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1-INTRODUCTION

1.1-DEFINITION

Developing software is like creating a new product, and software projects are shaped by change. Many problems that will be encountered in projects are far from predictable at the outset. Therefore, conventional methods are far from successful solutions when developing software, and more flexible methods are needed for success.

When we look at software projects under real-world conditions, at the beginning of the project, customers are not exactly sure what they want, they have difficulty articulating what they want clearly. The actual requests of the customers surface during the project process. Customers tend to make changes to their requests as they see their wishes come true. External conditions are changing and it is inevitable that projects will be affected by these changes.

While there are many different process management models (waterfall, prototyping, incremental, spiral, and Rapid Application Development), each of them provides planning, analysis, design, implementation, testing, maintenance, and documentation. In these methods, actions, responsible persons, timings are determined from the beginning.

Any project consists of the following stages :

1-project idea creation

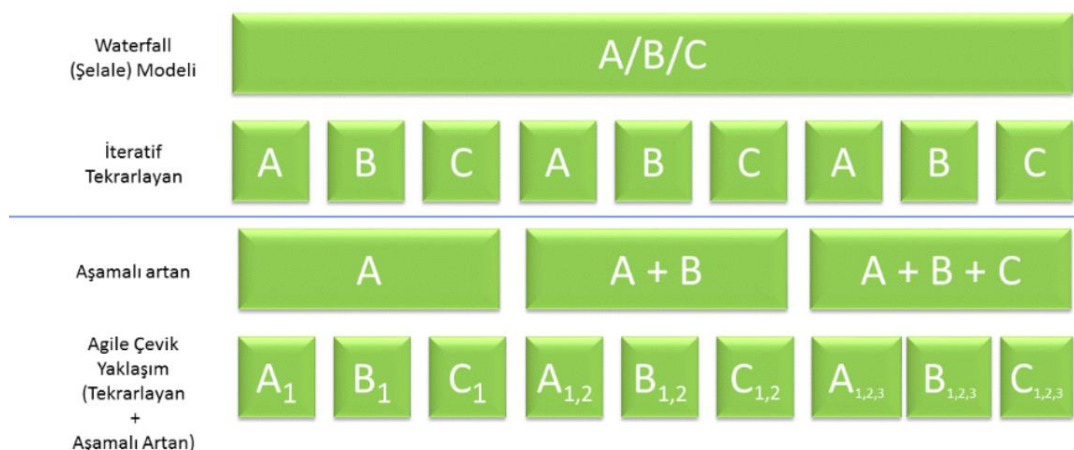
2-Preparation

3-Planning

4-Production / Realization

5-Test

6-confirmation

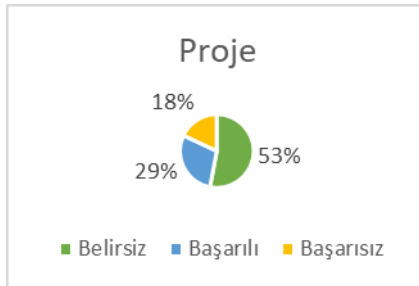


In projects where traditional methods are used, a long time is devoted to the analysis and design process. During this time period, all the needs of the project are considered. Since communication with the customer is minimal throughout the process, the product cannot meet the customer needs. The changes that must be made during the execution of the project are noticed much later. For all these reasons, traditional methods can fail.

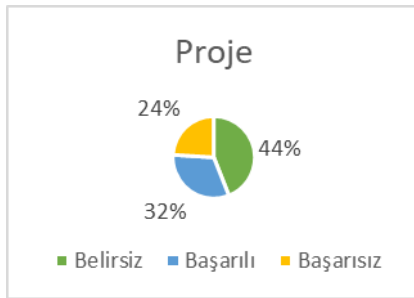
Standish Group Chaos reports;

Software Project Management

2004

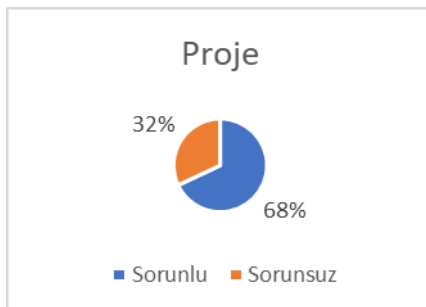


2010



Estimated Annual Loss: \$ 55 Billion

In terms of Project Management;



Our country ;

Successful Project State

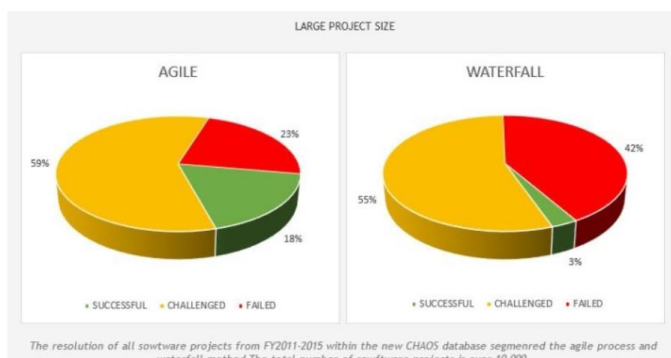
State	Ratio
fully successful	%4-5
partially successful	%45-50
trash	%45-50

Agile project management has been developed to prevent such situations. Agile software processes emerged as an extension of the lean approaches developed in the 1950s to increase productivity in the manufacturing sector in the software industry. Although various Agile approaches can be found in the software world since the 1970s, the use of Agile software methodologies gained momentum in the 1990s and has increased its popularity by proving its success all over the world in the past 7-8 years. Currently, software is being developed with agile approaches in many software companies and many software projects around the world. The Agile software development method is a software development methodology based on the repeated software development method that promotes frequent, piecemeal software delivery and change. Agile development;

- exchange
- increase communication within the team
- piecemeal software delivery
- test-driven software development
- and encourages concerted planning.

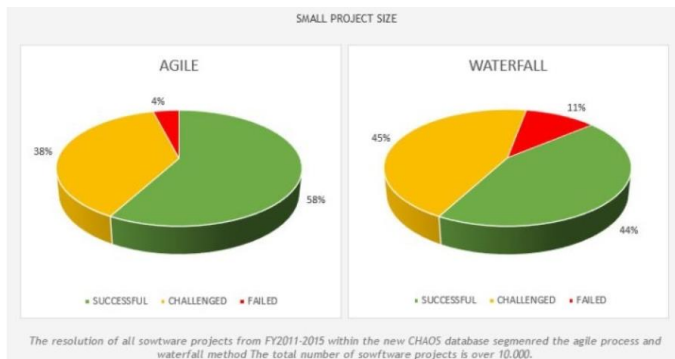
Agile methods prefer running software rather than detailed documentation, customer collaboration rather than contract negotiations, keeping up with changes rather than following plans. The principles of this method : simplicity, communication, feedback, courage, speed, feedback, simplicity, change, artimlilik , little versions of content, analogy, simple design, refactoring, test-development, is described as a collective partnership.

We can see more clearly how much loss-profit means to change the project management method.



In large-scale software projects, Agile Project Management is 15% successful compared to Selale Project Management.

Similarly, in small-scale software projects, the success rate of Agile Projects is 14% higher.

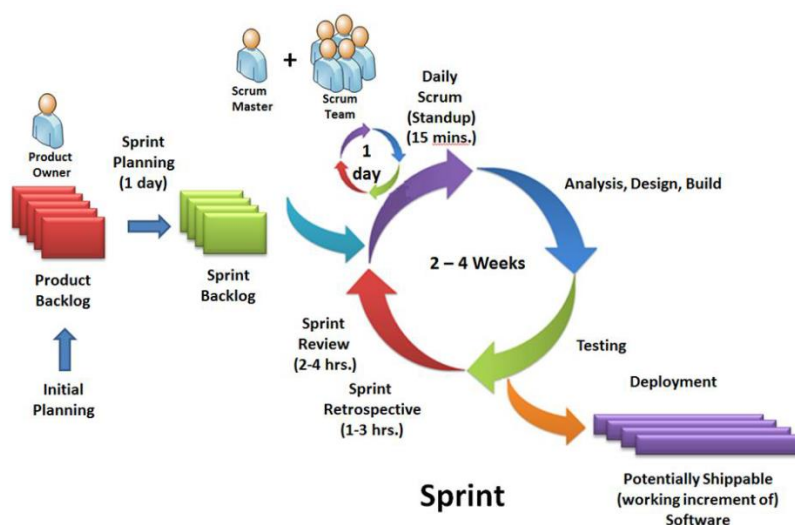


There are many project management methods under the agile project management model. These include SCRUM, Extreme Programming (XP), Feature Driven Development (FDD), Lean Development, Kanban, PRINCE2.

What is Scrum?

Scrum is one of the agile project management methodologies. It is based on the idea of producing short cycle output and feedback. It aims to develop important requirements for the project as a priority. It can easily implement the changes needed during project time. One of Scrum's innovations is to show the progress of the project clearly and consistently, and to show responsibilities and objectives in a clear and transparent way on a single board. Thanks to this dashboard, the entire project team can instantly see the status of the project. Because business plans are made transparently, everyone's workload can be seen on the dashboard, and in scrum meetings, possible delays and problems can be prevented from growing, as all participants provide feedback on their responsibilities.

A sample scrum process and follow-up systematics



Story	To Do		In Process	To Verify	Done
As a user, I... 8 points	Code the... 9	Test the... 8	Code the... DC 4	Test the... SC 6	Code the... DC 8
	Code the... 2	Code the... 8	Test the... SC 8		Test the... SC 8
	Test the... 8	Test the... 4			Test the... SC 6
As a user, I... 5 points	Code the... 8	Test the... 8	Code the... DC 8		Test the... SC 8
	Code the... 4	Code the... 6			Test the... SC 6

-The project owner prepares the Product backlog by collecting all the features and functions that need to be developed according to their priority order.

-The team is determined and the work is started with small cycles (sprints) that will last no more than 3-4 weeks, called "Sprint Planning". A sprint backlog is created by selecting important requirements from the product backlog for each cycle, and these requirements are improved throughout the sprint.

-The team meets under the leadership of the Scrum Master at least 2 days a week during this "Sprint" and within a maximum of 15 minutes each team member briefly States his or her progress. These meetings, which are held every day and do not exceed 15 minutes, are called The Daily Scrum Meeting. During the Sprint, the remaining requirements/elapsed time chart, called the Burndown Chart, is updated.

-When the Sprint is finished, a "Sprint Review" Report is issued and the problems that arise during the sprint are eliminated and the next sprint is relieved.

-Features and functions ending in Sprint can be shown to the customer or customer representative.

Repeat requirements for a new sprint are selected and the repeat sprint life cycle begins. In Scrum it is the first priority for the customer to meet expectations from the product. The process described above is applied continuously until the project is completed and customer satisfaction is achieved with quality product delivery at the end of each process. The customer follows the development of the project by taking an active role in this process. At regular intervals, teams review their own methods and make the necessary improvements to improve productivity.

1.2-DESCRIPTION AND SCOPE OF THE PROJECT

Agile meant "agile" as a word. It means being able to adapt quickly. In fact, as Darwin pointed out, it is not the strongest that survives, but the best that can adapt. If we define companies, we can say that when there is a change in the industry, by analyzing the opportunities and risks, the companies that can make the most of them are agile. Although Agile techniques may have originated as a way to better manage software development, some

popular Agile concepts can be used in stress reduction and performing tasks in everyday life. Can we apply various forms of agile methods to our own and family lives and move agility out of work/ office?

There are many ways to take agility out of office. It's about adopting an agile lifestyle. This is not about moving into a new process. It's about having a vision to know what you want from life, building a road map out there and supervising and adapting your life during the journey.

