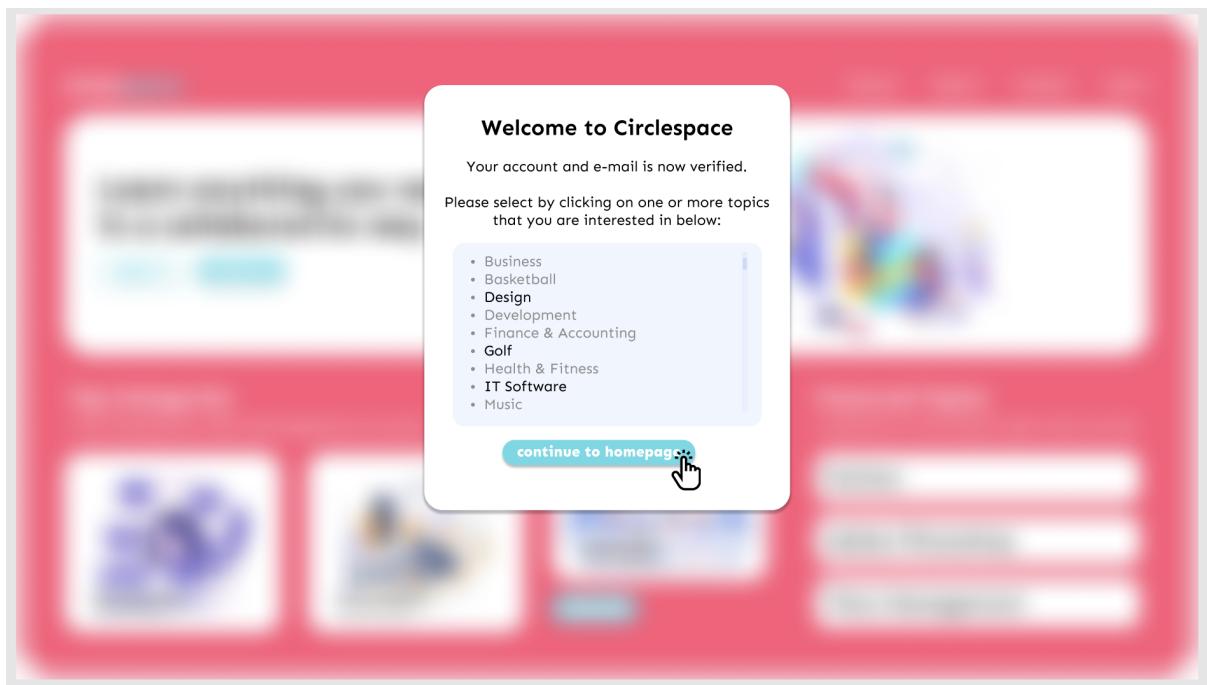
Time Management



4. The system sends a verification email to the given email address.



5. She verifies her email address and logins into her account.
6. At the first login, she have to select one or more topic that she interests. System directs her to the home page.



7. At the home page, she clicks the search button and types a lecturer name.

circlespace.

Browse

Search 

Contact

About

Welcome Ai

**Learn anything you want
in a collaborative way.**



Top Categories
A few among more than 100 categories of courses.



Development
more than 50 courses



Mathematics
more than 30 courses

[view all](#)

Featured Topics
A selection of the hottest topics from our lab.

Python

Adobe Photoshop

Time Management

circlespace.

Browse

Cosmo Kramer

Search

Contact

About

Welcome Ai

**Learn anything you want
in a collaborative way.**



Top Categories
A few among more than 100 categories of courses.



Development
more than 50 courses



Mathematics
more than 30 courses

[view all](#)

Featured Topics
A selection of the hottest topics from our lab.

Python

Adobe Photoshop

Time Management

8. She reads the learner feedbacks about the courses the lecturer profile.
9. She chooses and enrolls one of the courses which she is looking for.

Cosmo Kramer

My personal acting technique is working with color, imagining color, then finding the emotional vibrational mood connected to the color. I don't memorize language, I memorize color. This way I can go through red, yellow, green, blue. And I have a full palette of emotions.

Interests: Acting, Investment, Photography, Golf, American Football

Knowledge Base

Learner Profile

Lecturer Profile

10. She accesses this course under the "Enrolled Courses" page.

Enrolled Courses

You have enrolled 1 course.

How to Drive a Golf Cart Properly? • by Cosmo Kramer

Are you looking for a better way to get around? Walking can take a long time, especially if you're traversing a lot of ground every day. Why not consider an electric golf cart? It's easy to learn how to drive one, and in most states, you don't need a driver license to operate it.

my notes **my annotations**

11. She starts to learn the topic from the course contents.

Course Dashboard
Course dashboard is empty.

How to Drive a Golf Cart Properly • by Cosmo Kramer

Are you looking for a better way to get around? Walking can take a long time, especially if you're traversing a lot of ground every day. Why not consider an electric golf cart? It's easy to learn how to drive one, and in most states, you don't need a driver license to operate it.

enrolled

Chapters

- 1 - An Electric Golf Cart: What Is It and
- 2 - How Much Do Electric Golf Carts Cost?
- 3 - General Overview on How to Drive a Golf...
- 4 - Starting and Stopping
- 5 - Reversing
- 7 - Golf Cart Batteries
- 8 - Get Going
- 9 - Appendix

My Notes
You have no notes yet.

My Annotations
You have no annotations yet.

12. During the learning progress, she takes notes and annotates them.

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Are you looking for a better way to get around? Walking can take a long time, especially if you're traversing a lot of ground every day. Why not consider an electric golf cart? It's easy to learn how to drive one, and in most states, you don't need a driver license to operate it.

enrolled

Chapter 1

An Electric Golf Cart: What Is It and Who's It For?

An Electric Golf Cart: What Is It and Who's It For?

1 One of the best parts of a trip to a golf course or even a holiday away with friends golfing is the chance to get behind the wheel of a golf buggy. The buggy makes the journey around the course more pleasant and ultimately much more efficient. However, for first timers, there may be some anxiety about what to expect from these little cars and therefore we thought we'd put together a handy list of the top five tips for driving a golf buggy for the first time.
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6
7 Electric golf carts are small, electric-powered vehicles used on golf courses. You might also hear someone call it a golf buggy. Golfers use carts to transport their golf clubs around the green, rather than hiring a caddy.
8
9
10 While there are also combustion-powered golf carts that run on petrol, electric golf carts are a green alternative to using up fossil fuels. A typical golf cart weighs about 450 kilos with the batteries.
11
12
13 On the golf course, carts are an alternative to an electric golf trolley. Most carts have room for two golfers and their clubs, but they're useful in many other places. Some larger models, used for landscaping on large estates, have cargo space for tools.
14
15
16
17 Golf buggies don't meet Australian Neighbourhood Electric Vehicle standards. You can't use them on public roadways without a proper license. You can still use them on private property, though.
18
19
20 These vehicles are great options if you're travelling across university campuses. Any large estate or fairgrounds is too big to make walking an efficient use of time, particularly if you must make many trips. Retirement communities and movie sets are other places where you'll see heaps of golf carts.
21
22

My Content

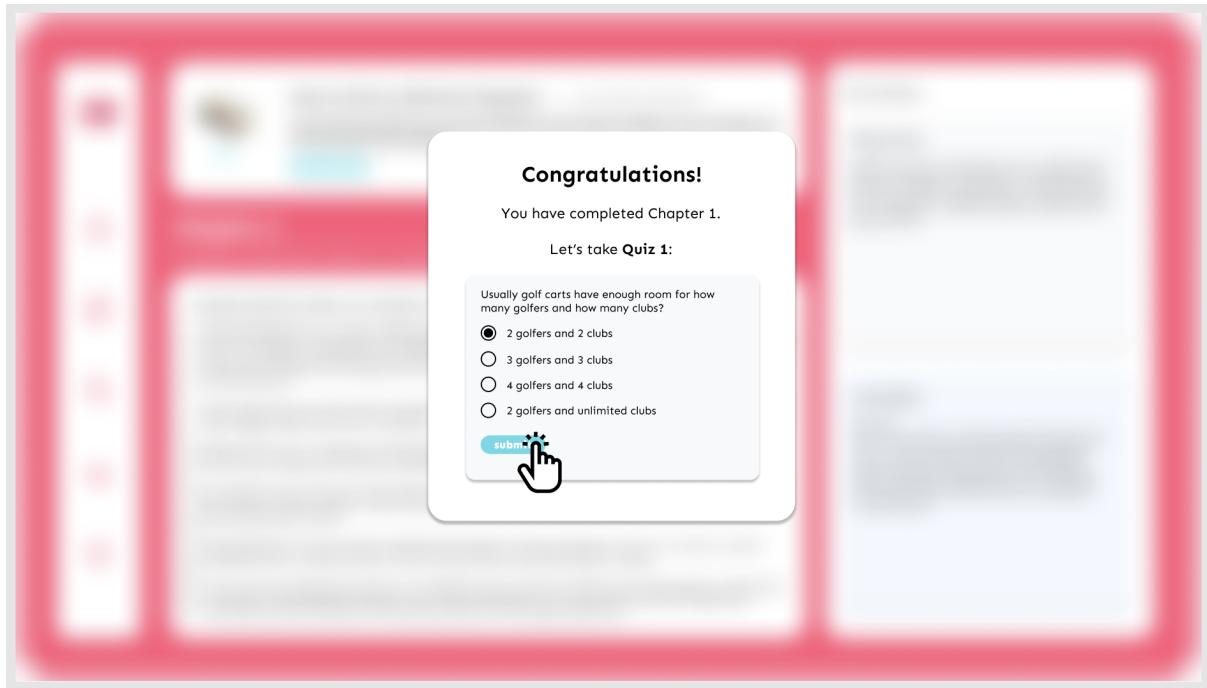
Take Note

The first use of a motorized cart on a golf course was by JK Wedley of Texarkana, Texas/Arkansas, who saw a three-wheeled electric cart being used in Los Angeles to transport senior citizens to the grocery store.

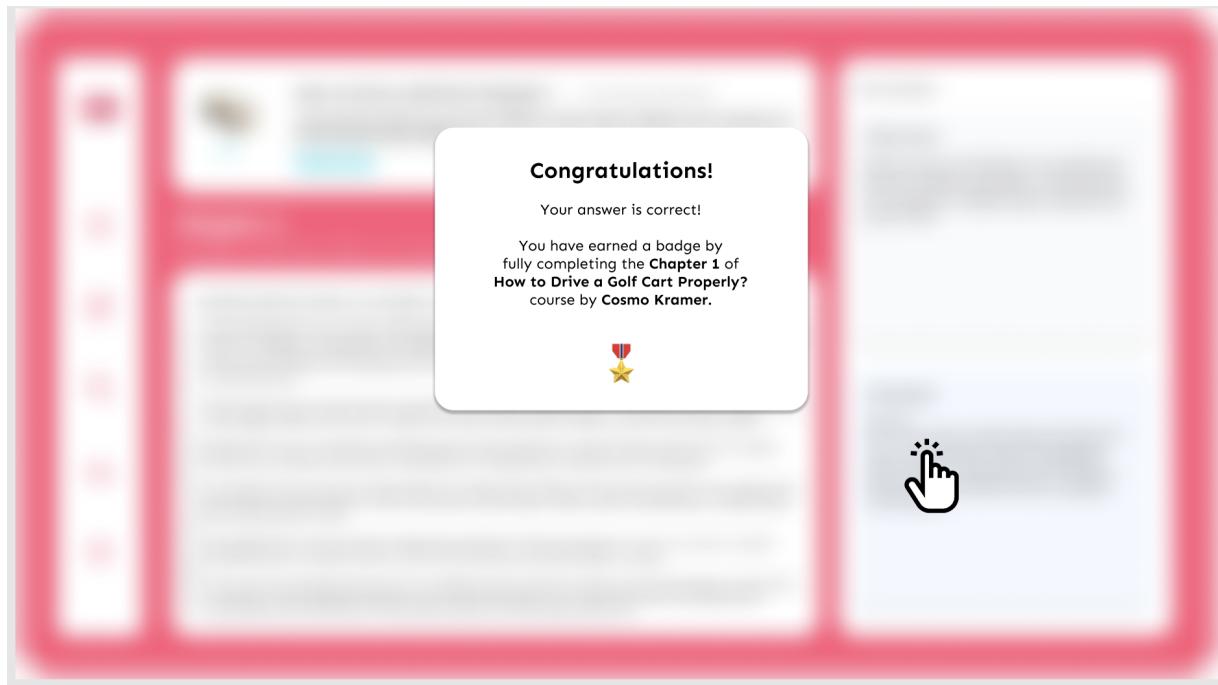
Annotate

13 - 14:
Golf carts come in a wide range of formats such as 2, 4, and 6 seaters and are more generally used to convey small numbers of passengers short distances at speeds less than 15 mph (24 km/h) per ANSI Standard z130.1 as originally manufactured.

13. At the end of the first part of the course, she takes a quiz.



14. She earns one badge from the lecturer because she finished the first part of the course.



15. To see this badge, she clicks the "Profile" button.

The screenshot shows a course page on the Circlespace platform. On the left, there's a vertical sidebar with red icons for CS., profile, search, and settings. The main content area has a white header with the course title and a small image of a golf cart. Below the header is a section titled 'Chapter 1' with the subtitle 'An Electric Golf Cart: What Is It and Who's It For?'. This section contains a list of 22 numbered points. To the right of this is a 'My Content' sidebar with sections for 'Take Note' (containing a short history of motorized carts) and 'Annotate' (containing a note about golf cart formats). The background of the main content area is pink.

16. Finally, she can see her first badge here.

The screenshot shows the user profile of 'Ai Zheng' on the Circlespace platform. The profile includes a circular profile picture, the name 'Ai Zheng', a welcome message 'Welcome to my Circlespace profile!', and a 'edit profile' button. Below this are sections for 'Interests' (Design, Basketball, Golf, IT & Software), 'Knowledge Base' (Golf, 0 completed courses, 1 badges earned), 'Learner Profile' (Progress Tracking, showing an incomplete course), 'Lecturer Profile' (Nothing to show here), 'Achievements' (No achievements yet), and 'Annotations' (Shows 1 annotation across 1 category, with links to browse by category, course, history, and upvotes). The background is pink.

6.2.3.3 Create Event Scenario

6.2.3.3.1 Persona



- Ezgi Ece Smith
- 46 years old, female, lives in Hisarüstü, İstanbul
- Personality
 - * Impatient
 - * Strict
 - * Sarcastic
 - * Friendly
- Works at AI Robotics Lab in Bogazici University.
- Loves teaching so much want to do it even in her free time.

6.2.3.3.2 User Story

Ezgi Ece has been a lecturer for the last 20 years at Bogazici University. She graduated from ODTÜ and got her PhD from Harvard University on Artificial Intelligence. She loves teaching and interacting with students, and was very sad when she couldn't meet her students face to face due to the pandemic. In her free time, she likes bird watching and taking long hikes. She likes to test out different methods to reach more students and teach more efficiently. She tried our app for this purpose and loved it so much started exploring different features. She shares lots of notes and sources with her students.

6.2.3.3.3 Goals

- She wants to get to know her students better.
- She thinks she can accomplish this by hosting a meeting event.
- She wants to make sure the details for the meeting are shared by all students so that no one misses out.
- She would like to answer her students' questions instantly.

6.2.3.3.4 Pre-Conditions

- She is signed up for the platform.
- She has created a course and the course has students enrolled.
- She has opened the website and logged in to her profile.
- She has accessed the course page for the course she is giving.

6.2.3.3.5 Scenario

1. She has already launched the website and has navigated to the course page.
2. She clicks the chat button to view the chat for the course.
3. She clicks the "Create Community Event" button.
4. Application launches a dialog that asks for location, date, duration and participant limit.
5. She fills in the fields with the relevant information and clicks "Create Event".

6. The event is created and displayed on the course info page.

6.2.3.3.6 Acceptance Criteria

- 1.1.1.2. Login
 - 1.1.1.2.1. Users shall provide their username and passwords to be able to login if they logged out or they are kicked out due to long inactivity.
- 1.1.3.2.5. Community Events
 - 1.1.3.2.5.1. Users who are qualified as lecturers shall create community events.
 - 1.1.3.2.5.2. Created events shall include currently enrolled learners.
 - 1.1.3.2.5.4. Events have a specific date, duration, and limit for the number of participants.
 - 1.1.3.2.5.7. These events will be visible on the course info page along with the date, duration, and the number of participants.
 - 1.1.3.2.5.9. The number of students who will join the event will be visible to both lecturers and students.

6.2.3.3.7 Mockup

1. She has already launched the website and has navigated to the course page.

The mockup shows a course page for 'AI For Everyone' taught by 'Ezgi Ece Smith'. The page includes a sidebar with course navigation (Introduction of the Course, Chapter 1: What is AI?, Chapter 2: Building AI Projects, Chapter 3: AI and Society, Syllabus, Notes), a central area with requirements, FAQ, recent activities, and course info, and a right sidebar showing learner profiles and a chat room section.

Course Title: AI For Everyone

Lecturer: Ezgi Ece Smith

Rating: ★4.7/5 RATE

Assignments: ASSIGN

Recent Activities: RECENT ACTIVITIES

Course Info: COURSE INFO

Learners: +598 more

Chat Room: CHAT ROOM

- She clicks the chat button to view the chat for the course.

The screenshot shows the course page for "AI For Everyone". At the top right, there's a user profile for "Ezgi Ece Smith" and a "Logout" button. Below the header, the course title "AI For Everyone" is displayed in large red letters, along with a yellow star rating of "★4.7/5" and a "RATE" button. A large "ASSIGN" button is also present. On the left, there's a sidebar with links for "Introduction of the Course", "Chapter 1: What is AI?", "Chapter 2: Building AI Projects", "Chapter 3: AI and Society", "Syllabus", and "Notes". To the right of the sidebar are four icons: "REQUIREMENTS" (blue clipboard), "FAQ" (speech bubble with question marks), "RECENT ACTIVITIES" (clock icon), and "Course Info" (question marks). On the far right, a "Learners" section shows a list of participants, starting with "Ezgi Ece Smith" with a green online status indicator. Below the list is a text input field and a "New message!" button. At the bottom right is a green "Create new event" button with a camera icon.

- She clicks the "Create Community Event" button.
- Application launches a dialog that asks for location, date, duration and participant limit.

The screenshot shows a modal dialog titled "Create Community Event*". The dialog contains fields for "Event Name" (with placeholder "Event Name"), "Location" (with placeholder "Location"), "Participant Limit" (with placeholder "Limit"), "Date" (with placeholder "Date MM/DD/YY"), "Start" (with placeholder "Start"), and "End" (with placeholder "End"). To the right of the "End" field is a large green checkmark icon inside a red-bordered box, with a red "Cancel" button below it. The background of the main application shows the same course page as the previous screenshot, with the "Create new event" button visible at the bottom right.

5. She fills in the fields with the relevant information and clicks "Create Event".

The screenshot shows the 'Create Community Event' page. The title is 'First Meeting'. Location: Beşiktaş / İstanbul. Date: March/23/2022. Time: 17:00 - 18:30. Participant Limit: 35 p. A large green checkmark icon with a hand cursor is overlaid on the 'Create' button.

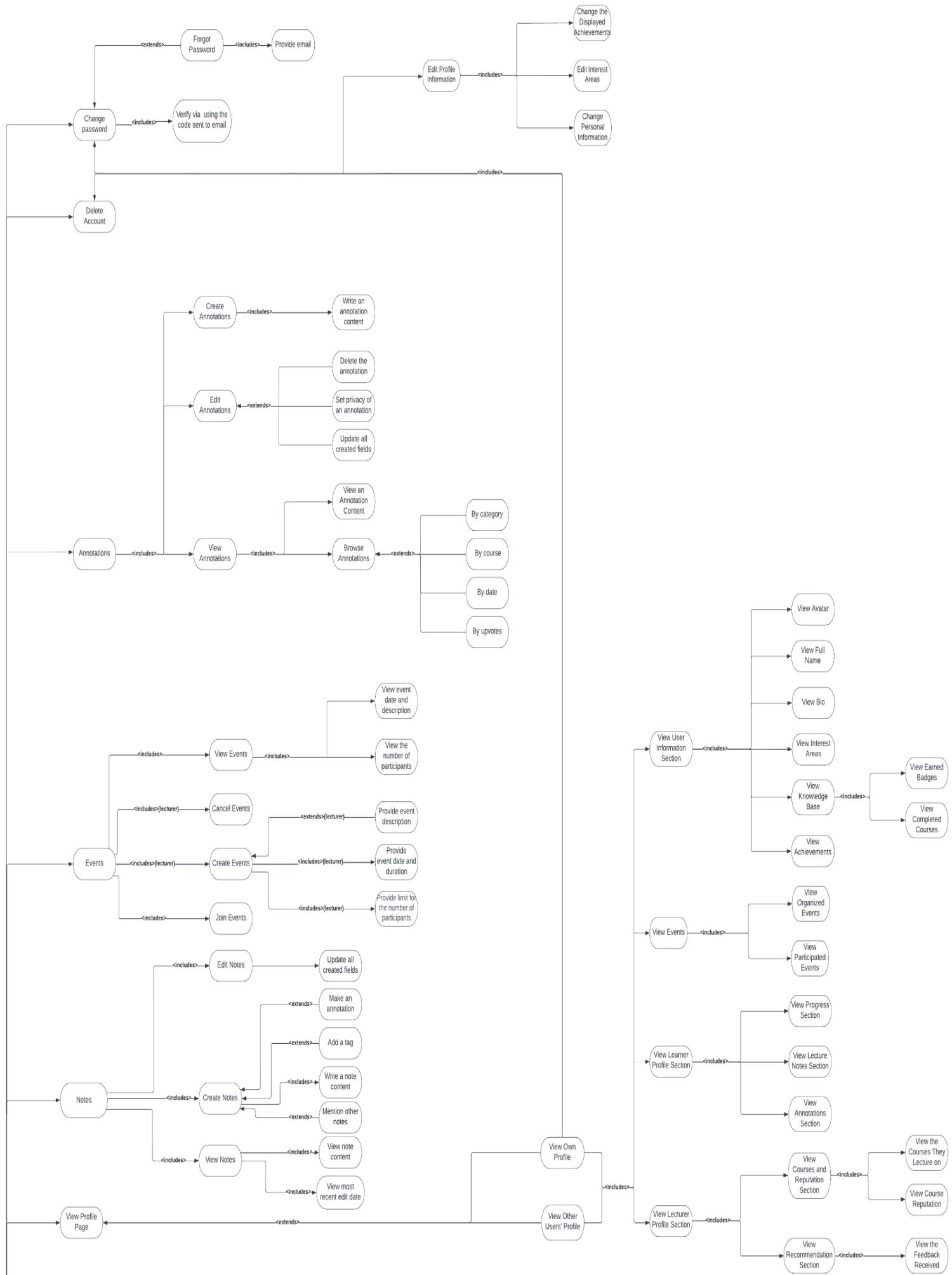
6. The event is created and displayed on the course info page.

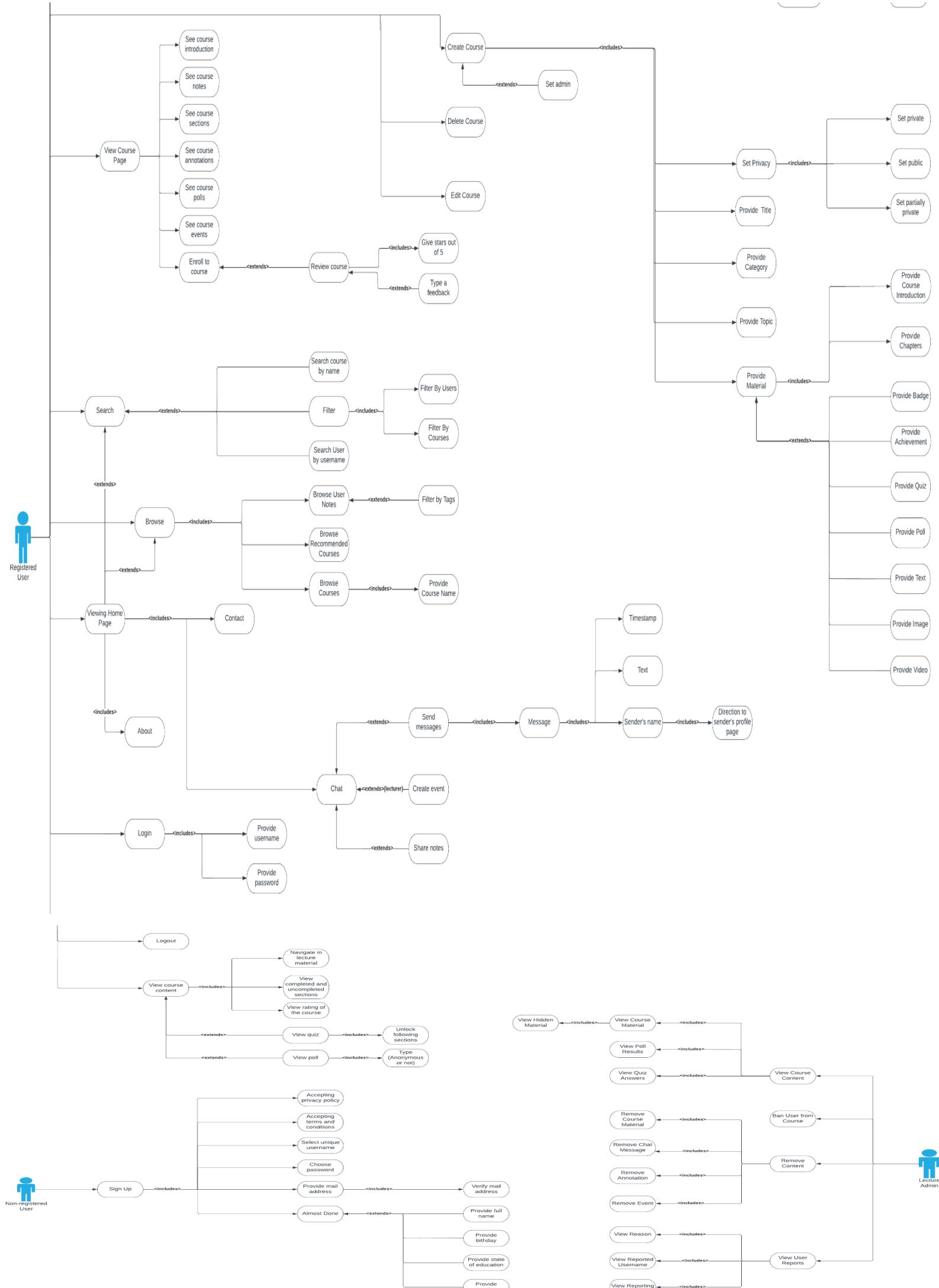
The screenshot shows the course info page for 'AI For Everyone' by Ezgi Ece Smith. The event 'First Meeting' is listed with the following details: Location: Beşiktaş / İstanbul, Time: 17.00 - 18.30, Date: March 23, 2022, Participant Limit: 35. A note says 'The event "First Meeting" is recently created.'