Bruce Feiler, author of the book *Secrets of Happy Families*, is one of those who says he adapts the agile approach to everyday life. Feiler, who has given a TED talk about it, opens his speech by sharing the results of a survey that reveals what children really want for their parents:

- Don't be less tired.
- Don't be less stressed.

Bruce Feiler describes modern-day families as “out of control” and describes how his family uses agile project management to improve their lives. He explains that using family stand up meetings with morning checklists to improve the lives of today's complex families significantly reduces stress in their home. Feller family next on "repeat" for awards, and plans to provide input on using results retrospectively and their children by strengthening children's independence and encourage their children to have an idea about the innermost thoughts, he says. He believes that families can find happiness by adapting an “agile family manifesto” to some principles: always experiment with new ideas, be flexible and open-minded. Empower your child. Let them plan their own goals, evaluate their own work, succeed on their own terms, and sometimes fail and learn from those failures. Define your mission and define your core values as a family. Working from a prioritized product backlog, dividing work into iterations, limiting work in progress, and thinking regularly are just a few of the concepts borrowed from Agile that people can use to better manage their personal lives. He has a weekly personal planning session next week where he decides what tasks he wants to complete. Start before you have all the answers and then be creative in finding solutions to the obstacles you face. They constantly reflect and adapt themselves. Spending a few minutes each day asking, "what's standing in my way?" Think about it, plan it, reflect it and ask. Work towards clearly defined short-term goals. Setting big goals on short-term goals that are timed will help create a sense of achievement and move you forward. Sprint-focus on your goal. Block the Times of the day, where you can work free of distractions, until you reach the goal, he lists as.

Feiler then mentions the Starr family with 4 children, who applied the agile process to life in their home. In order to implement this process in our home, the whole team must first set a goal together. For example, all family members should come together and decide to do household chores together. Each week begins with a family meeting. Children and parents organize themselves and manages themselves (children help to decide their own incentives and penalties), and each week they make a decision backward to determine what they could do better in the next sprint.

Thus, a Democratic sharing structure is adopted instead of parental conflicts giving ‘orders’ to their children. First, the requirements are determined. After we name our project and determine the team members, the duration is decided. If you want to experiment, say 4 months. Finishing times are determined based on the size of the project, for example 1 week or 1 month. In this case, an evaluation meeting is held every week. Perhaps the most entertaining part of this method is the fast and short-lasting meetings of daily standing.

Many families inspired by Feiler's speech say they get very productive results when they adapt it to their homes. Some families have made this process a home game, while others have used it to make travel plans. Families have different uses, but the result is the same : families with children can have more productive and enjoyable lives and make things visible.

“The Starr family adapted the agile process to their home and made a morning list of the tasks that every child should finish, " said Bruce Feiler of the Starr family, who applied the agile process to their home during his TED talk. When I went to visit them one morning, Eleanor came downstairs., he laid himself a cup of coffee, sat on a rocking chair, and as he sat down they went down one by one, the children he warmly welcomed. They went through the list, made themselves breakfast, revisited the list, placed the plates in the dishwasher, re-examined the list, fed the animals or whatever they had to do. They went through the list once more, packed up their belongings and headed for their bus. Discussions within the family were halved that week when the family made the morning checklist. Children of the family, he says they feel more valued because their own ideas are valued, defeating some of their fears.”

Retrospective assessment meetings empowering children to provide inputs on prizes, outcomes and plans for the next “sprint” family, he started to have insight into the deepest thoughts of his children and encouraged the independence of his children.” The family carried out the tasks assigned to the individuals in the house with the boards they hung on a wall in the House. Although mother Eleanor did not like these boards at first, she accepted the family environment due to the positive impact of the process on children's development. One of the most important goals of our project is to make it a mobile application and make it easy. So many family jobs easily from situation to situation (to do, in process , done etc) and easily manage multiple boards.



Figure 5. Family Task Boards

- Boards of the Starr family children-

2-POTENTIAL CUSTOMER GROUP OF THE PROJECT

Applying the Agile process to the home for families can be a great way to connect more to families and bring about the idea of teamwork. Since our project is in the form of a mobile application and the work at home will be shared and done by all individuals, ; we aim to be able to manage the work that everyone does with our mobile app, which they do not. Therefore, each individual should have a cell phone. We think all families who want to make our project work in their homes, want their children to actively participate in the issues they are responsible for, and want to ensure that they take responsibility without ordering their children to do so can use it

2.1-SAMPLE FAMILY APPLICATION OF THE PROJECT



The Atalay family consists of five members; three children (Burcu, Kaan and September) and two adults (Melisa and Harun). The children's current age is 15, 13. September is 7 months old. Their cat, who joined the family 2 months ago, is also named Duman.

Harun works as an industrial engineer in a private company. There's a busy pace of work. Since September needs her mother more, she tries to spend more time with Burcu and Kaan. Working at the company puts some of the duties at home on Melisa. Melisa, who is a sales specialist, has been

on long leave for their daughter, who is only 7 months old. Melisa is having a stressful time. She thinks spending time with her little girl, who needs her mother even though she misses her work life, would be more appropriate for September's development. On the other hand, since they have 2 more children, their education, he's doing his best to keep them healthy. The chores, the care of September, the school for the children, Melisa gets very tired. Sign 5. she is a class student, while Kaan is 4. in the class. They study every day, they go to piano and basketball classes at the weekend. Since the family lives in a house with a 3-storey garden, there is a lot of work to be done at home and Duman, who has just joined the family, needs to be taken care of in order to adapt to the environment.

In short, before moving to Agile Parenting, there was chaos in the family. The family lacked the system to manage activities at home; with three children and one pet, life was chaotic. Family members were ambivalent about their personal responsibilities and expectations. The controversy that arose about responsibilities related to children was too much. Not collecting children's toys, books ; Harun's failure to do the work he had promised about the children and Duman's lack of education in the home environment caused Melisa to become angry, the family often witnessed controversy. Both children and adults were increasingly stretched due to the level of noise.

The family sat down together one night and drew up a simple checklist, the "Happy Family list." This simple list listed what each child should accomplish each morning or evening. The kids, incredibly, started giving ideas to the list. Taking on the majority of the workload in this way, it reduced Melisa's frustrations, fatigue ; she started acting less stressed but also created a dramatic change in the children's behaviour. The application of this method consists of 3 important parts.

1-Weekly Family Meeting

2-Day Family Stand-Up Meetings

3-Tasks

1-Weekly Family Planning Meeting

At the weekly Family Planning Meeting, the family prepares for next week. Planning has reduced the number of "sudden surprises":

- "Mom, today is my day to bring snacks and I need healthy snacks until 10: 00 at school."
- "Parents' meeting today at 1: 30 p.m. Could you come over?"

The weekly Family Planning Meeting gives family members the opportunity to see what they have achieved and be appreciated ; it also allows all children to express themselves in the planning process. At the weekly family planning meeting, answers to the following questions are sought :

What have we done for the family in the past week?

What could we have done better for the family in the past week?

- How do we do what this week? (job sharing)

With these questions, it is aimed to explain to other family members what they have experienced within a week and to create an atmosphere of discussion about right and wrong behavior. Understanding the needs of the individual who needs help and helping him or her is created an environment. Thus, the environment is created for the family to share pleasant moments with each other and the family concept measure is increased.

The weekly Family Planning Meeting is held on Sunday nights and can last up to an hour. The meeting is divided into 3 distinct phases: retrospective, award and planning.

1-Retrospective

The issues that one of the family members experienced during the week are open for discussion at this meeting include the events of the week that everyone did not know before ;

- "I didn't like it when Cem hit me."

- "My friend Hasan was really annoying."

It is important for children's lessons and character development that parents listen to their children in a natural environment and learn what they live through on a daily basis. In this way, when they establish communication, they can eliminate situations where they will have to speak directly in front of them, which they will worry about and stress because their speech at an ordinary retrospective will show the situation in a more ordinary, more normal state in the eyes of the child. The retrospective reveals the answers to the following questions.

1st. How'd it go this week?

2nd ed. What should be improved next week?

3. What will we decide to change next week?

The process is also open to individuals' behavior and experiences. Everyone answers these questions to ensure the participation of all family members. The issues that are intended to be developed about the process can be addressed, the issues that are wrong or want to be added can be discussed.

2-Award

After the retrospective, they take a break from going on to celebrate. Afterwards, every child is rewarded with Agcoins taken from daily-personal, daily-shared, weekly-personal and Weekly-shared tasks and evaluations made at the retrospective meeting. The decision of each other about reward and punishment in the evaluation of children to be fair behavior, right and wrong to distinguish and trust issues can be educational. It also reinforces the idea of being a team because it's not just parents who do reward and punish, and it plays an important role in being self-confident in children. Not getting daily points or even worse losing AgCoin is seen as a significant loss in the family. The kids work hard to avoid that and they do well in their commitment to their jobs. Skipping Family Stand-up meetings can sometimes happen. The children who remind them to start the meeting receive an AgCoin so that the meetings take place. Children do not spend the entire amount given. The money given is divided into: :

1-Donation

A minimum of 10% of all allowances contribute to the joint aid jar, which is donated by children twice a year to a charity of their choice. This method aims to raise awareness about helping children.

2 - Investing

To make stock or other investment purchases, a minimum rate of 20% must be put into the savings account where funds can be accessed. So the children contribute to their future.

3-Spending

The rest of the money is optional. While this may seem like a lot of money, children should cover most of their own spending with their own money. They receive all their birthday gifts

(for family and friends)with this money, paying 10% of the sports or other activities they participate in.Because they earn their own money, they are now paying more attention to their spending.They prefer to deposit them into investment accounts when their money increases.Thanks to this method, the family both started to save and made the children conscious about spending and managing their own money.

3-Planning

During the planning phase, new calendar events are added, task boards are reset for the next week, and all shared jobs are returned to the next person.Thus, a child does not always have to do the same tasks, all children can have different experiences by taking responsibility for different tasks.Planning and making joint decisions in the house together improves their children's decision-making abilities and makes them feel more valued.Children's Weekly who fulfill their promised responsibilities and win awards, they will have a say in the monthly activities.Choosing the activities that children will enjoy and be happy with will make them more insistent and more diligent about continuing the process.

This is also a time when Harun and Melisa plan for themselves during the week. Children usually share them in accordance with their situation if there are special weekly jobs they can add this week ;

Shopping for a birthday present for a party next weekend: Melisa

Weekend parent meeting: Harun

2-Day Stand-Up Family Reunions

Daily stand-up meetings have been arranged to reduce the problems that may arise in the execution of the system when there are circumstances that may develop out of estimation. As individual business success is made clear in daily stand-up, it's easy to see whether any member has fulfilled his or her responsibilities.

Family Stand - up meetings go through the role of asking and answering questions to each family member. Questions

asked and cevaplanan:

- What did you do today?

What are you gonna do tomorrow?

- * Do you need help?

- * Who thinks <name> deserves a point for today?

Negative behavior during a family meeting (any behavior that prohibits speaking out of the ordinary, engaging in something else, or listening) is perceived as negative behavior and the penalty is imposed.

3-Tasks

The tasks are divided into 5 sections within themselves.

1-daily and personal tasks: these tasks always remain in one person, the person does this task every day. ; For example, the person to fix his own bed

2-daily and shared tasks: these tasks are rotated at each planning meeting ; for example, emptying the dishwasher or hanging the laundry.

3-weekly and personal tasks: these tasks remain in one person, the person does this task once a week, for example cleaning the person's room.