The screenshot shows the course info page for 'AI For Everyone' by Ezgi Ece Smith. The event 'First Meeting' is listed with the following details: Location: Beşiktaş/Koraköy, Time: 17.00 - 18.30, Date: March 23, 2022, Participant Limit: 35. A note says 'New event created recently. See the course info page!!!'

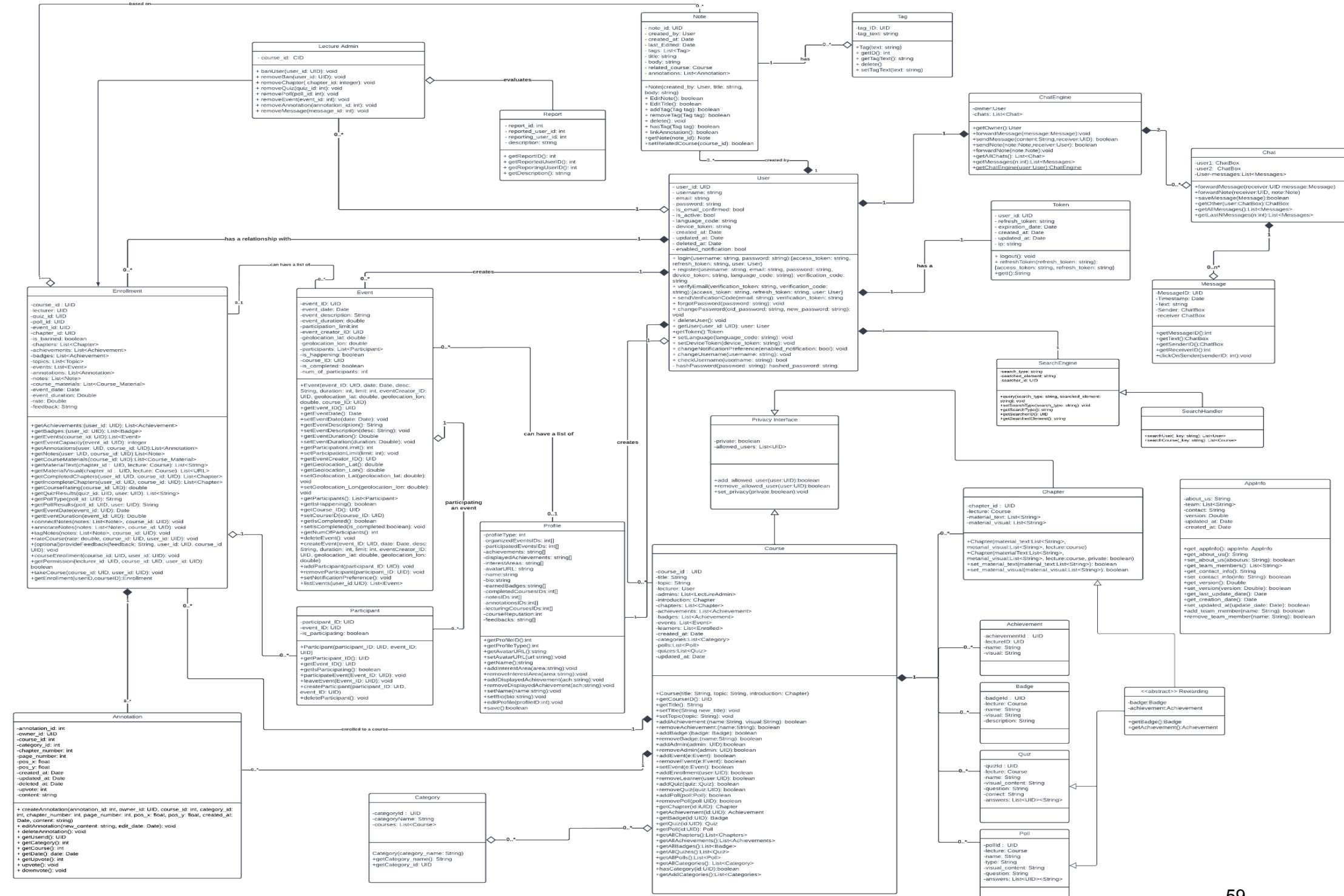
6.3 Software Design Documents in UML

6.3.1 Use-Case Diagram

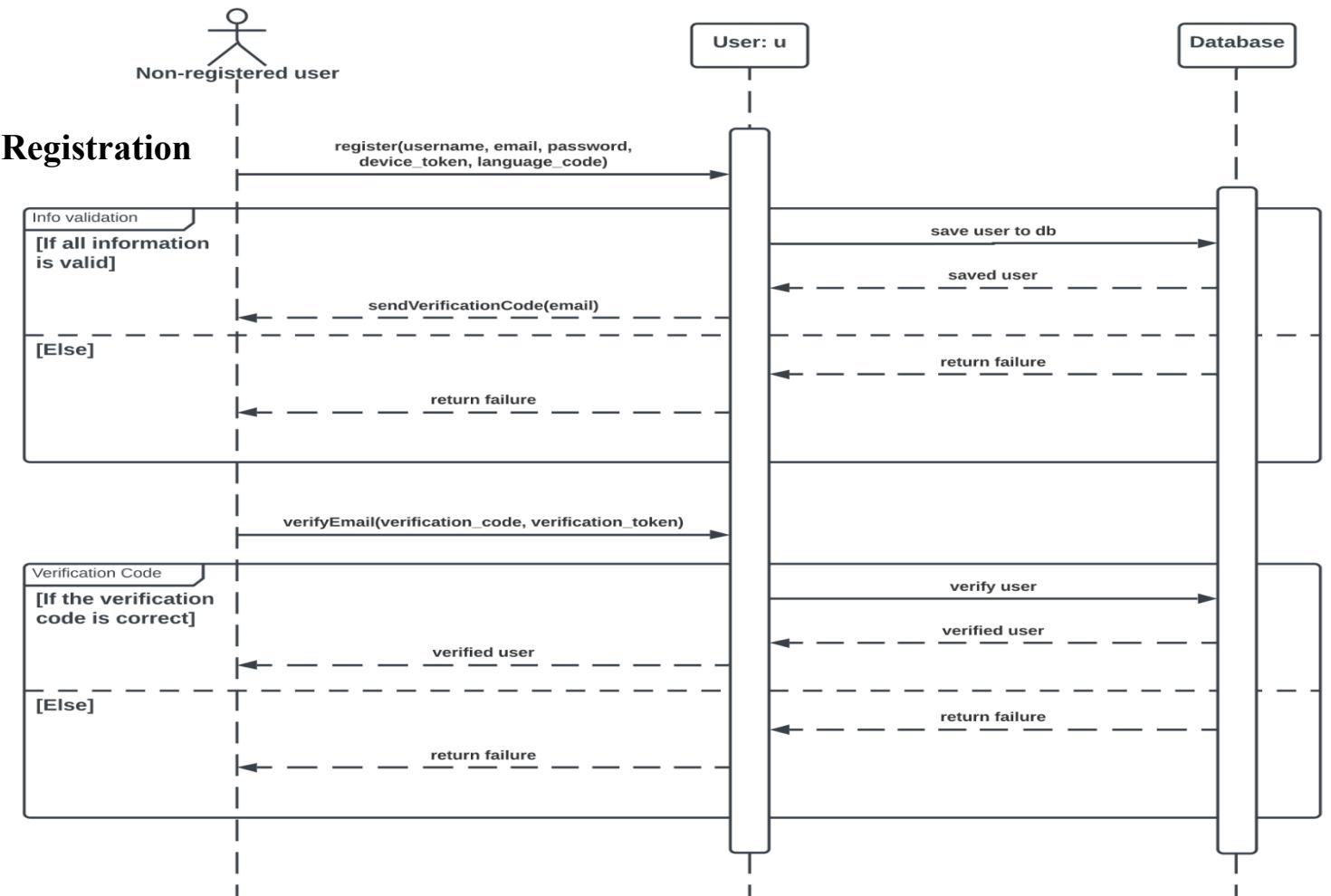




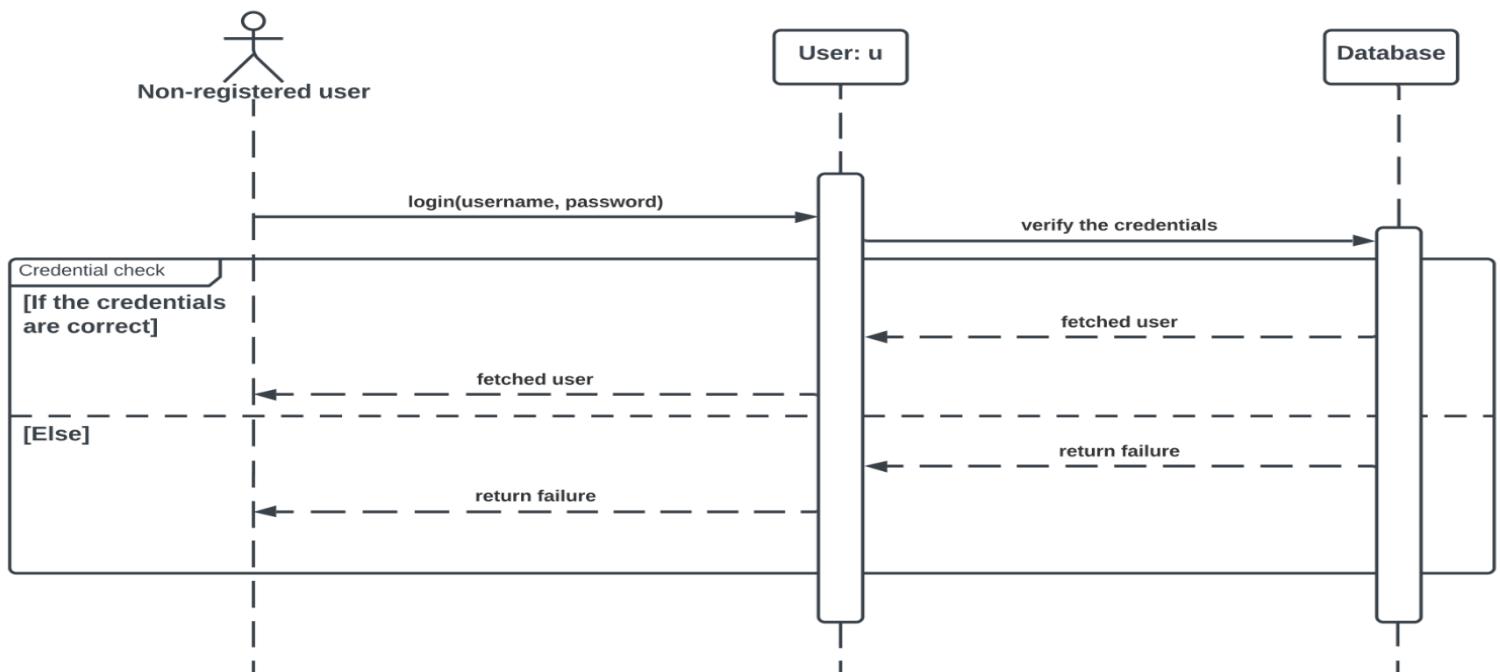
6.3.2 Class Diagram



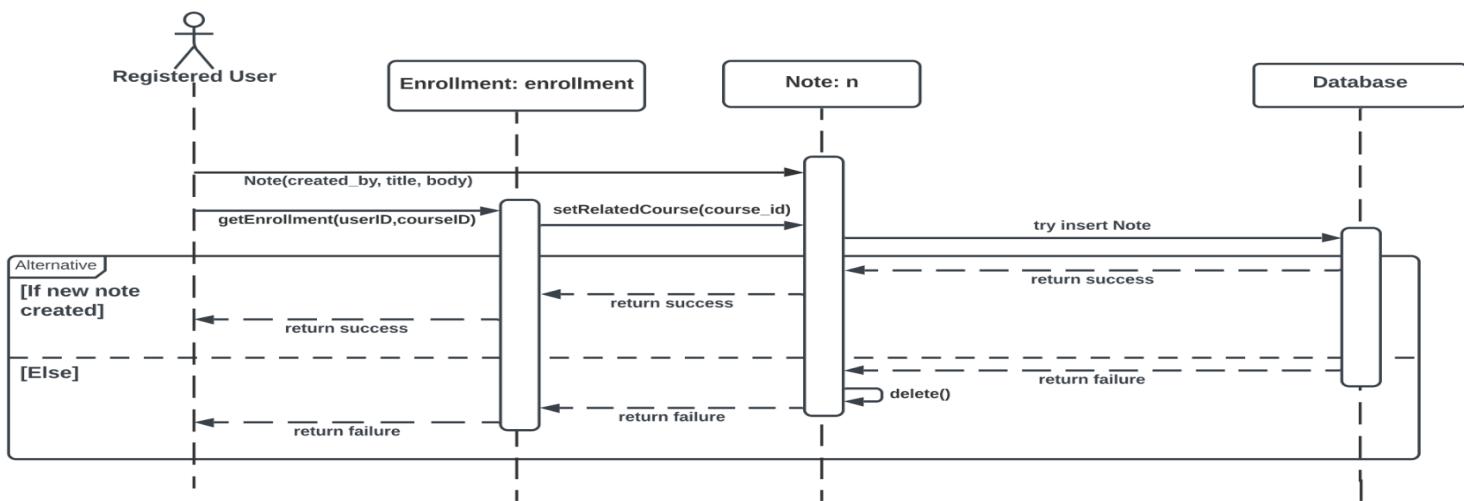
6.3.3 Sequence Diagrams



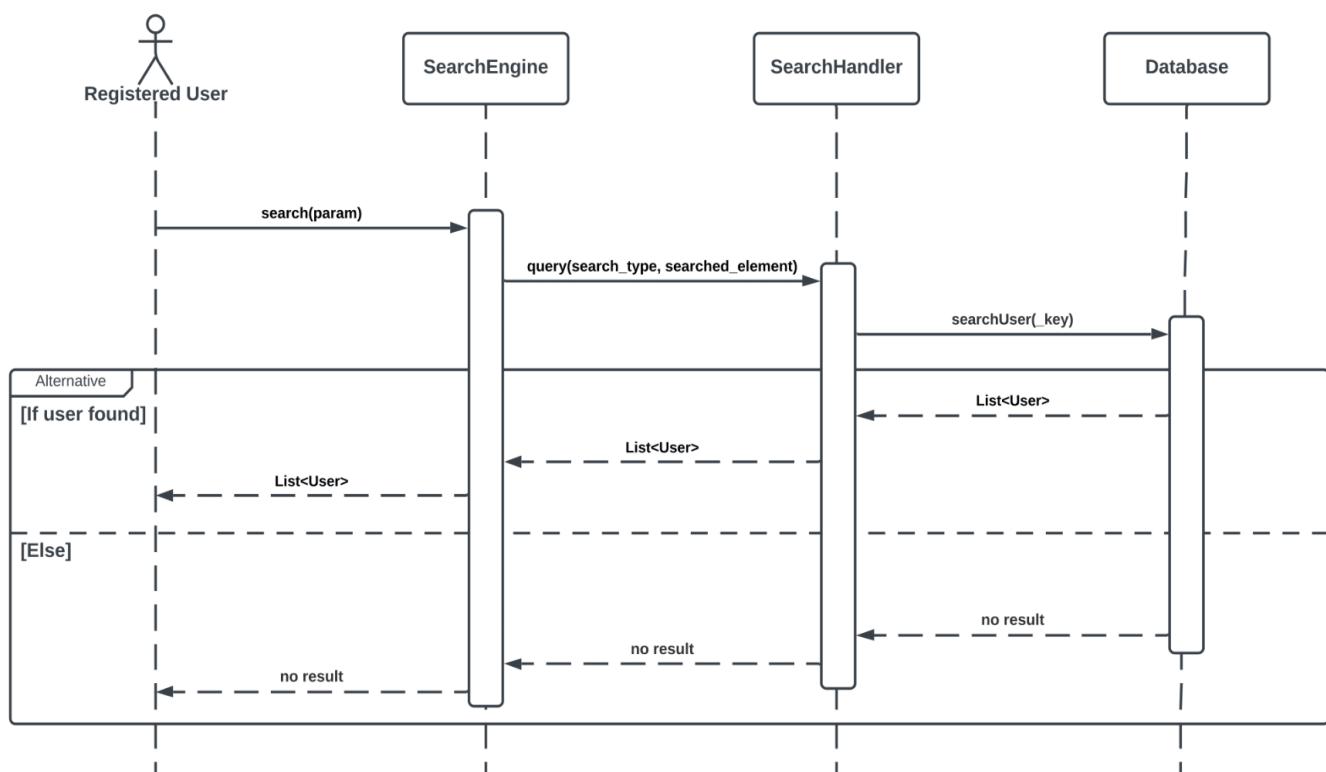
Login



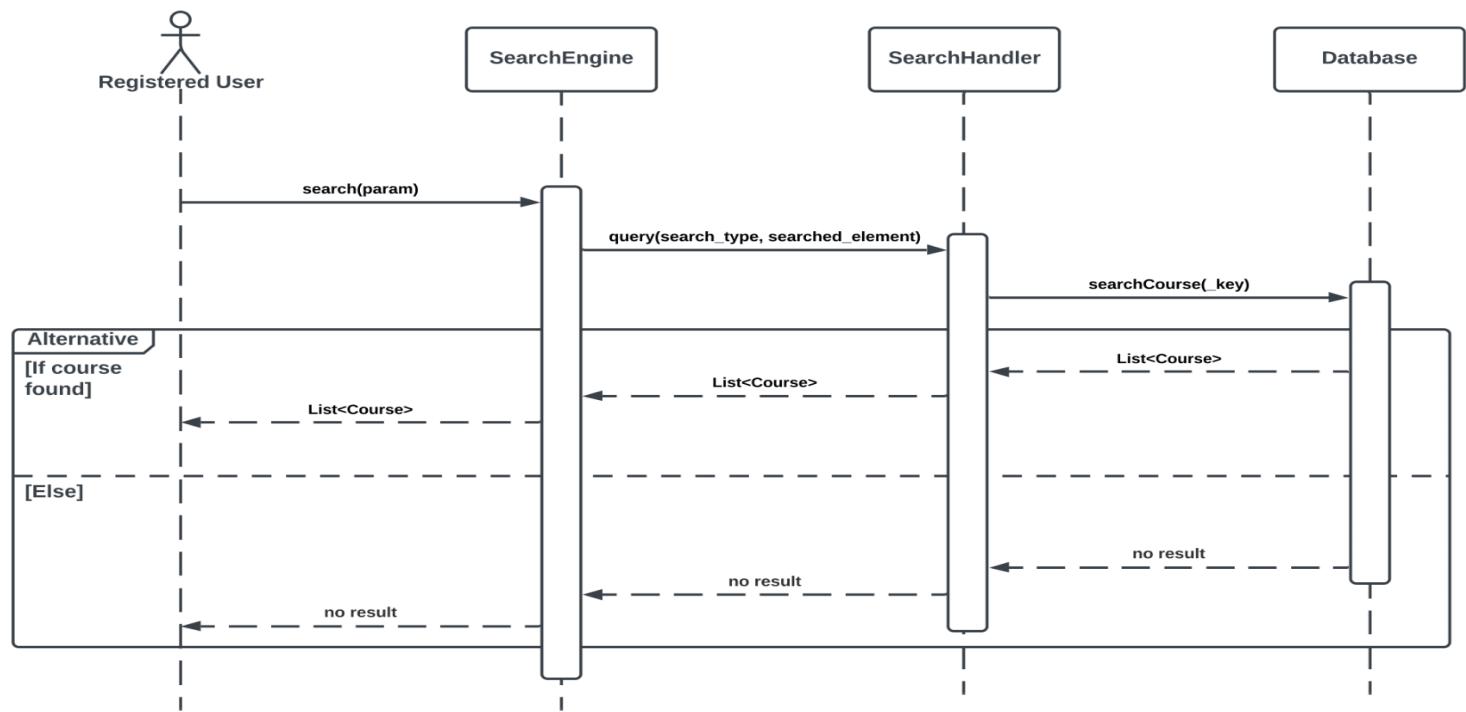
Create a Note



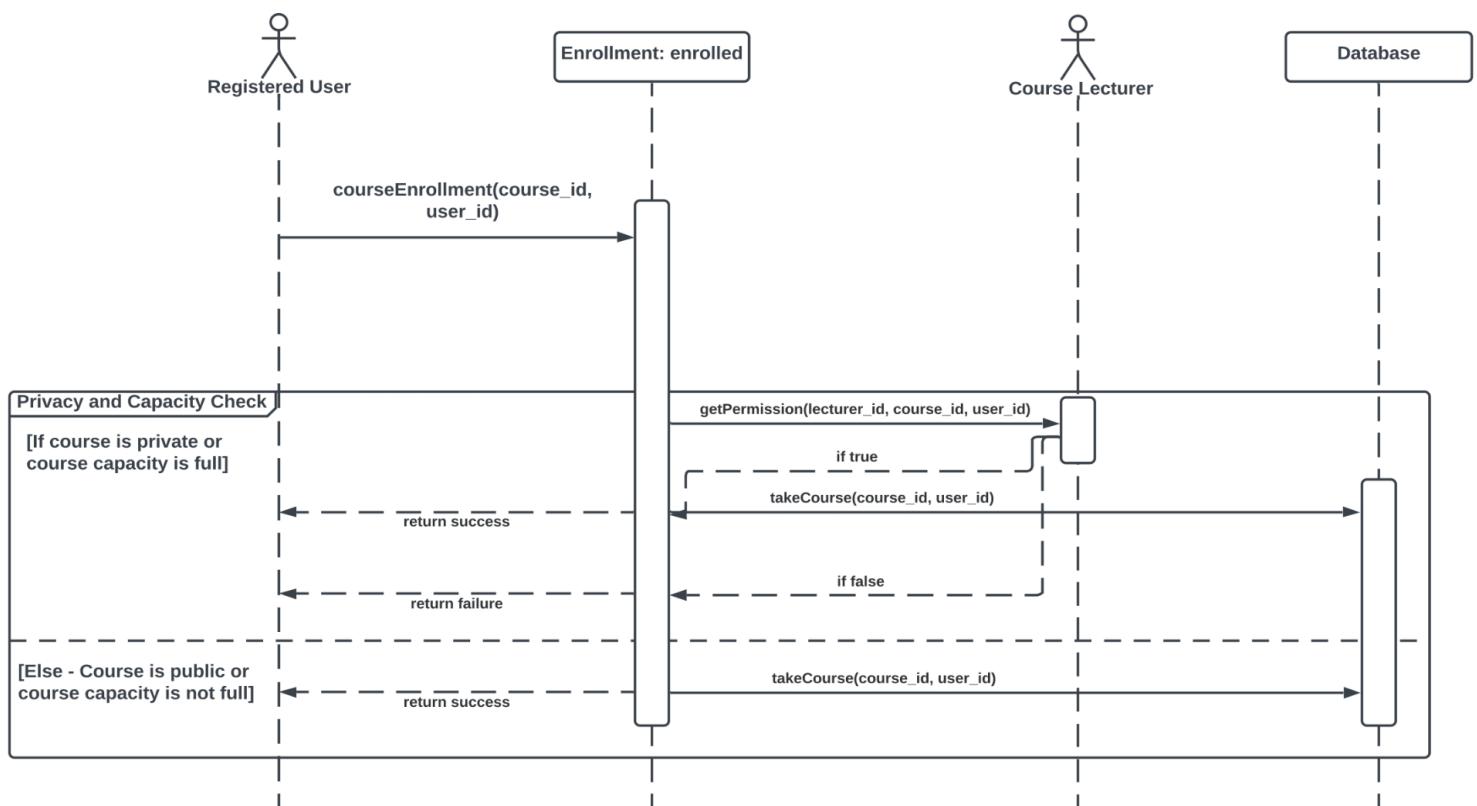
Search a User



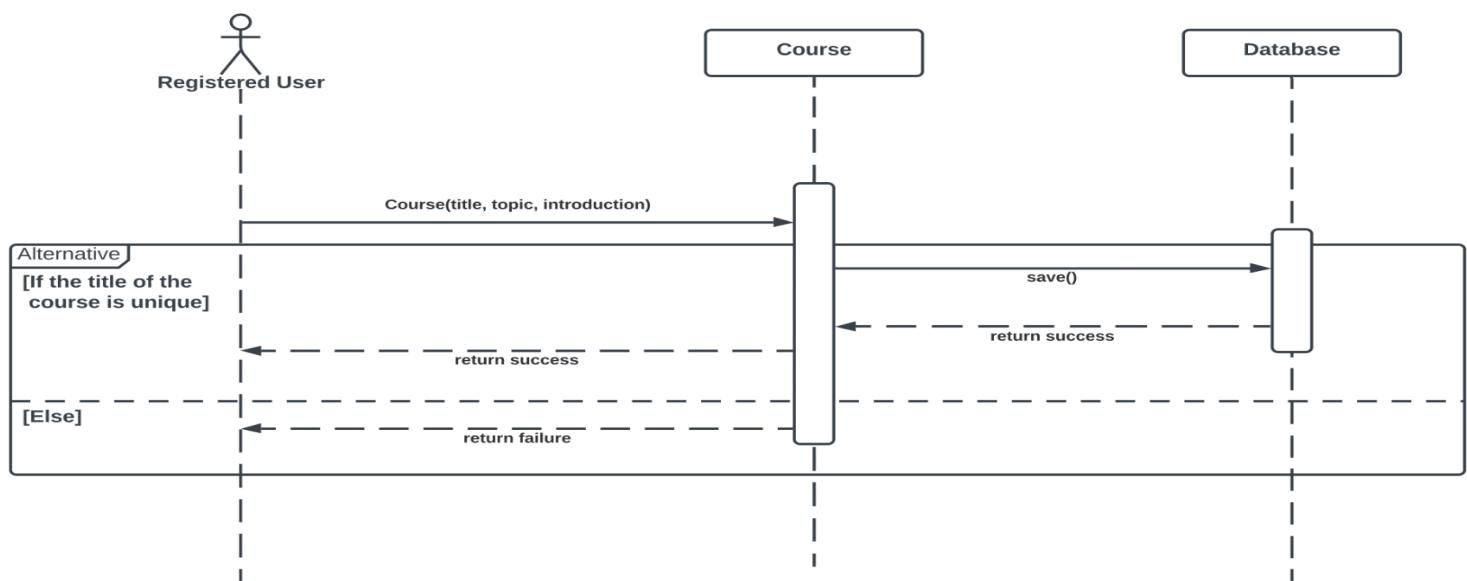
Search a Course



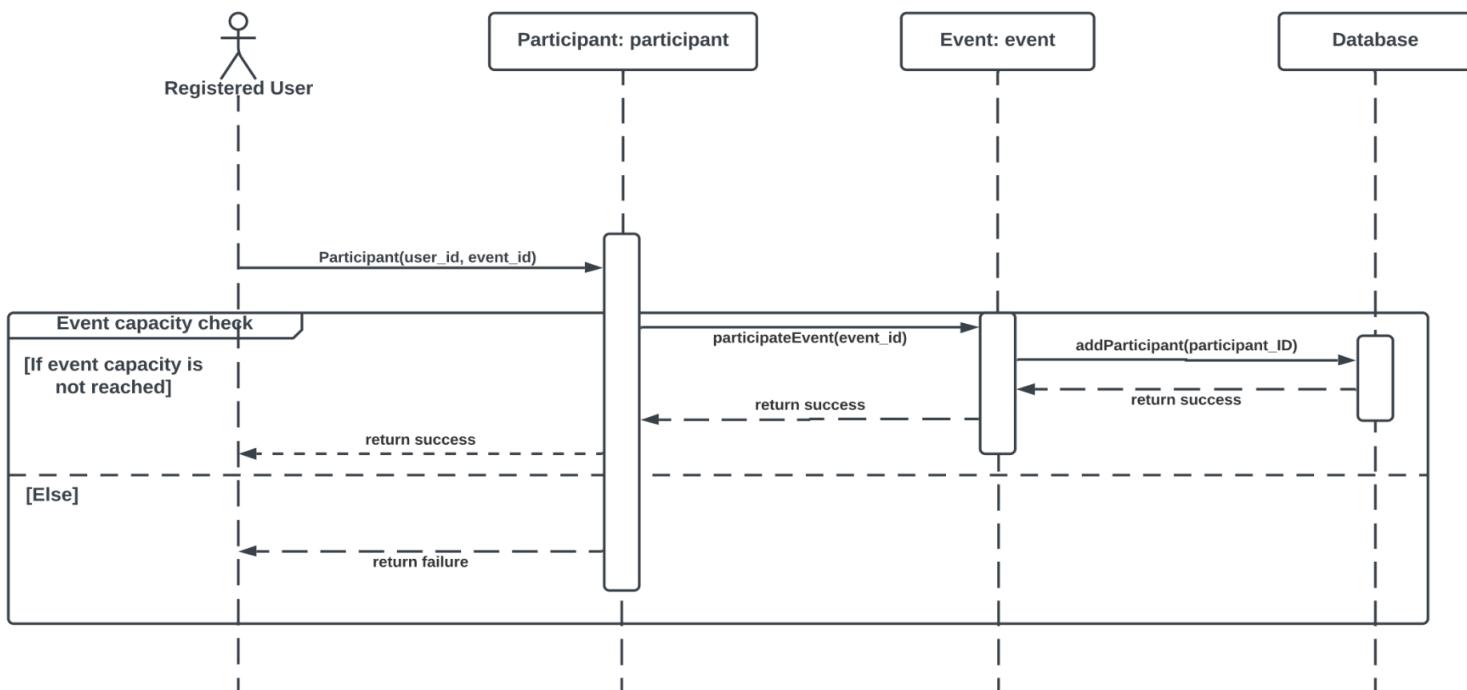
Enroll a Course



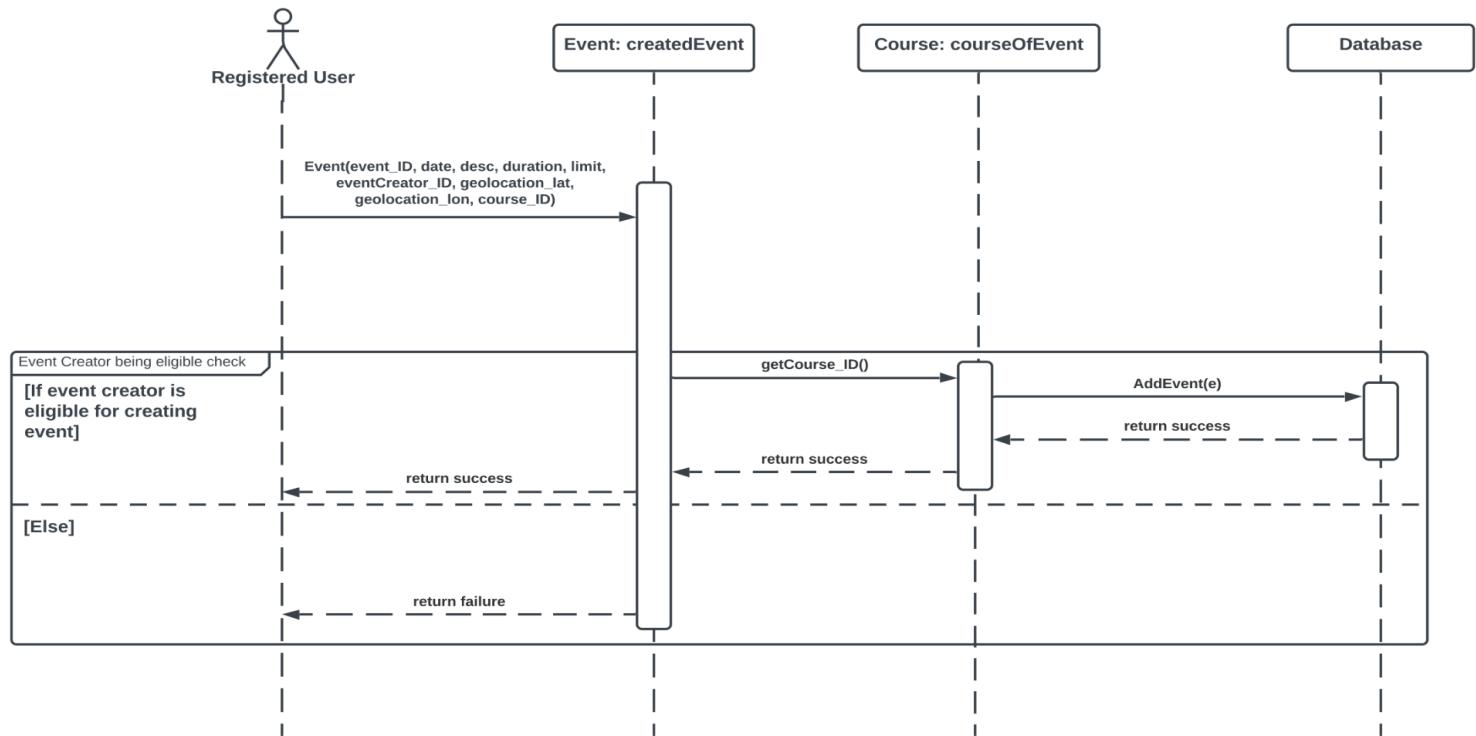
Create a Course



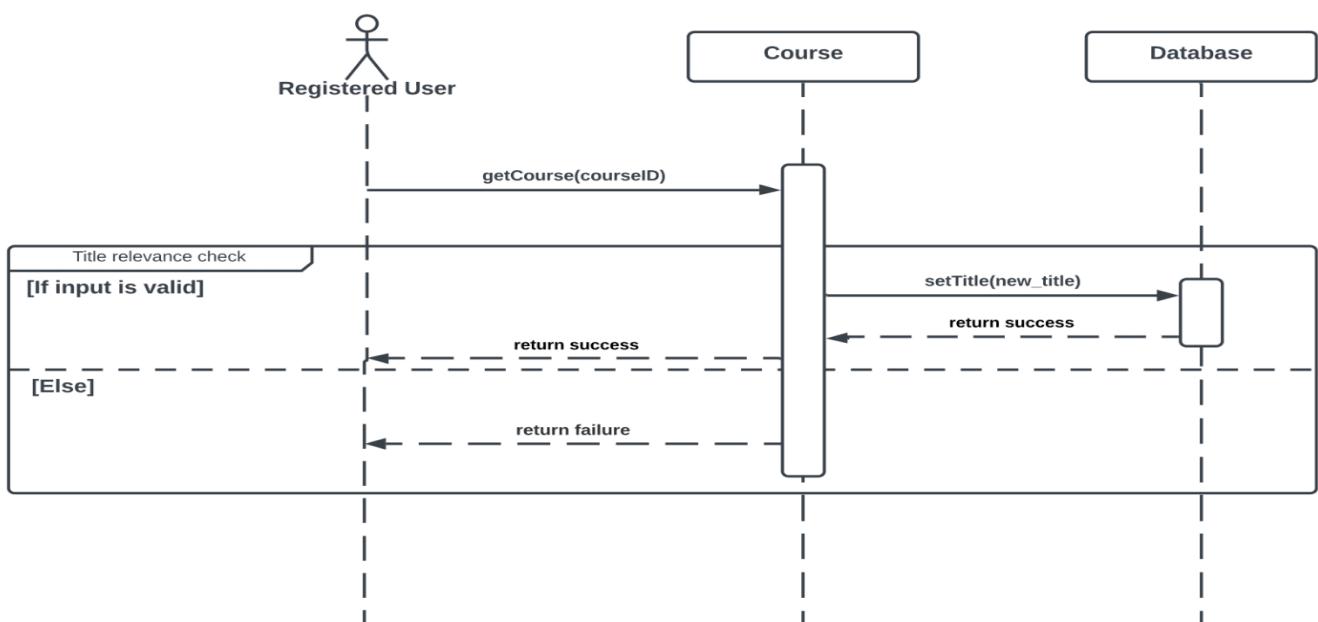
Join an Event



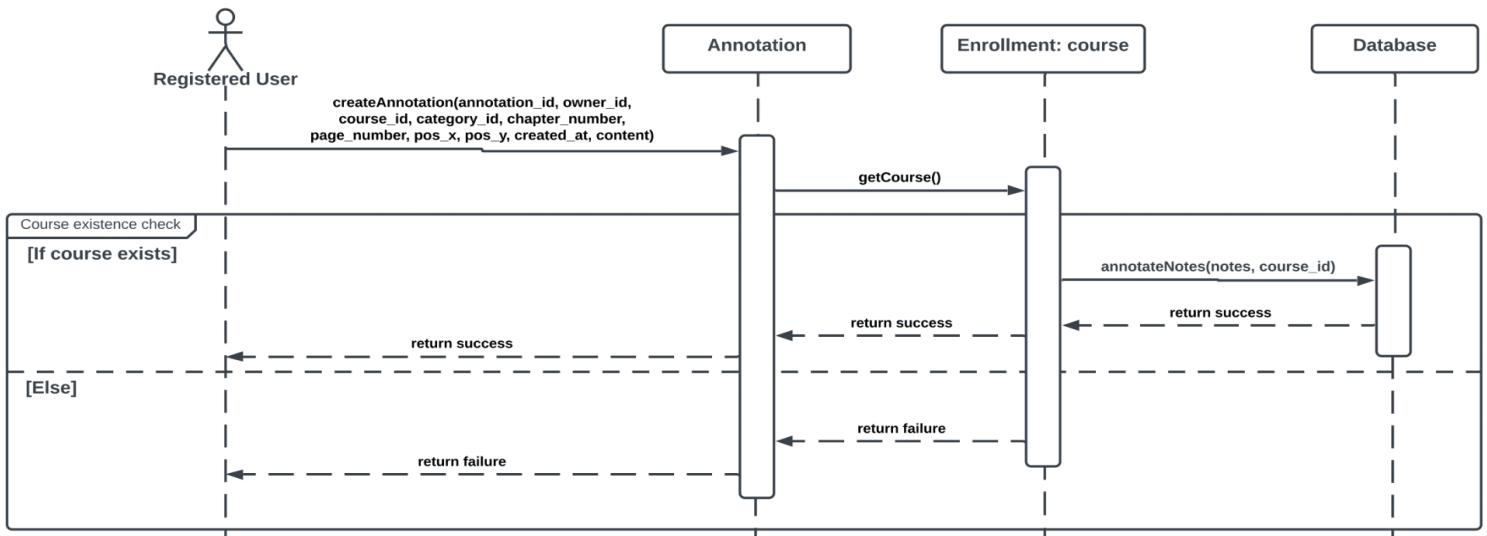
Create an Event



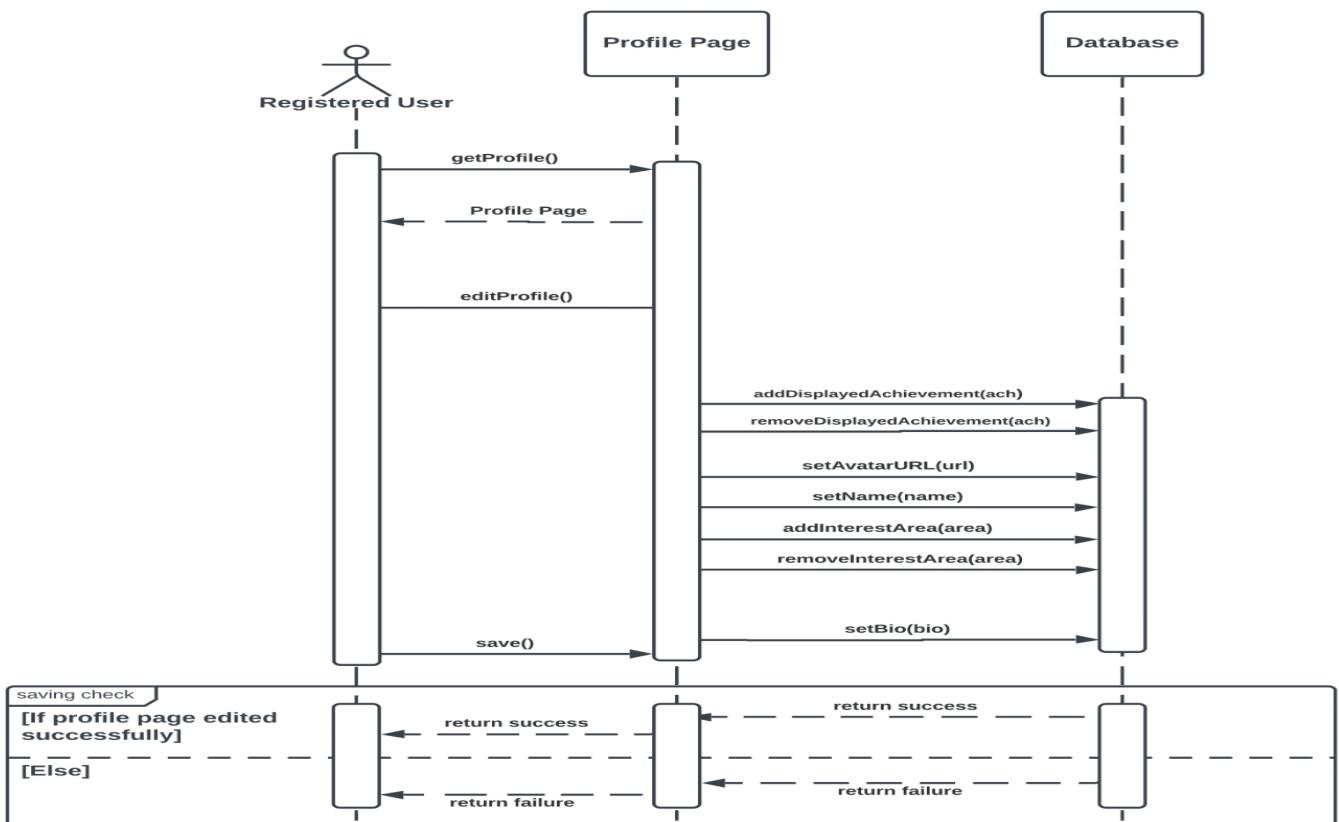
Edit a Course



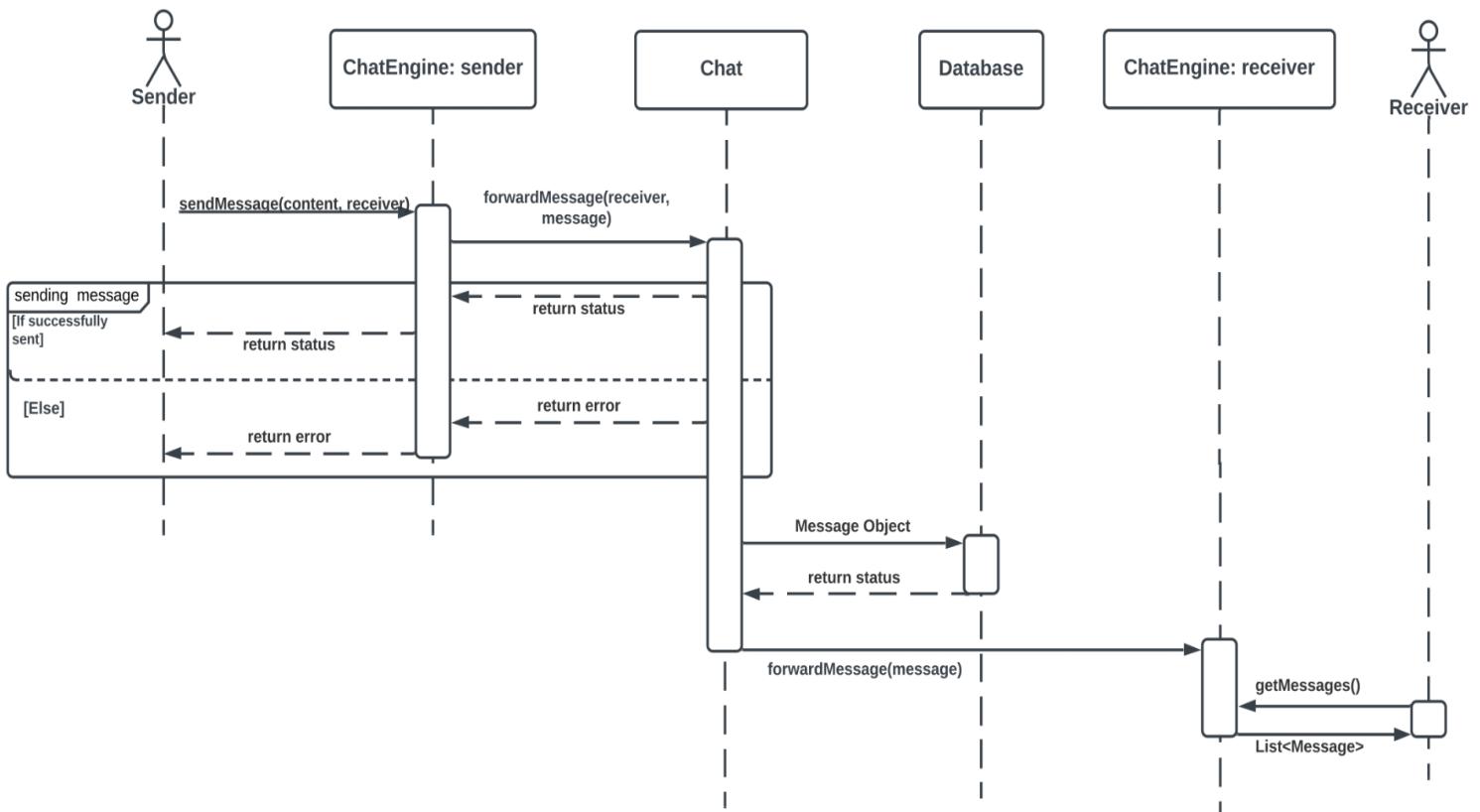
Create an Annotation



Edit Profile



Send a Message



Important Notes:

Use-Case Diagram can be found at high quality through this link on our wiki:

- [Use-Case Diagram Link](#)

Class Diagram can be found at high quality through this link on our wiki:

- [Class Diagram Link](#)

Sequence Diagrams can be found at high quality through this link on our wiki:

- [Sequence Diagrams Link](#)

6.4 Communication Plan

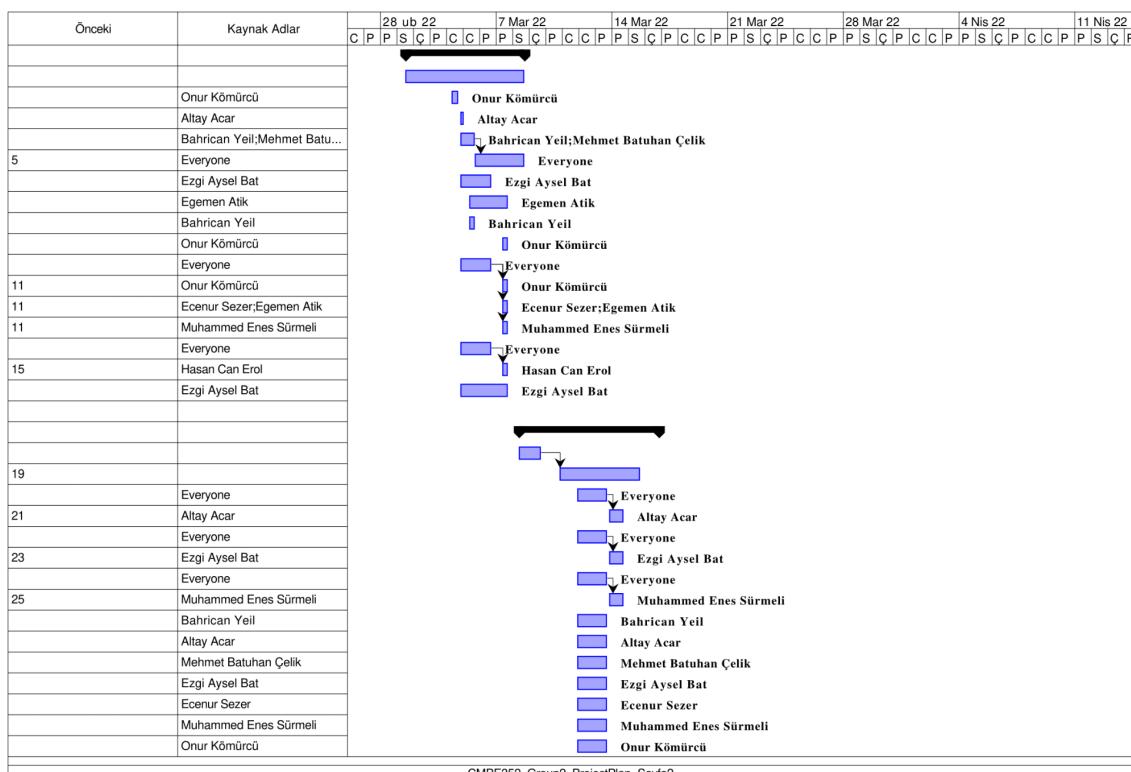
Platform	Purposes	Time	Participants
Discord	Discussing new tasks, sharing tasks between group members, taking notes during meeting	Every Thursday between 20.00 - 22.00	All group members
Discord	Discussing about researches	Anytime	All group members
Slack	Communicating with instructor/TA's, informing about announcements	Anytime	All group members, instructor, TA's
GitHub	Updating progress, checking others progress for linked tasks	Anytime	All group members, instructor, TA's

Meeting Schedule

1. Determining the note taker person for the meeting
 - i. Will ask for volunteer person
 - ii. If there isn't any, it will be randomly assigned among the ones who haven't done yet
2. Conversation about the previous week's feedbacks (if any)
3. Discussion about the unfinished tasks (if any)
4. Going over the assignment pdf and extracting the main tasks item by item (if pdf is shared)
5. Analyzing previous years' repositories to understand the details and expected results of the tasks
6. After all tasks are determined, assigning the people to the tasks as evenly as possible
7. Determining reviewers for the tasks
8. Determining deadlines for the tasks