4-Weekly and shared tasks: these tasks are returned to each planning meeting, with the person performing the task once a week, for example. sweeping the driveway or cleaning the guest bathroom.

5-temporary Responsibilities: these tasks are added at any time and discarded after completion ; for example, a sudden parent meeting.

A calendar was added with tasks. This calendar is always updated to show all sports apps and competitions, business trips, holidays, house guests and temporary children's events such as birthday parties.If there is a new event, family members add the new event to the calendar before the Family Stand-Up meeting begins.

Product Owner : Melisa

Scrum Master : Harun

Team Member : Melisa, Harun, Kaan, Burcu

HOUSEWORK LIST

1-YEMEK

1.1-Hazırlık

1.1.1- Yıkranmış parçaların yerlerine yerleştirilmesi GÜNLÜK X 3 3PUAN

1.1.2-Masa silme ve kurma GÜNLÜK X 3 3PUAN

1.2-Kahvaltı

1.2.1-Çay/Kahve/Süt hazırlama GÜNLÜK X 1 5PUAN

-Kahvaltılıklları hazırlama GÜNLÜK X 1 3PUAN

-Omlet/Tost hazırlama GÜNLÜK X 1 5PUAN

-Gevrek hazırlama GÜNLÜK X 1 3PUAN

1.3-Öğle

- Çorba yapma GÜNLÜK X 1 13PUAN
- Sulu Yemek yapma GÜNLÜK X 1 13PUAN
- Salata yapma GÜNLÜK X 1 8PUAN
- Tatlı yapma GÜNLÜK X 1 13PUAN

1.4-Akşam

- Çorba yapma GÜNLÜK X 1 13PUAN
- Sulu Yemek yapma GÜNLÜK X 1 13PUAN
- Salata yapma GÜNLÜK X 1 8PUAN
- Tatlı yapma GÜNLÜK X 1 13PUAN
- Çay/Kahve yapma GÜNLÜK X 1 3PUAN

1.5-Toplama/Bulaşık

- Kirli bulaşıkların makineye yerleştirilmesi GÜNLÜK X 3 3PUAN
- Masadakileri kaldırma GÜNLÜK X 3 3PUAN
- Masa silme GÜNLÜK X 3 3PUAN

2-ÇAMAŞIR

2.1-Hazırlık

- Çamaşırların beyazlar/rengililer/hassaslar/siyahlar olarak sınıflandırılması HAFTADA X 2 13PUAN

2.2-Çalıştırma

- Makinenin çalıştırılması HAFTADA X 2 8PUAN

2.3-Kurutma-Asma

- Temiz çamaşırların asılması/kurutma makinesine atılması HAFTADA X 2 13PUAN
- Kuruyan çamaşırların yerlerine yerleştirilecek ve ütünecek olarak sınıflandırılması HAFTADA X 2 8PUAN

2.4-Ütüleme

- Çamaşırların ütülenmesi HAFTADA X 1 55PUAN

2.5-Yerleştirme

- Kuruyan çamaşırların yerleştirilmesi HAFTADA X 1 8PUAN
- Ütülenen çamaşırların yerlerine yerleştirilmesi HAFTADA X 1 8PUAN

3-ÖDEMELER

3.1-Telefonlar/İnternet/TV Yayını AYDA X 1 8PUAN

3.2-Kira/Aidat AYDA X 1 8PUAN

3.3-Elektrik/Doğalgaz/Su AYDA X 1 8PUAN

3.4-Kurslar AYDA X 1 8PUAN

3.5-Okul AYDA X 1 8PUAN

3.6-Kartlar AYDA X 1 8PUAN

4-EVCİL HAYVAN

-Besleme GÜNLÜK X 2 8PUAN

-Dışarı çıkarma GÜNLÜK X 2 13PUAN

-Yıkama/Temizlik HAFTADA X 3 21PUAN

-Veteriner AYDA X 1 34PUAN

-Toprağın temizlenmesi GÜNLÜK X 1 21PUAN

5-BEBEK

5.1-Beslenme

-Kahvaltı Öğünü GÜNLÜK X 1 34PUAN

-Ara öğün GÜNLÜK X 2 34PUAN

-Öğle Öğünü GÜNLÜK X 1 34PUAN

-Akşam Öğünü GÜNLÜK X 1 34PUAN

5.2-Kişisel Bakım

-Altının değiştirilmesi GÜNLÜK X 4 55PUAN

-Banyo yaptırılması GÜNLÜK X 1 89PUAN

-Dişlerinin fırçalanması GÜNLÜK X 3 34PUAN

-Tırnakların kesilmesi AYDA X 2 34PUAN

5.3-Sağlık

-Aşıları takip etmek/aşıya götürme AYDA X 1 144PUAN

-Vitaminin verilmesi GÜNLÜK X 1 89PUAN

-Hasta olup olmadıklarını takip edip bağışıklık sağlayacak ilaçların verilmesi AYDA X 1 144PUAN

-Doktor kontrolü AYDA X 1 144PUAN

5.4-Kaliteli Zaman

-Uyutulması GÜNLÜK X 2 89PUAN

-Gazının çıkarılması GÜNLÜK X 4 55PUAN

-Su içme miktarlarının takip edilmesi GÜNLÜK X 1 144PUAN

5.5-Hareket

-Motor faaliyetlerinin gelişmesi için kol ve bacak hareketlerinin yaptırılması HAFTADA X 2 144PUAN

6-ÇOCUK

6.1-Ders Çalışma

-Ödevleri yapma GÜNLÜK X 1 89PUAN

-Test çözme GÜNLÜK X 1 89PUAN

-Konu çalışma GÜNLÜK X 1 89PUAN

-Çocuklara derslerinde yardımcı olma HAFTADA X 2 55PUAN

6.2-Kurs

-Piyano çalışma HAFTADA X 2 89PUAN

-Piyano kursuna gitme HAFTADA X 1 55PUAN

-Basketbol çalışma HAFTADA X 2 89PUAN

-Basketbol kursuna gitme HAFTADA X 1 55PUAN

6.3-Beslenme

-Kahvaltı Öğünü GÜNLÜK X 1 34PUAN

-Ara öğün GÜNLÜK X 1 34PUAN

-Öğle Öğünü GÜNLÜK X 1 34PUAN

-Akşam Öğünü GÜNLÜK X 1 34PUAN

6.4-Kişisel Bakım

-Dişlerin fırçalanması GÜNLÜK X 3 21PUAN

-Banyo yapılması HAFTADA X 2 34PUAN

-Tırnakların kesilmesi AYDA X 2 21PUAN

6.5-Sağlık

-Vitaminin verilmesi GÜNLÜK X 1 89PUAN

-Hasta olup olmadıklarını takip edip bağışıklık sağlayacak ilaçların verilmesi AYDA X 1 144PUAN

-Su içme miktarlarının takip edilmesi GÜNLÜK X 1 144PUAN

-Aşıları takip etmek/aşıya götürme AYDA X 1 144PUAN

-Doktor kontrolü AYDA X 1 144PUAN

6.6-Kaliteli Zaman

-Televizyon izleme sürelerinin, telefon/tablet/bilgisayar kullanım sürelerinin ve içeriklerin takibi GÜNLÜK X 1 144PUAN

-Aile bireylerinin sosyal ilişkilerini sağlamak için ortam sağlama HAFTADA X 1 144PUAN

6.7-Sosyalleşme

-Çocukların yakın arkadaşları ve aileleriyle görüşme AYDA X 2 144PUAN

-Arkadaş doğumgünlerine katılma AYDA X 1 144PUAN

7-BALKON/BAHÇE

7.1-Sulama

-Çiçeklerin sulanması HAFTADA X 1 8PUAN

-Ağaçların sulanması HAFTADA X 1 13PUAN

7.2-Budama

-Ağaçların budanması YILDA X 2 21PUAN

7.3-Biçme

-Çim biçme AYDA X 1 21PUAN

7.4-Bakım/Gübreleme

-Çiçeklerin bakımı/Gübreleme AYDA X 1 21PUAN

7.5-Sezonluk bitki ekimi

-Sezonluk çiçeklerin ekilmesi YILDA X 2 21PUAN

7.6-Balkon-Bahçe masasının silinmesi HAFTADA X 1 5PUAN

8-ALİŞVERİŞ

8.1-Ekmek-Süt GÜNLÜK X 1 8PUAN

8.2-Et ürünleri HAFTADA X 1 5PUAN

8.3-Pazar/Manav HAFTADA X 1 5PUAN

8.4-Market HAFTADA X 1 5PUAN

8.5-Kozmetik AYDA X 1 3PUAN

8.6-Kırtasiye-Kitap AYDA X 1 3PUAN

8.7-İnternet Alışverişi YILDA X 4 3PUAN

8.8-Elektronik YILDA X 2 3PUAN

8.9-Kıyafet-Aksesuar YILDA X 3 3PUAN

8.10-PetShop Alışverişi

-Mama alınması AYDA X 1 5PUAN

-Kum alınması AYDA X 1 8PUAN

8.11-Alınan ürünlerin yerlerine yerleştirilmesi HAFTADA X 1 13PUAN

9-SALON

9.1-Toplama

-Havalandırma GÜNLÜK X 1 5PUAN

-Odanın toplanması GÜNLÜK X 1 5PUAN

9.2-Dolap ve çekmecelerin düzenlenmesi AYDA X 1 21PUAN

9.3-Elektrik süpürgesi ile süpürme HAFTADA X 1 34PUAN

9.4-Silme

-Yerlerin silinmesi HAFTADA X 1 34PUAN

-Peteklerin silinmesi HAFTADA X 1 34PUAN

-Masanın silinmesi HAFTADA X 1 8PUAN

9.5-Toz alma HAFTADA X 1 21PUAN

9.6-Camların silinmesi AYDA X 1 55PUAN

9.7-Halının temizlenmesi AYDA X 1 55PUAN

9.8-Perdeler

-Perdeleri çıkarma YILDA X 2 13PUAN

-Perdelerin yıkanması YILDA X 2 13PUAN

-Perdeleri asma YILDA X 2 21PUAN

9.9-Duvarların silinmesi YILDA X 1 89PUAN

9.10-Avizelerin silinmesi HAFTADA X 1 21PUAN

9.11-Koltuklar

-Koltukların silinmesi AYDA X 1 89PUAN

-Kırılentlerin yıkamaya atılması YILDA X 2 34PUAN

-Yıkanan kırılentlerin takılması YILDA X 2 21PUAN

9.12-Kapının silinmesi AYDA X 1 21PUAN

10-ÇOCUK ODASI

10.1-Toplama

-Havalandırma GÜNLÜK X 1 5PUAN

-Odanın toplanması GÜNLÜK X 1 5PUAN

10.2-Dolap ve çekmecelerin düzenlenmesi AYDA X 1 21PUAN

10.3-Elektrik süpürgesi ile süpürme HAFTADA X 1 34PUAN

10.4-Silme

-Yerlerin silinmesi HAFTADA X 1 34PUAN

-Peteklerin silinmesi HAFTADA X 1 34PUAN

10.5-Toz alma HAFTADA X 1 21PUAN

10.6-Camların silinmesi AYDA X 1 55PUAN

10.7-Halının temizlenmesi AYDA X 1 55PUAN

10.8-Perdeler

-Perdeleri çıkarma YILDA X 2 13PUAN

-Perdelerin yıkanması YILDA X 2 13PUAN

-Perdeleri asma YILDA X 2 21PUAN

10.9-Duvarların silinmesi YILDA X 1 89PUAN

10.10-Avizelerin silinmesi HAFTADA X 1 21PUAN

10.11-Sandalyenin/Koltuğun silinmesi AYDA X 1 34PUAN

10.12-Kapının silinmesi AYDA X 1 21PUAN

10.13-Yazlık/Kışık kıyafetin kaldırılıp uygun mevsim kıyafetlerinin çıkarılması YILDAX 2 144PUAN

10.14-Bilgisayarın silinmesi HAFTADA X 1 8PUAN

11-BEBEK ODASI

11.1-Toplama

-Havalandırma GÜNLÜK X 1 5PUAN

-Odanın toplanması GÜNLÜK X 1 5PUAN

-Oyuncakların toplanması GÜNLÜK X 1 5PUAN

11.2-Dolap ve çekmecelerin düzenlenmesi AYDA X 1 21PUAN

11.3-Elektrik süpürgesi ile süpürme HAFTADA X 1 34PUAN

11.4-Silme

-Yerlerin silinmesi HAFTADA X 1 34PUAN

-Peteklerin silinmesi HAFTADA X 1 34PUAN

11.5-Toz alma HAFTADA X 1 21PUAN

11.6-Camların silinmesi AYDA X 1 55PUAN

11.7-Halının temizlenmesi AYDA X 1 55PUAN

11.8-Perdeler

-Perdeleri çıkarma YILDA X 2 13PUAN

-Perdelerin yıkanması YILDA X 2 13PUAN

-Perdeleri asma YILDA X 2 21PUAN

11.9-Duvarların silinmesi YILDA X 1 89PUAN

11.10-Avizelerin silinmesi HAFTADA X 1 21PUAN

11.11-Sandalyenin/Koltuğun silinmesi AYDA X 1 34PUAN

11.12-Kapının silinmesi AYDA X 1 21PUAN

11.13-Yazlık/Kışlık kıyafetin kaldırılıp uygun mevsim kıyafetlerinin çıkarılması YILDAX 2 144PUAN

12-EBEVEYN ODASI

12.1-Toplama

-Havalandırma GÜNLÜK X 1 5PUAN

-Odanın toplanması GÜNLÜK X 1 5PUAN

12.2-Dolap ve çekmecelerin düzenlenmesi AYDA X 1 21PUAN

12.3-Elektrik süpürgesi ile süpürme HAFTADA X 1 34PUAN

12.4-Silme

-Yerlerin silinmesi HAFTADA X 1 34PUAN

-Peteklerin silinmesi HAFTADA X 1 34PUAN

12.5-Toz alma HAFTADA X 1 21PUAN

12.6-Camların silinmesi AYDA X 1 55PUAN

12.7-Halının temizlenmesi AYDA X 1 55PUAN

12.8-Perdeler

-Perdeleri çıkarma YILDA X 2 13PUAN

-Perdelerin yıkanması YILDA X 2 13PUAN

-Perdeleri asma YILDA X 2 21PUAN

12.9-Duvarların silinmesi YILDA X 1 89PUAN

12.10-Avizelerin silinmesi HAFTADA X 1 21PUAN

12.11-Sandalyenin/Koltuğun silinmesi AYDA X 1 34PUAN

12.12-Kapının silinmesi AYDA X 1 21PUAN

12.13-Yazlık/Kışık kıyafetin kaldırılıp uygun mevsim kıyafetlerinin çıkarılması YILDAX 2 144PUAN

13-ÇALIŞMA ODASI

13.1-Toplama

-Havalandırma GÜNLÜK X 1 5PUAN

-Odanın toplanması GÜNLÜK X 1 5PUAN

13.2-Dolap ve çekmecelerin düzenlenmesi AYDA X 1 21PUAN

13.3-Elektrik süpürgesi ile süpürme HAFTADA X 1 34PUAN

13.4-Silme

-Yerlerin silinmesi HAFTADA X 1 34PUAN

-Peteklerin silinmesi HAFTADA X 1 34PUAN

-Masanın silinmesi HAFTADA X 1 8PUAN

13.5-Toz alma 21PUAN

13.6-Camların silinmesi AYDA X 1 55PUAN

13.7-Halının temizlenmesi AYDA X 1 55PUAN

13.8-Perdeler

-Perdeleri çıkarma YILDA X 2 13PUAN

-Perdelerin yıkanması YILDA X 2 13PUAN

-Perdeleri asma YILDA X 2 21PUAN

13.9-Duvarların silinmesi YILDA X 1 89PUAN

13.10-Avizelerin silinmesi HAFTADA X 1 21PUAN

13.11-Sandalyenin/Koltuğun silinmesi AYDA X 1 34PUAN

13.12-Kapının silinmesi AYDA X 1 21PUAN

13.13-Bilgisayarın silinmesi HAFTADA X 2 8PUAN

14-BANYO

14.1-Dolap ve çekmecelerin düzenlenmesi AYDA X 1 21PUAN

14.2-Elektrik süpürgesi ile süpürme HAFTADA X 1 34PUAN

14.3-Silme

-Yerlerin silinmesi HAFTADA X 1 34PUAN

-Peteğin silinmesi HAFTADA X 1 34PUAN

14.4-Toz alma HAFTADA X 1 21PUAN

14.5-Paspasın temizlenmesi AYDA X 1 13PUAN

14.6-Duvarların silinmesi YILDA X 1 89PUAN

14.7-Avizelerin silinmesi HAFTADA X 1 21PUAN

14.8-Kapının silinmesi AYDA X 1 21PUAN

14.9-Küvet-Duşakabin temizliği HAFTADA X 1 55PUAN

14.10-Klozet Temizliği HAFTADA X 2 34PUAN

14.11-Lavabo Temizliği HAFTADA X 2 21PUAN

15-MUTFAK

15.1-Toplama

-Havalandırma GÜNLÜK X 1 5PUAN

-Tezgahların silinmesi GÜNLÜK X 1 13PUAN

15.2-Dolap ve çekmecelerin düzenlenmesi AYDA X 1 21PUAN

15.3-Elektrik süpürgesi ile süpürme HAFTADA X 1 34PUAN

15.4-Silme

-Yerlerin silinmesi HAFTADA X 1 34PUAN

-Peteklerin silinmesi HAFTADA X 1 34PUAN

-Masanın silinmesi HAFTADA X 1 8PUAN

15.5-Toz alma HAFTADA X 1 21PUAN

15.6-Camların silinmesi AYDA X 1 55PUAN

15.7-Halının temizlenmesi AYDA X 1 55PUAN

15.8-Perdeler

-Perdeleri çıkarma YILDA X 2 13PUAN

-Perdelerin yıkanması YILDA X 2 13PUAN

-Perdeleri asma YILDA X 2 21PUAN

15.9-Duvarların silinmesi YILDA X 1 89PUAN

15.10-Avizelerin silinmesi HAFTADA X 1 21PUAN

15.11-Sandalyenin/Koltuğun silinmesi AYDA X 1 34PUAN

15.12-Kapının silinmesi AYDA X 1 21PUAN

15.13-Buzdolabı/Fırın/Davlumbaz temizliği AYDA X 1 144PUAN

15.14-Çay makinesi/Kahve makinesinin temizlenmesi AYDA X 2 89PUAN

16-DİĞER

16.1-Fazla eşyaların bağışlanması YILDA X 2 144PUAN

16.1-Tüm evin çöplerinin atılması GÜNLÜK X 1 13PUAN

16.3-Evdeki temizlik malzemelerinin yenilenmesi/Sabunlukların-Deterjanların doldurulması
HAFTADA X 1 13PUAN

16.4-Boya/Tadilat İşleri

-Marangoz YILDA X 1 55PUAN

-Su YILDA X 1 55PUAN

-Elektrik YILDA X 1 55PUAN

16.5-Çarşafların değiştirilmesi/Yıkanması AYDA X 2 55PUAN

16.6-Ütü/Süpürge gibi elektroniklerin temizlenmesi AYDA X 2 55PUAN

16.7-Evdeki tüm kirli havluların temiz havlularla değiştirilmesi HAFTADA X 1 21PUAN

Calendar Works

- Dentist appointment for Kaan

- Pet veterinary appointment

- Buying new sockets
- Interview with the mechanic for repair of taps

This results in a significant increase in the number of tasks performed on a given day. Many things can now be done independently and with a lower level of frustration. It can provide a significant reduction in the amount of discussion.

3-GOALS OF THE PROJECT

- Increases family communication by enabling families to spend quality time together.- To be able to do things at home with the Work Department method will reduce many of the workload, especially in the responsibility of mothers, so mothers can spend more time with their families and reduce their stress.
- Having children as a member of a team provides team spirit and makes them feel valued.According to the basic principle of Agile philosophy, all participants are equal.It provides a democratic and flexible environment for children to be involved in the selection of weekly tasks and goals,in the decision phase and in the completion of tasks.In meetings, children have the right to speak,lack of hierarchy, and give them the authority to make decisions.
- Children learn the importance of personal responsibility when agile methodology requires active participation.Being proactive are important ways children learn to manage their own lives as they grow up.Children's participation in their upbringing makes them feel strong ; they feel happier and less stressed in families.
- The fact that everything can be viewed in a table helps everyone to question themselves, as it allows tasks to be clearly seen.
- When parents encourage children to be part of the process of change, children are less afraid of it. After a few iterations where changes are made with positive results, children will begin to produce their own ideas for change.

4-PROJECT MANAGEMENT PROCESS

Since we believe in the efficiency of Agile project management process, our project process is as appropriate to the agile working method as possible.We met online for 15 minutes every day (not always) and talked about the stages of the project(daily meeting).We talked about what we were doing and what we needed to do in our weekly meetings with our project advisor Meltem Turhan Y öndem(weekly retrospective meetings). We have prepared an analysis and design report to be appropriate for the graduation project processes of the school.We have progressed step by step through the coding phase of the project at each step we took care to implement a new feature of the project.

5-LITERATURE SURVEY

5.1-TRELLO

Trello is a project management tool in general that allows you to organize and track your life and work. It allows you to organize your work by seeing what you do, what you do and your goals on the same screen. You can also assign tasks to team members and assign a date for tasks in projects that are executed with the team. These features can be accessed through the web interface or you can start using the application on the mobile device you are using. Trello has a simple interface, which is good for ease of use, so a first-time user of Trello can easily adapt. To use Trello, of course, you need to be a member first.

Trello is a system that proceeds on three main parameters.

1-boards: boards actually mean projects in terms of Trello. Each dashboard is different projects that are provided in-house management. You can start organizing by creating as many boards as you want.

2-lists: you can increase the number of lists as much as you want. The three-list layout is also related to the Japanese project management system Kanban. (The Kanban system was developed in 1953 to improve Toyota's business efficiency and is still in use.)

3-cards: you can list what you need to do with the cards you will add to the lists on Trello and draw them to the related list as the process of the job changes. All you have to do is click Add Card. The cards are also designed to be customizable. You can perform the following actions on the cards.

- * Assign staff. In this way, more than one person will be responsible for different tasks in the same project.

- * You can detail the task by adding visuals.