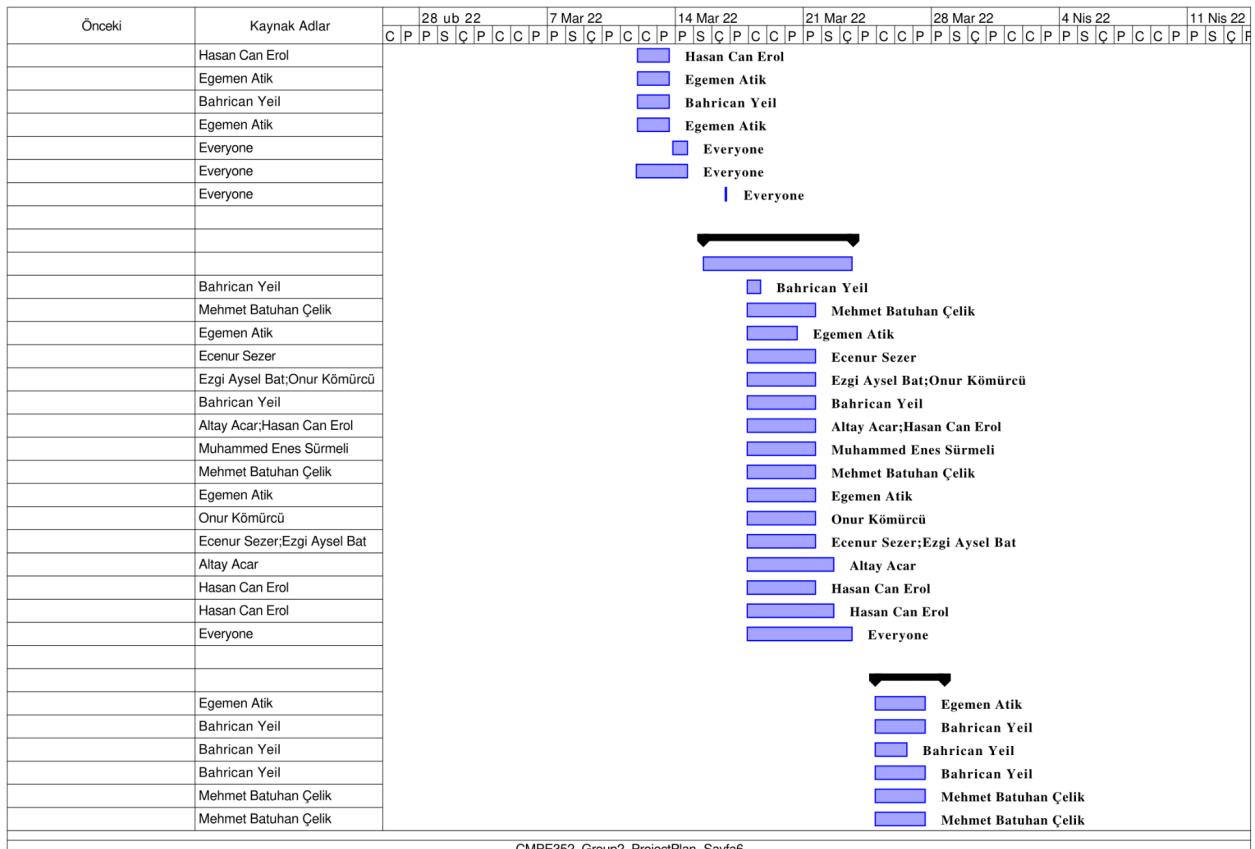
6.5 Project Plan

		Ad	Süre	Balat	Bitirme
1		Week 1	7,203 günler	01.03.2022 12:00	08.03.2022 17:00
2		Infrastructure Setup	7,203 günler	01.03.2022 12:00	08.03.2022 17:00
3		Create Discord channel	0,375 günler	04.03.2022 08:00	04.03.2022 17:00
4		Add new labels	0,208 günler	04.03.2022 20:00	05.03.2022 01:00
5		Create a template for personal wiki pages	0,874 günler	04.03.2022 20:00	05.03.2022 17:00
6		Create personal wiki pages	2,998 günler	05.03.2022 17:00	08.03.2022 17:00
7		Create a template for meeting notes	1,874 günler	04.03.2022 20:00	06.03.2022 17:00
8		Modify Readme File	2,29 günler	05.03.2022 10:00	07.03.2022 17:00
9		Create Home Wiki Page and Linking	0,292 günler	05.03.2022 10:00	05.03.2022 17:00
10		Document Communication Plan	0,292 günler	07.03.2022 10:00	07.03.2022 17:00
11		Study Git&Github	1,874 günler	04.03.2022 20:00	06.03.2022 17:00
12		Document Git History	0,292 günler	07.03.2022 10:00	07.03.2022 17:00
13		Document Git Summary	0,292 günler	07.03.2022 10:00	07.03.2022 17:00
14		Document Useful Git Commands	0,292 günler	07.03.2022 10:00	07.03.2022 17:00
15		Research about repositories	1,874 günler	04.03.2022 20:00	06.03.2022 17:00
16		Document favorite repositories	0,292 günler	07.03.2022 10:00	07.03.2022 17:00
17		Document Meeting#1 Notes	2,873 günler	04.03.2022 20:00	07.03.2022 17:00
18		Week 2	8,453 günler	08.03.2022 10:00	16.03.2022 21:00
19		Project Assignment	1,291 günler	08.03.2022 10:00	09.03.2022 17:00
20		Requirements	4,872 günler	10.03.2022 20:00	15.03.2022 17:00
21		Research on W3 Web Annotation Model	1,79 günler	11.03.2022 22:00	13.03.2022 17:00
22		Document W3 Web Annotation Model Summary	0,874 günler	13.03.2022 20:00	14.03.2022 17:00
23		Research on Semantic Search	1,79 günler	11.03.2022 22:00	13.03.2022 17:00
24		Document Semantic Search	0,874 günler	13.03.2022 20:00	14.03.2022 17:00
25		Research on Rival Companies	1,79 günler	11.03.2022 22:00	13.03.2022 17:00
26		Document Rival Company Analysis	0,874 günler	13.03.2022 20:00	14.03.2022 17:00
27		User requirements of Authentication	1,79 günler	11.03.2022 22:00	13.03.2022 17:00
28		User requirements of Profile Page	1,79 günler	11.03.2022 22:00	13.03.2022 17:00
29		User requirements of User Interaction	1,79 günler	11.03.2022 22:00	13.03.2022 17:00
30		System requirements of Searching and Browsing	1,79 günler	11.03.2022 22:00	13.03.2022 17:00
31		System requirements of Recommendation	1,79 günler	11.03.2022 22:00	13.03.2022 17:00
32		System requirements of Notification	1,79 günler	11.03.2022 22:00	13.03.2022 17:00
33		Non-functional requirements of Security, Performance and Reliability	1,79 günler	11.03.2022 22:00	13.03.2022 17:00

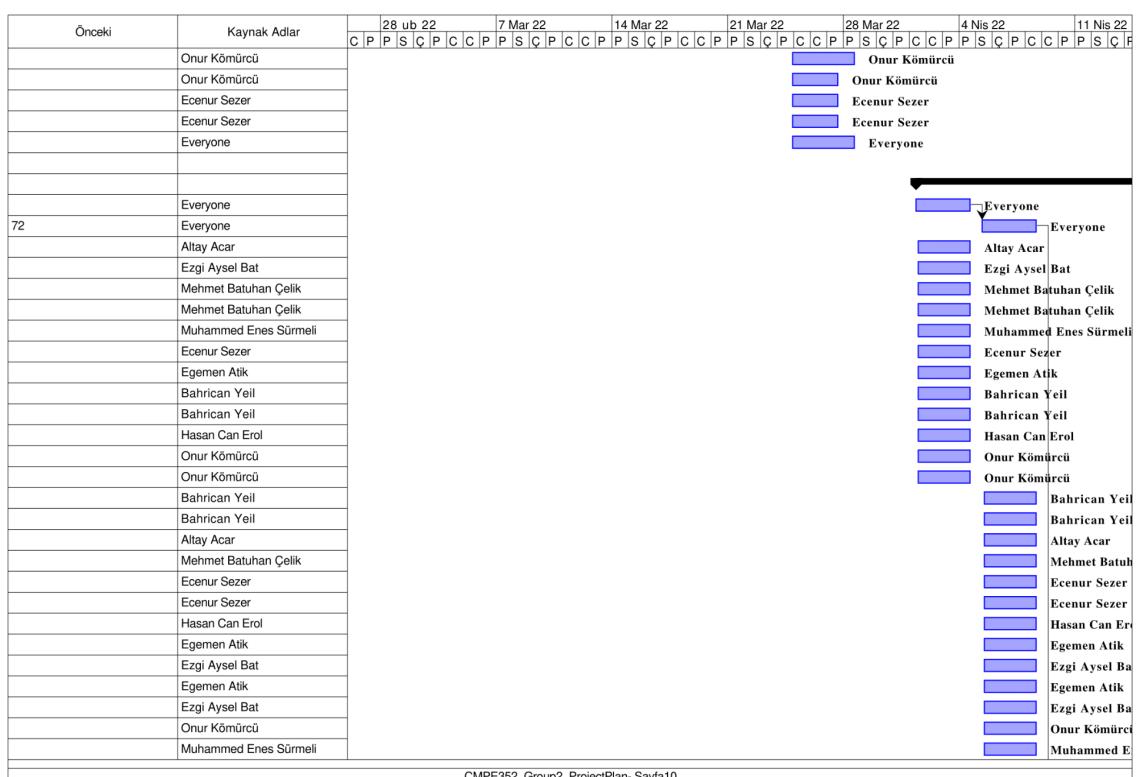


		Ad	Süre	Balat	Bitirme
34		Non-functional requirements of Usability and Disaster Recovery	1,79 günler	11.03.2022 22:00	13.03.2022 17:00
35		Non-functional requirements of Availability and Accessibility, Privacy	1,79 günler	11.03.2022 22:00	13.03.2022 17:00
36		Document Meeting#2 Notes	1,79 günler	11.03.2022 22:00	13.03.2022 17:00
37		Create Glossary	1,79 günler	11.03.2022 22:00	13.03.2022 17:00
38		Reviewing Requirements	0,874 günler	13.03.2022 20:00	14.03.2022 17:00
39		Formulate Questions to Client	2,873 günler	11.03.2022 20:00	14.03.2022 17:00
40		Customer Meeting	0,167 günler	16.03.2022 17:00	16.03.2022 21:00
41		Week #3	8,203 günler	15.03.2022 12:00	23.03.2022 17:00
42		Scenarios and Mockups	8,203 günler	15.03.2022 12:00	23.03.2022 17:00
43		Create Issue Templates	0,791 günler	17.03.2022 22:00	18.03.2022 17:00
44		Determine Lecture Requirements	3,789 günler	17.03.2022 22:00	21.03.2022 17:00
45		Document Meeting #3 Notes	2,799 günler	17.03.2022 22:00	20.03.2022 17:00
46		Create Community Event Requirements	3,789 günler	17.03.2022 22:00	21.03.2022 17:00
47		Revise Glossary	3,789 günler	17.03.2022 22:00	21.03.2022 17:00
48		Determine the Persona, User Story, Goals and Pre-conditions for Registered L...	3,789 günler	17.03.2022 22:00	21.03.2022 17:00
49		Create a template for mockups	3,789 günler	17.03.2022 22:00	21.03.2022 17:00
50		Decide Scenario and Acceptance Criteria for Registered Lecturer Scenario	3,789 günler	17.03.2022 22:00	21.03.2022 17:00
51		Determine Persona and User Story for the Non-registered Learner Scenario	3,789 günler	17.03.2022 22:00	21.03.2022 17:00
52		Determine Goals and Pre-conditions for the Non-registered Learner Scenario	3,789 günler	17.03.2022 22:00	21.03.2022 17:00
53		Determine Scenario and Acceptance Criteria for Non-registered Learner Scenario	3,789 günler	17.03.2022 22:00	21.03.2022 17:00
54		Create Creating Community Event Scenario	3,789 günler	17.03.2022 22:00	21.03.2022 17:00
55		Providing mockups for non-registered user scenario, homepage, profile page	4,788 günler	17.03.2022 22:00	22.03.2022 17:00
56		Determine Chat Requirements	3,789 günler	17.03.2022 22:00	21.03.2022 17:00
57		Provide Mockups for Creating Community Event Scenario	4,788 günler	17.03.2022 22:00	22.03.2022 17:00
58		Review of weekly work	5,787 günler	17.03.2022 22:00	23.03.2022 17:00
59		Week #4	3,789 günler	24.03.2022 22:00	28.03.2022 17:00
60		Revise Privacy Requirements and check correct usage of words	2,799 günler	24.03.2022 22:00	27.03.2022 17:00
61		Revise Authentication Requirements	2,799 günler	24.03.2022 22:00	27.03.2022 17:00
62		Create a Meeting Schedule	1,799 günler	24.03.2022 22:00	26.03.2022 17:00
63		Create the initial version of User and Token classes	2,799 günler	24.03.2022 22:00	27.03.2022 17:00
64		Revise Lecture Requirements	2,799 günler	24.03.2022 22:00	27.03.2022 17:00
65		Revise User Interaction Requirements	2,799 günler	24.03.2022 22:00	27.03.2022 17:00

CMPE352_Group2_ProjectPlan- Sayfa5



	Ad	Süre	Balat	Bitirme
66	Document Meeting #4 Notes	3,789 günler	24.03.2022 22:00	28.03.2022 17:00
67	Determine Admin Requirements	2,79 günler	24.03.2022 22:00	27.03.2022 17:00
68	Revise Community Event Requirements	2,79 günler	24.03.2022 22:00	27.03.2022 17:00
69	Add a new requirement to User Profile Page	2,79 günler	24.03.2022 22:00	27.03.2022 17:00
70	Review of weekly work	3,789 günler	24.03.2022 22:00	28.03.2022 17:00
71	Week #5 & #6	14,282 gün...	01.04.2022 10:00	15.04.2022 17:00
72	Create Use Case Diagrams	3,29 günler	01.04.2022 10:00	04.04.2022 17:00
73	Create Class Diagrams	3,29 günler	05.04.2022 10:00	08.04.2022 17:00
74	Use Case Diagram: Course Creation	3,206 günler	01.04.2022 12:00	04.04.2022 17:00
75	Use Case Diagram: Admin Operations	3,206 günler	01.04.2022 12:00	04.04.2022 17:00
76	Use Case Diagram: Signing and logging in	3,206 günler	01.04.2022 12:00	04.04.2022 17:00
77	Use Case Diagram: Authentication	3,206 günler	01.04.2022 12:00	04.04.2022 17:00
78	Use Case Diagram: View profile page	3,206 günler	01.04.2022 12:00	04.04.2022 17:00
79	Use Case Diagram: Searching-Browsing	3,206 günler	01.04.2022 12:00	04.04.2022 17:00
80	Use Case Diagram: Chat	3,206 günler	01.04.2022 12:00	04.04.2022 17:00
81	Use Case Diagram: Note actions	3,206 günler	01.04.2022 12:00	04.04.2022 17:00
82	Use Case Diagram: Review a course	3,206 günler	01.04.2022 12:00	04.04.2022 17:00
83	Use Case Diagram: Annotation	3,206 günler	01.04.2022 12:00	04.04.2022 17:00
84	Use Case Diagram: Attending and viewing events	3,206 günler	01.04.2022 12:00	04.04.2022 17:00
85	Use Case Diagram: View Content	3,206 günler	01.04.2022 12:00	04.04.2022 17:00
86	Class Diagram: User Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
87	Class Diagram: Token Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
88	Class Diagram: Annotation Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
89	Class Diagram: Course Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
90	Class Diagram: Message Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
91	Class Diagram: Profile Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
92	Class Diagram: App Info Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
93	Class Diagram: Event Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
94	Class Diagram: Note Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
95	Class Diagram: Participant Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
96	Class Diagram: Tag Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
97	Class Diagram: Lecture Admin Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
98	Class Diagram: Enrollment Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00



		Ad	Süre	Balat	Bitirme
99		Class Diagram: Search Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
100		Class Diagram: Chat Class	3,206 günler	05.04.2022 12:00	08.04.2022 17:00
101		Revise Use Case and Class Diagrams according to feedback	2,207 günler	06.04.2022 12:00	08.04.2022 17:00
102		Create Sequence Diagrams	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
103		Sequence Diagram: Registration	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
104		Sequence Diagram: Login	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
105		Sequence Diagram: Search User	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
106		Sequence Diagram: Search Course	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
107		Sequence Diagram: Send Message	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
108		Sequence Diagram: Create Course	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
109		Sequence Diagram:Take Course	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
110		Sequence Diagram Take Note	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
111		Sequence Diagram: Edit Course	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
112		Sequence Diagram: Annotate	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
113		Sequence Diagram: Edit Profile	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
114		Sequence Diagram: Create Event	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
115		Sequence Diagram: Join Event	3,29 günler	09.04.2022 10:00	12.04.2022 17:00
116		Revise Sequence Diagrams according to feedback	2,29 günler	13.04.2022 10:00	15.04.2022 17:00
117		Week #7	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
118		Milestone-1: Creating Responsibility Assignment Matrix	4,289 günler	09.04.2022 10:00	13.04.2022 17:00
119		Milestone-1: Filling RAM	1,999 günler	13.04.2022 17:00	15.04.2022 17:00
120		Milestone-1: Creating the Introduction & Project Description Part	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
121		Milestone-1: Writing the Forward Plan Part	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
122		Milestone-1: Creating the Online Document with Title page and Table of Conte...	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
123		Milestone-1: Filling the Table of Work	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
124		Milestone-1: Adding Communication Plan to Deliverables	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
125		Milestone-1: Writing Evaluation of Communication Plan	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
126		Milestone-1: Adding Scenarios and Mockups to Deliverables	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
127		Milestone-1: Writing Evaluation of Scenarios and Mockups	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
128		Milestone-1: Writing Evaluation of Processes	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
129		Milestone-1: Writing Evaluation of Software Design Documents in UML	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
130		Milestone-1: Adding Project Repository to Deliverables	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
131		Milestone-1: Filling the Table of List and Status of Deliverables	6,287 günler	09.04.2022 10:00	15.04.2022 17:00