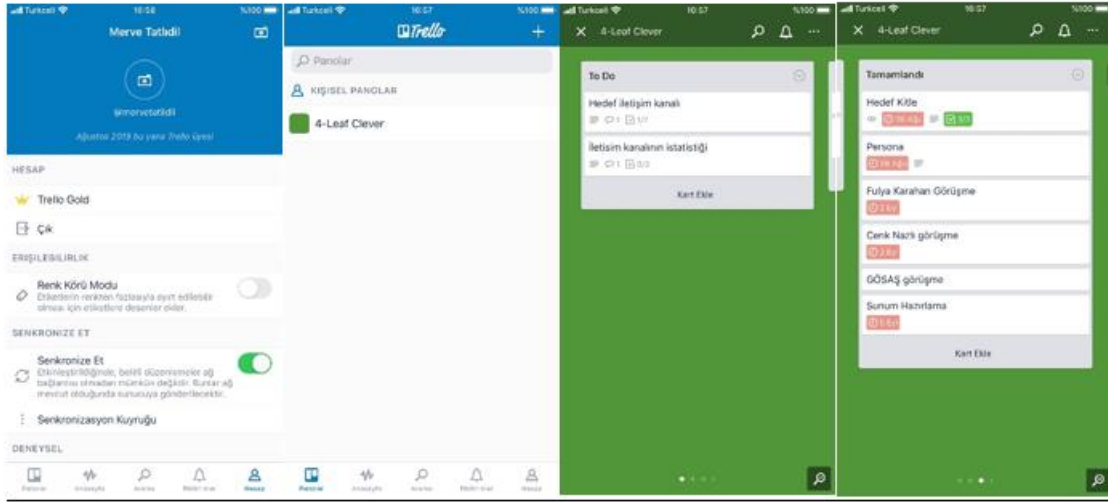
- * You can push the employee to work by throwing a finishing date.

- * You can see how many of them were made by identifying the items within the task.

- * You can rank importance by assigning tags.

- * You can get information about the situation by commenting under the task.

With Trello, you can plan your week, your holiday, your wedding.
















5.2-EDUSCRUM

In traditional educational activities, the teacher plays an active and the student plays a passive role. Students are expected to be active in student-centered education activities and teachers are expected to be guiding. When expectations are in this direction, it is implemented by incorporating many tools and methods into the training activity. One of these methods has entered the literature as EduScrum. EduScrum is an adaptation of the Scrum system to training.

In 2011, Willy Wijnands, a chemistry and physics lecturer at the Ashram College in Alphen aan den Rijn, Netherlands, adapted his Scrum technique to his lessons, seeing him pursue a more efficient and fun training activity. He observed that the students made progress in their social lives along with their achievements in their courses. He aims to spread the scrum technique he has adapted to his lessons by creating his own team. To briefly describe Eduscrum and his students;

- Eduscrum students work together energetically, goal-set, effectively and efficiently.
- Eduscrum students are encouraged to become a valued member of a team.
- Eduscrum sets a mindset aimed at continuous improvement.
- Eduscrum is a structure for creative process and support.

Project		Team name	Team Members	
Stories	Celebration Criteria	To Do	Busy	Done
   	_____ _____ _____ _____ _____	   		  
D.o.D.	D.o.F.	Run Up Chart	Impediments	
_____ _____ _____ _____ _____	_____ _____ _____ _____ _____		_____ _____ _____ _____ _____	



Roles:

Product Owner (teacher, Professor, Administrator) provides what and why, students decide how the team (students) will be,

The team captain (cadet) leads the team.

Processes:

Planning: first, students plan the entire project or curriculum.

Stand-up: each meeting begins with a very short stand-up to plan the study, after which the students begin the study.

Review: at the end of the meeting, a review is held where students present their work to each other.

Retrospective: at regular intervals, students hold a retrospective meeting where they determine how well they collaborate and how they can improve.

The eduscreum theoretical model is described as Sangen in honor of Jeff Sutherland, founder of the Scrum and Aikido practitioner. Triangles, circles and squares are used on the Scrum Board.



Sangen

TRIANGLE:

It means Focus, Energy and initiative. The three angles of the Triangle indicate three aspects in which students develop themselves with eduScrum: subject, team, and personality.

APARTMENT:

Movement refers to the connection of dynamic and transparency and the focus within it. The teacher is constantly moved to another role. He plays as a product owner when the subject is the focus, becoming a trainer/coach or Scrum Master when the team is a personal growth focus.

The circle also means Infinity and perfection: so is Kaizen's idea of continuous development on which eduscrum is based.

FOUR OF A KIND:

It symbolizes stability, solidity and structure. It makes growth and development possible in small groups.

The eduscrum team notes that it can be adapted to any subject and will be effective in level education, that all teachers can use this model in their Class, A model that can be applied to all age groups.

It can be thought of as a model where there is more inter-group interaction and responsibilities using Group and individual learning, much later than the cluster/group logic used in traditional education.

As valuable teachers, prospective teachers, or individuals who have acquired lifelong learning from the philosophy of life, you can achieve more productive results by using the eduscrum model for your students or in your personal training.

5.3-WEDDING YOUR SCRUM



IS IT POSSIBLE TO PLAN A STRESS-FREE WEDDING?

Weddings are large and challenging projects because of too many details to consider. Scrumyourwedding.com with,

- You can save time .
- Work together to simplify your to-do list
- You can save money.
- You can make great memories .
- planning your wedding with them can be the most creative and enjoyable project of your life.

They first divide the work into processes,determine the roles.

THE one-time ENGAGEMENT: this online interview is a 60-minute meeting to help you "load up" the scrum process. A survey is conducted here and an interview is conducted via video chat with Hannah and Julia to begin the planning process. They help you choose roles, talk about rituals, artifacts, visual exercises and special situations, and make sure you have a clear overview of the whole process.

NEXT LEVEL: there are five coaching sessions of 60 minutes each. If the wedding is requested to be perfect, A session can also be held for each month between now and the date of the wedding.

WEDDING SCRUM: with regular retrospectives they help form a common vision, managing the wedding experience.

Reasons why they are working with the scrum

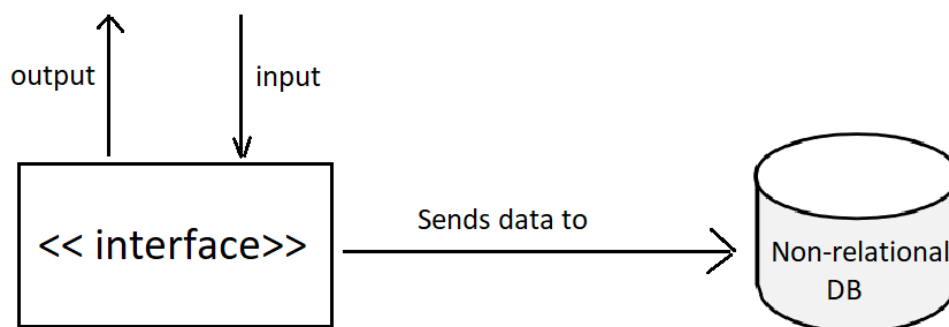
- An identifier property of the scrum is that it is recursive. Instead of planning every detail in advance, you often stop working in small pieces and reassessing, learning and changing the course when necessary. It makes things easier and makes the wedding better.
- Scrum prioritizes communication. The most common challenges in surveys are cited as straining relationships with Wedding Planning Partners and families.

Whether it's deciding on a venue, correcting the guest list or finding creative ways to stay within your budget, scrum makes it easy to make good decisions. Roles make it clear who is responsible for deciding what, rituals provide the opportunity to decide, and works allow information to be collected to inform decisions

they say there is

6-ARCHITECTURE

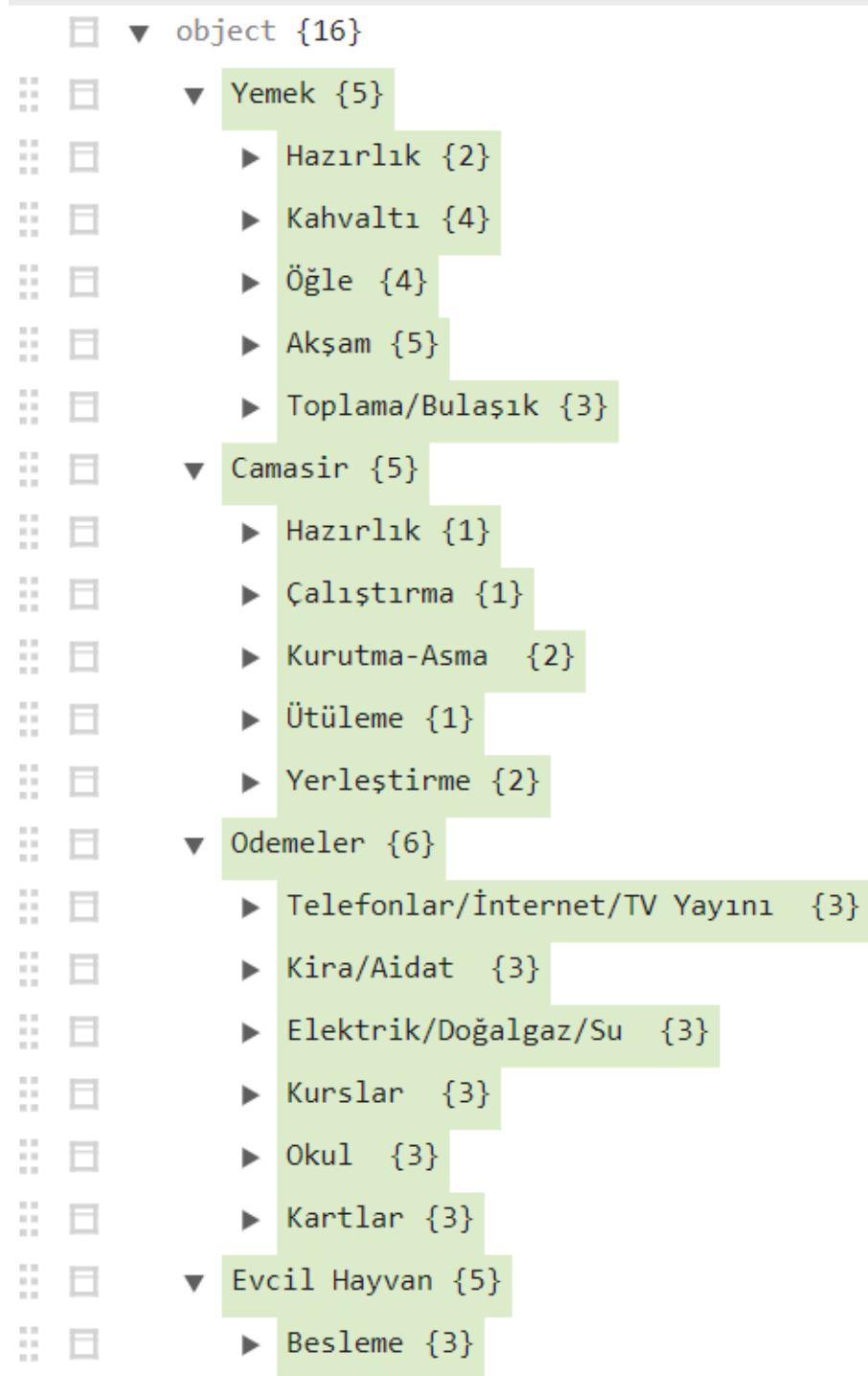
Architectural design consists of three parts: interface and database. Parts are connected to each other in terms of data flow. As the most important part of the design, the interface is responsible for viewing and communicating with the user. This part takes input from the user and sends this data to the database. The data database records the data sent. Since it is a non-relational database, it sends whatever data you need.



7-DATABASE DESIGN

The database of our project is Firebase Realtime Database. As in the SQL database, there are no tables or records. Firebase stores the data in json data particles organized as root-child instead of the tables and sql we know.

7.1-DATABASE HIERARCHICAL DESIGN



☐	☐	▶ Disari cıkarma {3}
☐	☐	▶ Yikanmasi/Temizlik {3}
☐	☐	▶ Veteriner {3}
☐	☐	▶ Topragin temizlenmesi {3}
☐	☐	▼ Bebek {5}
☐	☐	▶ Beslenme {4}
☐	☐	▶ Kişisel Bakım {4}
☐	☐	▶ Sağlık {4}
☐	☐	▶ Kaliteli Zaman {3}
☐	☐	▶ Hareket {1}
☐	☐	▼ Çocuk {7}
☐	☐	▶ Ders Çalışma {4}
☐	☐	▶ Kurs {4}
☐	☐	▶ Beslenme {4}
☐	☐	▶ Kişisel Bakım {3}
☐	☐	▶ Sağlık {5}
☐	☐	▶ Kaliteli Zaman {2}
☐	☐	▶ Sosyalleşme {2}
☐	☐	▼ Balkon/Bahçe {6}
☐	☐	▶ Sulama {2}
☐	☐	▶ Budama {1}
☐	☐	▶ Biçme {1}

- ▶ Bakım/Gübreleme {1}
- ▶ Sezonluk bitki ekimi {1}
- ▶ Balkon-Bahçe masasının silinmesi {3}
- ▼ Alışveriş {11}
 - ▶ Ekmek-Süt {3}
 - ▶ Et ürünleri {3}
 - ▶ Pazar/Manav {3}
 - ▶ Market {3}
 - ▶ Kozmetik {3}
 - ▶ Kırtasiye-Kitap {3}
 - ▶ İnternet Alışverişi {3}
 - ▶ Elektronik {3}
 - ▶ Kıyafet-Aksesuar {3}
 - ▶ PetShop Alışverişi {2}
 - ▶ Alınan ürünlerin yerlerine yerleştirilmesi {3}
- ▼ Salon {12}
 - ▶ Toplama {2}
 - ▶ Dolap ve çekmecelerin düzenlenmesi {3}
 - ▶ Elektrik süpürgesi ile süpürme {3}
 - ▶ Silme {3}
 - ▶ Toz alma {3}
 - ▶ Camların silinmesi {3}

...			
::: □	▶	Halının temizlenmesi {3}	
::: □	▶	Perdeler {3}	
::: □	▶	Duvarların silinmesi {3}	
::: □	▶	Avizelerin silinmesi {3}	
::: □	▶	Koltuklar {3}	
::: □	▶	Kapının silinmesi {3}	
::: □	▼	Çocuk Odası {14}	
::: □	▶	Toplama {2}	
::: □	▶	Dolap ve çekmecelerin düzenlenmesi {3}	
::: □	▶	Elektrik süpürgesi ile süpürme {3}	
::: □	▶	Silme {2}	
::: □	▶	Toz alma {3}	
::: □	▶	Camların silinmesi {3}	
::: □	▶	Halının temizlenmesi {3}	
::: □	▶	Perdeler {3}	
::: □	▶	Duvarların silinmesi {3}	
::: □	▶	Avizelerin silinmesi {3}	
::: □	▶	Sandalyenin/Koltuğun silinmesi {3}	
::: □	▶	Kapının silinmesi {3}	
::: □	▶	Yazlık/Kışlık kıyafetin kaldırılıp uygun mevsim kıyafetlerinin çıkarılması	{3}
::: □	▶	Bilgisayarın silinmesi {3}	}

■ ■	▼	Bebek Odası {13}	
■ ■	▶	Toplama {3}	
■ ■	▶	Dolap ve çekmecelerin düzenlenmesi {3}	
■ ■	▶	Elektrik süpürgesi ile süpürme {3}	
■ ■	▶	Silme {2}	
■ ■	▶	Toz alma {3}	
■ ■	▶	Camların silinmesi {3}	
■ ■	▶	Halının temizlenmesi {3}	
■ ■	▶	Perdeler {3}	
■ ■	▶	Duvarların silinmesi {3}	
■ ■	▶	Avizelerin silinmesi {3}	
■ ■	▶	Sandalyenin/Koltuğun silinmesi {3}	
■ ■	▶	Kapının silinmesi {3}	
■ ■	▶	Yazlık/Kışlık kıyafetin kaldırılıp uygun mevsim kıyafetlerinin çıkarılması {3}	{3}
■ ■	▼	Ebeveyn Odası {13}	
■ ■	▶	Toplama {2}	
■ ■	▶	Dolap ve çekmecelerin düzenlenmesi {3}	
■ ■	▶	Elektrik süpürgesi ile süpürme {3}	
■ ■	▶	Silme {2}	
■ ■	▶	Toz alma {3}	
■ ■	▶	Camların silinmesi {3}	
■ ■	▶	Halının temizlenmesi {3}	

- ▶ Perdeler {3}
- ▶ Duvarların silinmesi {3}
- ▶ Avizelerin silinmesi {3}
- ▶ Sandalyenin/Koltuğun silinmesi {3}
- ▶ Kapının silinmesi {3}
- ▶ Yazlık/Kışlık kıyafetin kaldırılıp uygun mevsim kıyafetlerinin çıkarılması {3}
- ▼ Çalışma Odası {13}
 - ▶ Toplama {2}
 - ▶ Dolap ve çekmecelerin düzenlenmesi {3}
 - ▶ Elektrik süpürgesi ile süpürme {3}
 - ▶ Silme {3}
 - ▶ Toz alma {3}
 - ▶ Camların silinmesi {3}
 - ▶ Halının temizlenmesi {3}
 - ▶ Perdeler {3}
 - ▶ Duvarların silinmesi {3}
 - ▶ Avizelerin silinmesi {3}
 - ▶ Sandalyenin/Koltuğun silinmesi {3}
 - ▶ Kapının silinmesi {3}
 - ▶ Bilgisayarın silinmesi {3}
- ▼ Banyo {11}
 - ▶ Dolap ve çekmecelerin düzenlenmesi {3}

■	▶ Elektrik süpürgesi ile süpürme {3}
■	▶ Silme {2}
■	▶ Toz alma {3}
■	▶ Paspasın temizlenmesi {3}
■	▶ Duvarların silinmesi {3}
■	▶ Avizelerin silinmesi {3}
■	▶ Kapının silinmesi {3}
■	▶ Küvet-Duşakabin temizliği {3}
■	▶ Klozet Temizliği {3}
■	▶ Lavabo Temizliği {3}
■	▼ Mutfak {14}
■	▶ Toplama {2}
■	▶ Dolap ve çekmecelerin düzenlenmesi {3}
■	▶ Elektrik süpürgesi ile süpürme {3}
■	▶ Silme {3}
■	▶ Toz alma {3}
■	▶ Camların silinmesi {3}
■	▶ Halının temizlenmesi {3}
■	▶ Perdeler {3}
■	▶ Duvarların silinmesi {3}
■	▶ Avizelerin silinmesi {3}
■	▶ Sandalyenin/Koltuğun silinmesi {3}

☐	▶ Kapının silinmesi {3}	
☐	▶ Buzdolabı/Fırın/Davlumbaz temizliği {3}	
☐	▶ Çay makinesi/Kahve makinesinin temizlenmesi {3}	
☐	▼ Diğer {7}	
☐	▶ Fazla eşyaların bağışlanması {3}	
☐	▶ Tüm evin çöplerinin atılması {3}	
☐	▶ Evdeki temizlik malzemelerinin yenilenmesi/Sabunlukların-Deterjanların doldurulması {3}	
☐	▶ Boya/Tadilat İşleri {3}	
☐	▶ Çarşafların değiştirilmesi/Yıkanması {3}	
☐	▶ Ütü/Süpürge gibi elektroniklerin temizlenmesi {3}	
☐	▶ Evdeki tüm kirli havluların temiz havlularla değiştirilmesi {3}	

8-SUCCESS CRITERIA

The success criterion of a mobile application project is: downloading the software and continuing to use it after downloading, so the user interface should be easy to use and the application should be suitable for the intended use of the user.

We examined the application designs used in planning or agile projects in order to make the best design for the project. We created the interface accordingly.

We spoke with Emek Alataş, who is both an employee and a mother, in order to understand the needs of the users correctly. Because he lived in a house with a garden, we knew more about the intensity of the work in a house. Since they have twin children, we have learned that children have a lot of responsibilities in their nutrition, education and relationships with friends. So that it can fit more families, we've prepared a list of household tasks that can meet the needs of the families. Since the list we have prepared is comprehensive, it will be easy for them to plan for a family with a lot of work. On the other hand, since jobs are selected from the job list pool and transferred to the family job list, families with less work density or smaller homes will not have problems.

-Apart from the list we have prepared, users will be able to add the job they want.

-The user will only be able to see his / her work list if he wants the whole family's work list.

9-DESIGN CONSTRAINTS

In this section, we have divided this issue into five restrictions that will affect us during our project. These restrictions are: Time constraints, data constraints, experience constraints, performance constraints and user interface constraints.

9.1-TIME CONSTRAINTS

Timing constraints play an important role in successfully completing the project by the end of the year. Since the graduation project is a two-semester course, the project will have to be completed by the beginning of May 2020, including all designs, so we must use our time carefully to complete our project efficiently, so as not to lag behind schedule.

9.2-DATA CONSTRAINTS

The database is very important for our project. The database will be updated and changed according to certain conditions.

9.3-EXPERIENCE CONSTRAINTS

Although we have participated in many software projects and assignments, our current project is more difficult than them due to new concepts. As a team, we do not have much information on Android application development, so we may have more difficulty than we expected.

9.4-PERFORMANCE CONSTRAINTS

The performance of our program is very important. A slow development environment will not meet the needs of the user. Since we use android technologies in our program, we should be more careful about performance.

9.5-USER INTERFACE CONSTRAINTS

In our project, there are interfaces where the user chooses and where he can add work and edit. The user must continue using the app after downloading it, so we need to provide the user with an easy-to-use interface:

Flexible determination of layout and other aspects of presentation for graphical user interfaces.

-The names of menus and other GUI elements will be easy and straightforward to understand.

Establishing automatically updated links between application data and user interface components.

-Comfortable maintenance of multiple presentations or views of the same data.

10-REQUIREMENTS



Platform : Android Studio

Programming Language : Java

Database : Firebase

10.1-ANDROID STUDIO



Android Studio is the official software used to develop Android applications. To be official is to be developed by Google. IntelliJ is a proprietary development environment developed based on IDEA. It is only designed to develop Android applications. Android Studio is the official programming tool developed by Android applications, with high-end features and also recommended by Google.

Key features that Android Studio offers to code developers include :

- Gradient-based, flexible project building system.
- A fast and feature-rich emulator
- Multiple APK output according to different features and versions.
- Code templates and GitHub integration to help you create common application features and import sample code
- C ++ and NDK support
- Rich editor with drag-and-drop that facilitates screen designs.
- Test tools and frameworks that can control application performance, availability, operability in different versions
- Easy and secure signing of APK.
- Add Google services to the application without additional effort.