CMPE352_Group2_ProjectPlan- Sayfa14

CMPE352_Group2_ProjectPlan- Sayfa15

		Ad	Süre	Balat	Bitirme
132		Milestone-1: Writing Evaluation of Tools	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
133		Milestone-1: Adding Requirements to Deliverables	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
134		Milestone-1: Writing Evaluation of Requirements	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
135		Milestone-1: Creating Project Plan	6,287 günler	09.04.2022 10:00	15.04.2022 17:00
136		Using API's	7,37 günler	15.04.2022 01:00	22.04.2022 10:00
137		API for Backend	7,37 günler	15.04.2022 01:00	22.04.2022 10:00
138		API for Frontend	7,37 günler	15.04.2022 01:00	22.04.2022 10:00
139		API for Mobile	7,37 günler	15.04.2022 01:00	22.04.2022 10:00
140		Determining Teams	7,37 günler	22.04.2022 01:00	29.04.2022 10:00
141		Backend Team	7,37 günler	22.04.2022 01:00	29.04.2022 10:00
142		Frontend Team	7,37 günler	22.04.2022 01:00	29.04.2022 10:00
143		Mobile Team	7,37 günler	22.04.2022 01:00	29.04.2022 10:00
144		Reviewing Project	7,37 günler	29.04.2022 01:00	06.05.2022 10:00
145		Reviewing Requirements	7,37 günler	29.04.2022 01:00	06.05.2022 10:00
146		Reviewing Scenarios & Mockups	7,37 günler	29.04.2022 01:00	06.05.2022 10:00
147		Reviewing Diagrams	7,37 günler	29.04.2022 01:00	06.05.2022 10:00
148		Implementation & Testing	28,356 gün...	06.05.2022 01:00	03.06.2022 10:00
149		Implementation	14,657 günler	06.05.2022 01:00	20.05.2022 17:00
150		Testing	7,37 günler	20.05.2022 01:00	27.05.2022 10:00
151		Debugging	7,37 günler	20.05.2022 01:00	27.05.2022 10:00
152		Deployment	7,37 günler	27.05.2022 01:00	03.06.2022 10:00
153		Final Report	7,37 günler	27.05.2022 01:00	03.06.2022 10:00

	18 Nis 22	25 Nis 22	2 May 22	9 May 22	16 May 22	23 May 22	30 May 22	6 Haz 22	13 Haz 22	20 Haz 22
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Mehmet Batuhan Çelik										
Mehmet Batuhan Çelik										
Egemen Atik;Onur Kömürcü										
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6.6 Responsibility Assignment Matrix

Reviewer
Lead
Contributor

None

	Batuhan Çelik	Bahriçan Yeşil	Egemen Atik	Altay Acar	Enes Sürmeli	Ezgi Aysel Bati	Ecenur Sezer	Onur Kömürçü	Hasan Erol
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Meetings and Communication

<i>Creating the Communication Plan</i>	N	C	N	N	N	N	N	L	N
<i>Managing the discord channel</i>	N	N	N	C	N	N	N	L	N
<i>Taking and documenting meeting notes for 1st regular meeting</i>	N	N	N	N	N	L	N	N	N
<i>Taking and documenting meeting notes for 2nd regular meeting</i>	N	L	N	N	N	N	N	N	N
<i>Taking and documenting meeting notes for 3rd regular meeting</i>	N	N	L	N	N	N	N	N	N
<i>Taking and documenting meeting notes for 4th regular meeting</i>	N	N	N	N	N	N	N	L	N
<i>Taking and documenting meeting notes for 5th regular meeting</i>	N	N	N	N	L	N	N	N	N
<i>Taking and documenting meeting notes for use case diagram meeting</i>	N	N	L	N	N	N	N	N	N

<i>Taking and documenting meeting notes for class diagram meeting</i>	N	N	N	L	N	N	N	N	N
<i>Taking and documenting meeting notes for 6th regular meeting</i>	N	N	N	N	C	N	N	N	L
<i>Taking and documenting meeting notes for meeting 6.1</i>	L	N	N	N	N	N	N	N	N

Requirements

<i>Determining Base Features</i>	C	L	C	C	C	C	C	C	C
<i>Come up with questions about requirements to ask to customer</i>	C	C	C	C	C	C	C	C	C
<i>Organize wiki page for questions about requirements</i>	C	C	C	C	C	C	N	N	C
<i>Determining Authentication requirements</i>	R	L	R	R	R	C	R	R	R
<i>Determining Profile Page Requirements</i>	R	C	R	L	R	C	C	R	R
<i>Determining user Interaction requirements</i>	L	C	R	R	R	R	C	R	R
<i>Determining event requirements</i>	C	R	R	R	R	R	L	R	R
<i>Determining lecture structure requirements</i>	L	R	R	R	R	R	C	R	R
<i>Determining administration requirements</i>	R	R	R	R	R	R	R	R	R

<i>Determining recommendations requirements</i>	R	R	R	R	R	R	L	R	R
<i>Determining notifications requirements</i>	R	R	R	R	L	R	R	R	R
<i>Determining searching and browsing requirements</i>	R	R	R	R	R	L	C	R	R
<i>Determining lectures requirements</i>	L	R	R	R	R	R	C	R	R
<i>Determining almost done section requirements</i>	R	L	R	R	R	R	R	R	R
<i>Determining chat requirements</i>	R	R	R	R	R	R	R	R	L
<i>Determining annotations requirements</i>	R	R	R	R	R	R	R	R	R
<i>Determining delete account requirements</i>	R	L	R	R	R	R	R	R	R
<i>Determining availability and accessibility requirements</i>	R	R	L	R	R	R	R	R	R
<i>Determining privacy requirements</i>	R	R	L	R	R	R	R	R	R
<i>Determining security requirements</i>	R	R	R	R	R	R	R	L	R
<i>Determining performance and reliability requirements</i>	R	R	R	R	R	R	R	L	R
<i>Determining usability requirements</i>	R	R	R	R	R	R	R	R	L

<i>Determining disaster recovery requirements</i>	R	R	R	R	R	R	R	R	L
<i>Preparing Glossary</i>	C	R	C	R	R	C	C	C	R
<i>Revising Requirements</i>	C	C	C	C	C	C	C	C	C

Scenarios and Mockups

<i>Scenario: Registered Lecturer</i>	R	L	R	R	L	R	R	R	R
<i>Scenario: Unregistered Learner</i>	L	R	L	C	R	R	R	L	R
<i>Scenario: Creating Event</i>	R	C	R	R	R	L	L	R	L
<i>Creating general template for Mockups@ Figma</i>	R	R	R	L	R	R	R	R	C
<i>Mockup: Registered Lecturer</i>	R	C	R	R	C	R	R	R	R
<i>Mockup: Unregistered Learner</i>	C	R	C	L	R	R	R	C	R
<i>Mockup: Creating Event</i>	R	C	R	R	R	C	C	R	C
<i>Revising Scenarios & Mockups</i>	C	C	C	C	C	C	C	C	C

Design Diagrams

<i>Use Case Diagram: Authentication</i>	L	C	R	C	R	R	R	R	R
<i>Use Case Diagram: Viewing Profiles</i>	C	R	R	C	L	R	C	C	R
<i>Use Case Diagram: Chat</i>	R	R	L	C	R	R	R	R	R
<i>Use Case Diagram: View Course Page</i>	C	R	R	C	R	R	L	R	R
<i>Use Case Diagram: Course Creation</i>	R	R	R	L	R	R	R	R	R
<i>Use Case Diagram: Note Actions</i>	R	L	R	R	R	R	R	R	R
<i>Use Case Diagram: Admin Operations</i>	R	R	R	R	R	L	R	C	R
<i>Use Case Diagram: Reviewing Courses</i>	R	L	R	R	R	R	C	R	R
<i>Use Case Diagram: Events</i>	R	C	C	R	R	R	R	L	R
<i>Use Case Diagram: View course content</i>	C	C	R	R	R	R	R	L	R
<i>Use Case Diagram: Annotations</i>	R	C	R	C	R	R	R	R	L
<i>Use Case Diagram: Searching, Browsing and Viewing Homepage</i>	R	R	R	C	R	R	L	R	R
<i>Revising Use Case Diagrams</i>	C	C	C	C	C	C	C	C	C

<i>Class Diagram : Annotation</i>	R	R	R	L	R	R	R	R	R
<i>Class Diagram : User</i>	R	L	R	C	R	R	R	R	R
<i>Class Diagram : Token</i>	R	L	R	R	R	R	R	R	R
<i>Class Diagram : Message and Profile</i>	R	R	R	R	R	R	L	R	R
<i>Class Diagram : AppInfo</i>	R	C	R	R	R	R	R	R	L
<i>Class Diagram : Event</i>	R	R	L	R	R	R	R	R	R
<i>Class Diagram : Note</i>	R	R	R	R	R	L	R	R	R
<i>Class Diagram : Course</i>	L	C	R	R	C	R	R	R	C
<i>Class Diagram : Participant</i>	R	C	L	R	R	R	R	R	R
<i>Class Diagram : Tag</i>	R	R	C	R	R	L	R	R	R
<i>Class Diagram: Search</i>	R	R	R	L	R	R	R	R	R
<i>Class Diagram : Lecture Admin</i>	C	C	R	R	R	R	R	L	R
<i>Class Diagram : Enrolled Actions</i>	C	C	R	R	L	R	R	R	R

<i>Class Diagram : Chat</i>	L	R	R	R	C	R	R	R	R
<i>Class Diagram : Connecting Classes</i>	C	C	C	C	C	C	C	C	C
<i>Revising Class Diagrams</i>	C	C	C	C	C	C	C	C	C
<i>Sequence Diagram: Chat</i>	L	C	R	R	R	R	R	C	R
<i>Sequence Diagram: Search Course</i>	C	R	R	L	R	R	R	R	R
<i>Sequence Diagram: Search User</i>	C	R	R	L	R	R	R	R	R
<i>Sequence Diagram: Login and Registration</i>	R	L	R	R	R	R	R	R	R
<i>Sequence Diagram: Create Course</i>	C	R	R	C	R	R	R	R	L
<i>Sequence Diagram: Edit Profile Page</i>	R	C	R	R	R	R	L	C	R
<i>Sequence Diagram: Take Note</i>	R	R	C	R	R	L	R	R	R
<i>Sequence Diagram: Create Event</i>	R	C	L	R	R	R	C	R	R
<i>Sequence Diagram: Annotate</i>	C	R	R	C	R	C	R	L	R
<i>Sequence Diagram: Admin Edits Course</i>	R	R	R	R	R	C	R	L	R

<i>Sequence Diagram: Take Course</i>	R	R	R	R	L	R	R	R	R
<i>Sequence Diagram: Join Event</i>	C	R	L	R	C	R	R	R	R
<i>Revising Sequence Diagrams</i>	C	C	C	C	C	C	C	C	C
<i>Adding Diagrams to wiki</i>	R	N	N	N	R	N	N	L	N

Repository

<i>Creating Issue Labels</i>	R	C	R	L	C	C	R	R	R
<i>Creating Issue Template</i>	N	L	R	R	R	R	R	R	R
<i>Managing Wiki Home Page</i>	C	L	C	C	C		C	C	C
<i>Managing Readme</i>	N	C	C	N	R	N	N	C	N
<i>Creating template about personal wiki pages</i>	L	C	N	N	N	N	N	N	N
<i>Creating template about meeting notes</i>	N	R	N	N	N	L	N	N	N
<i>Creating personal wiki pages</i>	C	L	C	C	C	C	C	C	C

Research

<i>Researching about GitHub repositories</i>	C	C	C	C	C	C	C	C	C
<i>Documenting the research about GitHub Repositories</i>	N	N	N	N	N	N	N	N	L
<i>Researching about semantic search</i>	C	C	C	C	C	C	C	C	C
<i>Documenting research about semantic search</i>	N	N	N	N	N	L	N	N	N
<i>Researching about W3 Web annotation model</i>	C	C	C	C	C	C	C	C	C
<i>Documenting W3 Web annotation model research</i>	N	N	N	L	N	N	N	N	N
<i>Researching about git</i>	C	C	C	C	C	C	C	C	C
<i>Documenting research about git</i>	N	N	C	N	C	N	L	N	N
<i>Researching about similar products</i>	C	C	C	C	C	C	C	C	C
<i>Documenting the research about similar products</i>	N	N	N	N	L	N	N	N	N

Project Planning

<i>Creating the R.A.M</i>	L	R	R	C	R	R	C	R	R
<i>Project Plan</i>	R	R	L	R	R	R	R	L	R

Milestone Report

Executive summary	R	L	R	R	R	R	R	R	R
Statuses of deliverables	R	R	R	R	L	R	C	R	R
Evaluation of deliverables	C	R	R	C	C	R	C	R	R
Evaluation of tools and processes	C	R	R	L	R	C	R	R	R
Personal work summary	C	L	C	C	C	C	C	C	C