10.2-FIREBASE REALTIME DATABASE

The history of the Firebase service is based on the Envolv, founded in 2011 by James Tamplin and Andrew Lee. It is used in a way different from the ones planned by Envolv developers (such as sharing application data in real time with the users in a synchronous way), so that developers can provide web pages with online chat feature via API. For this reason, the founders of the FireBase, which we know in 2012, the foundation of the service separation is decided. Firebase, which is positioned as a mobile and web application development platform, which has many developments since 2012, is purchased by Google in 2014. Adding a number of additional features to Google after the purchase, the service claims to meet all of the small and medium-sized application development needs. For this purpose, the free service (Spark Plan) also offers (in addition) the service as of the beginning stage of the

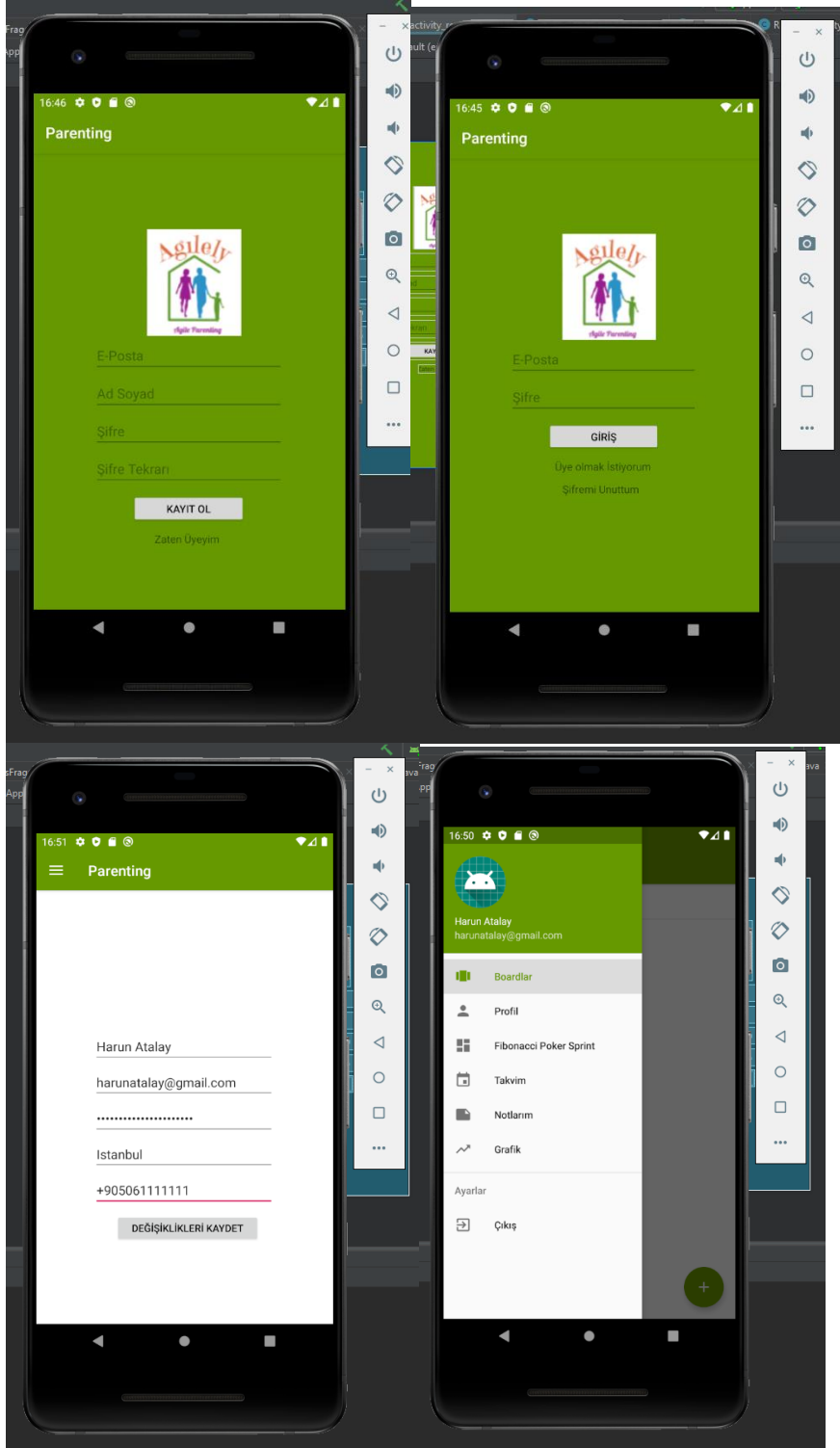
control panel, the user data store, recording, session and screen display applications such as notification to the transmission of notification and provides access to management without platform difference.

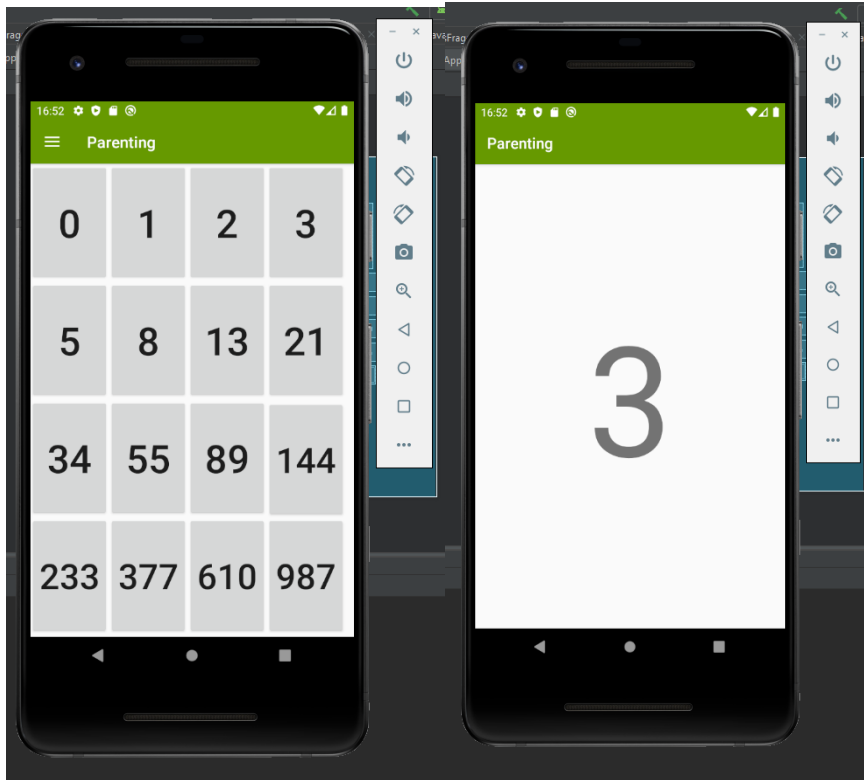
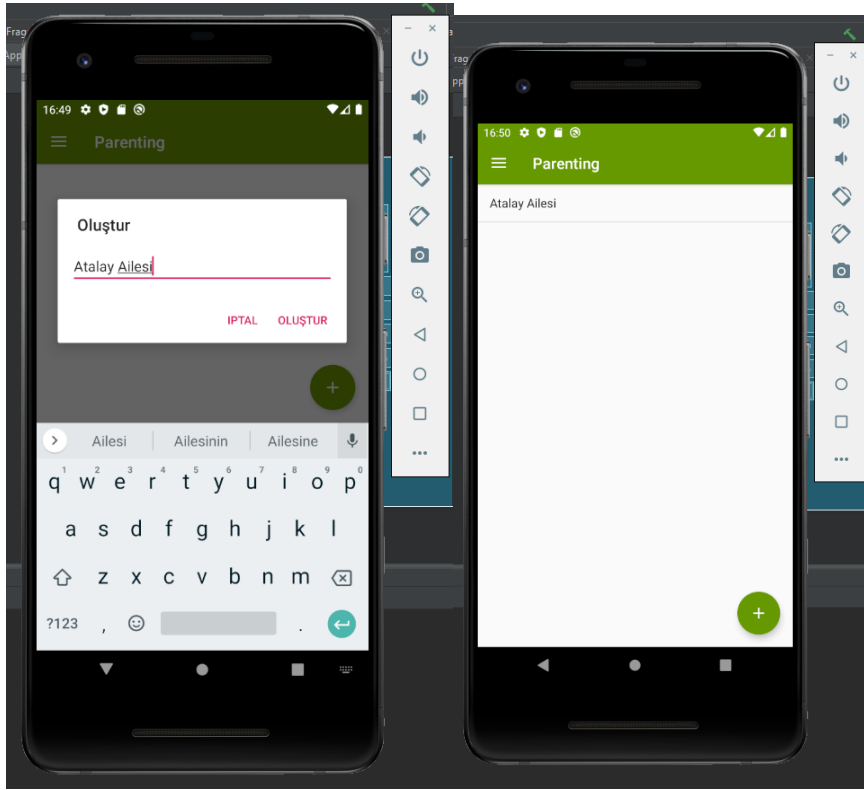
To highlight a few features;

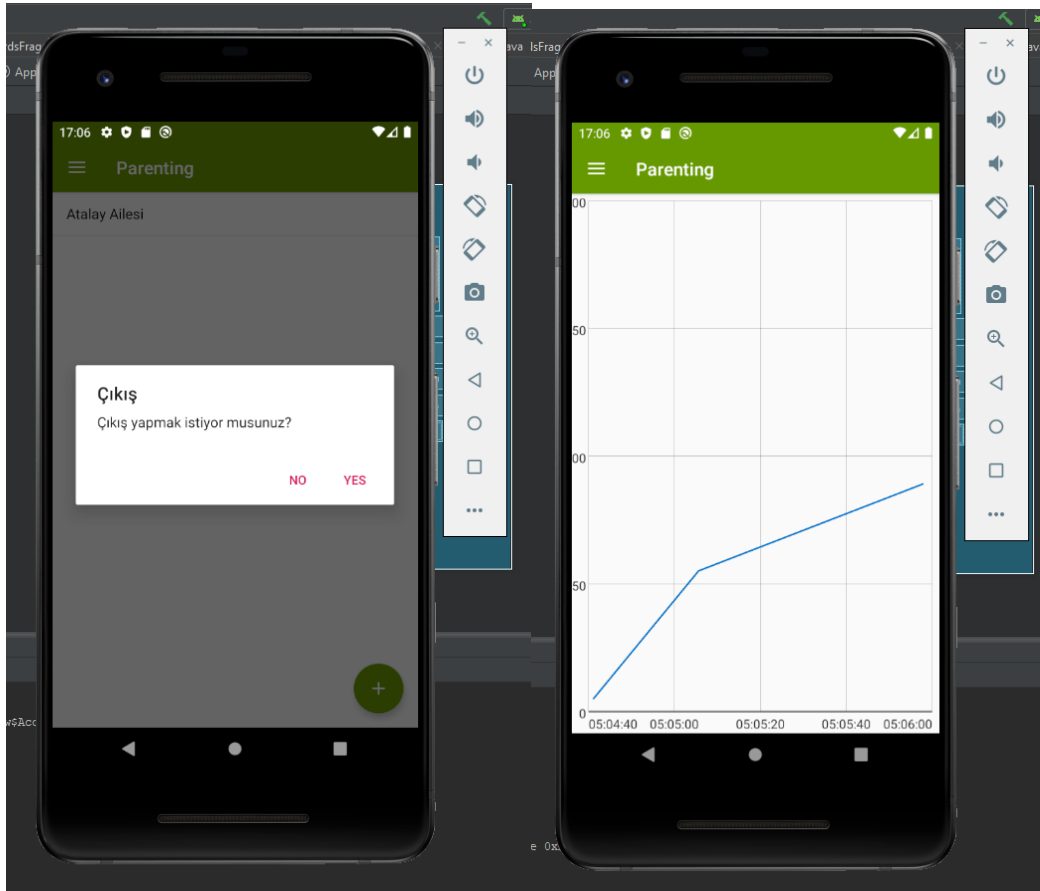
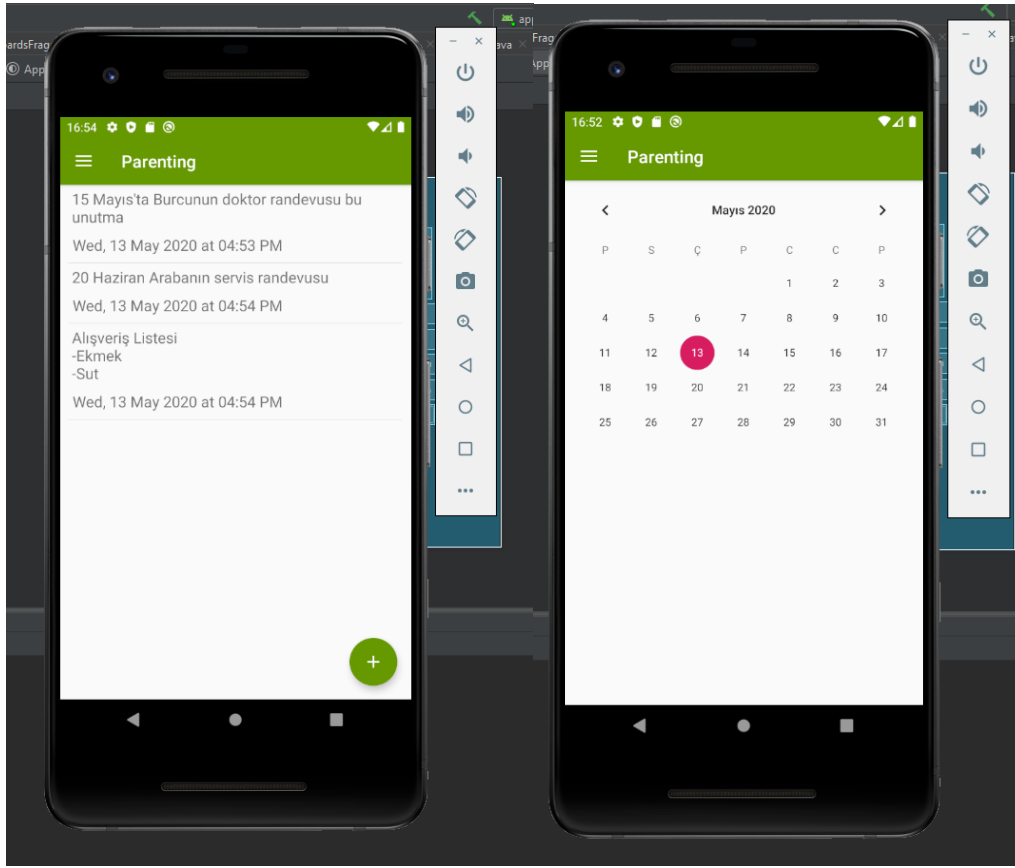
- Application management,
- User activities,
- Data storage,
- Notification sending.

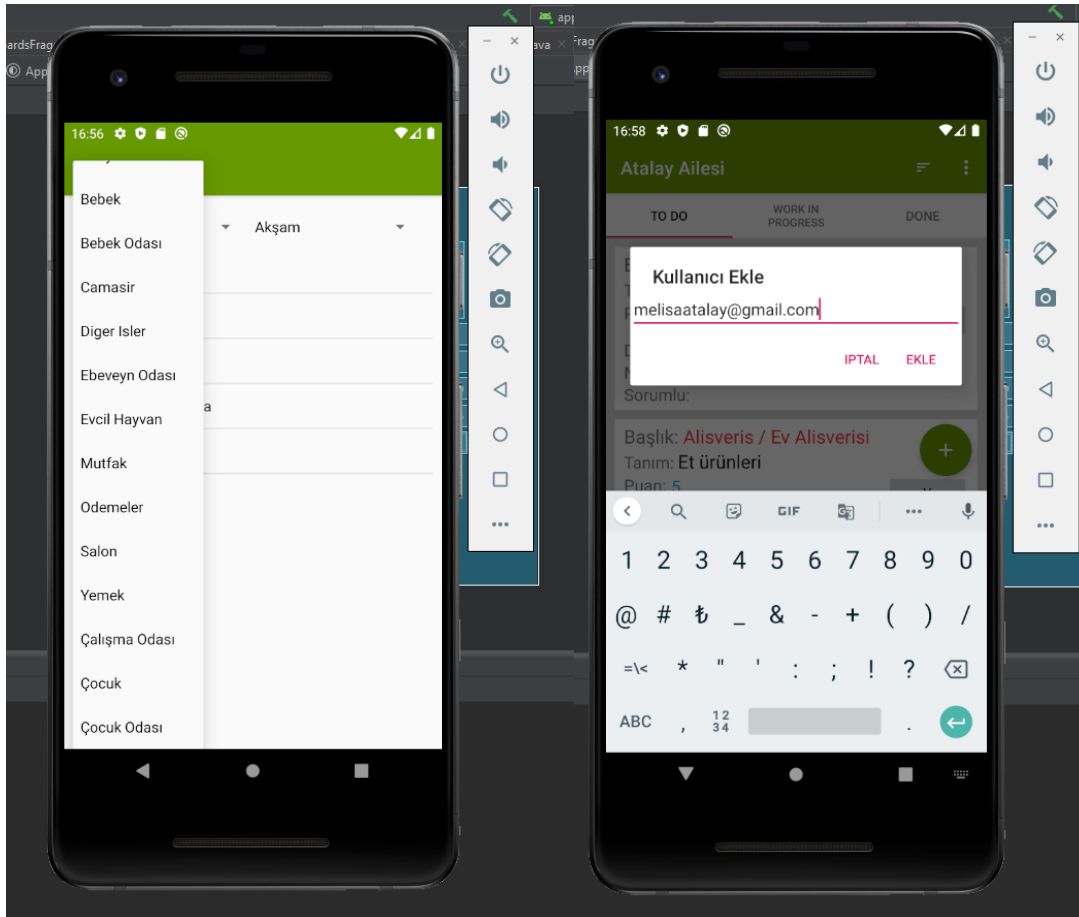
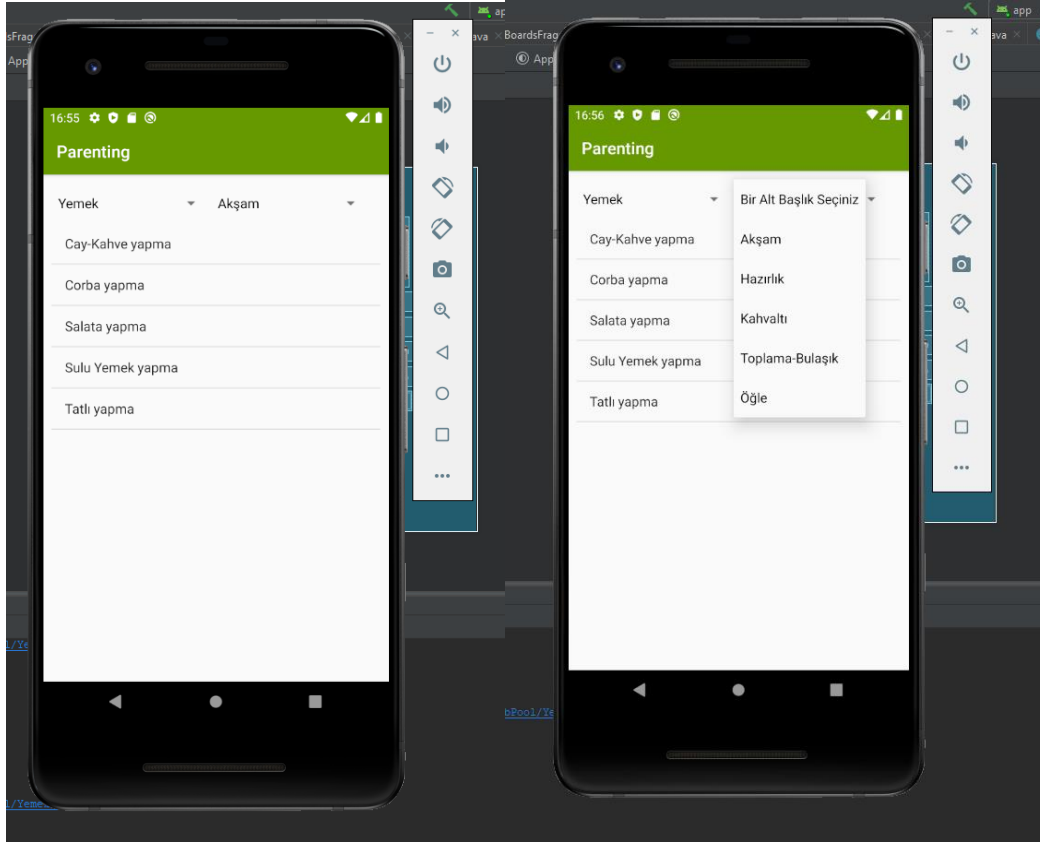
Firebase does not need any code writing on an extra server and server side. Features that can be used for this purpose; Realtime Database, Notification and Remote Config. On the other hand, Firebase, which is an alternative to Google Cloud Messaging (GCM) used for instant notification delivery with Firebase Cloud Messaging (FCM), keeps the data in JSON (JavaScript Object Notation) format as tables in the database structure and root-child instead of SQL. With this structure and features, it is possible to send any changes in the database to other users instantly.

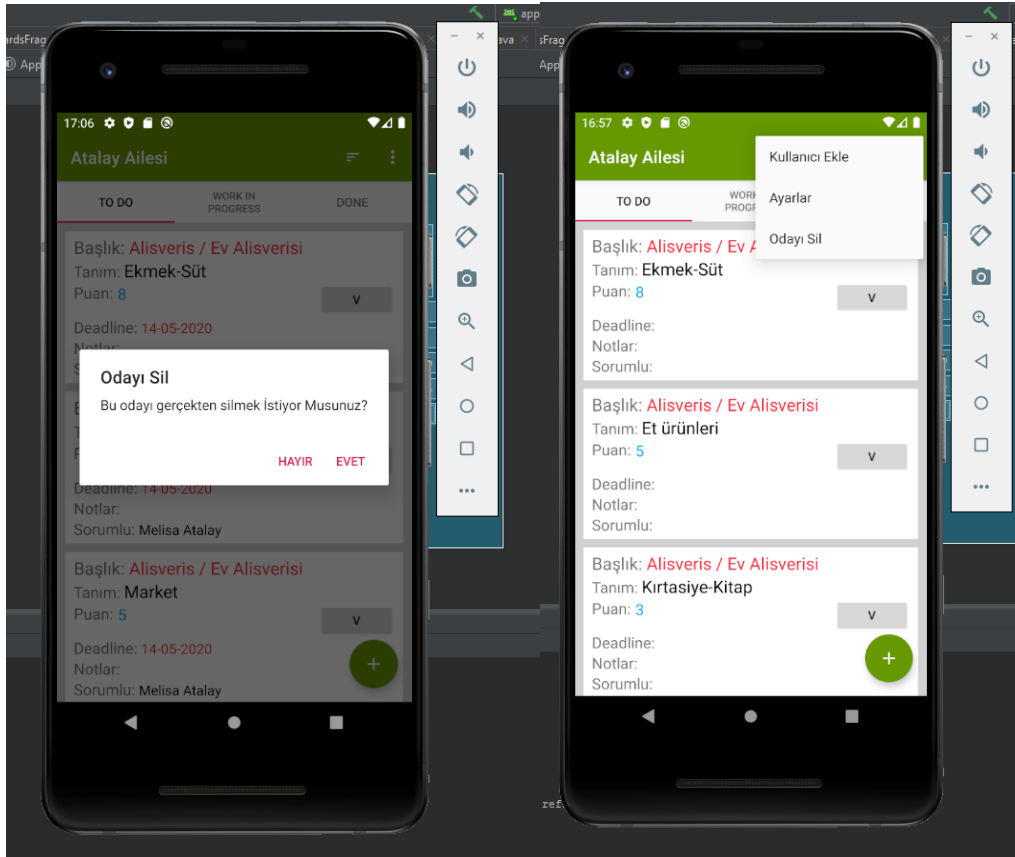
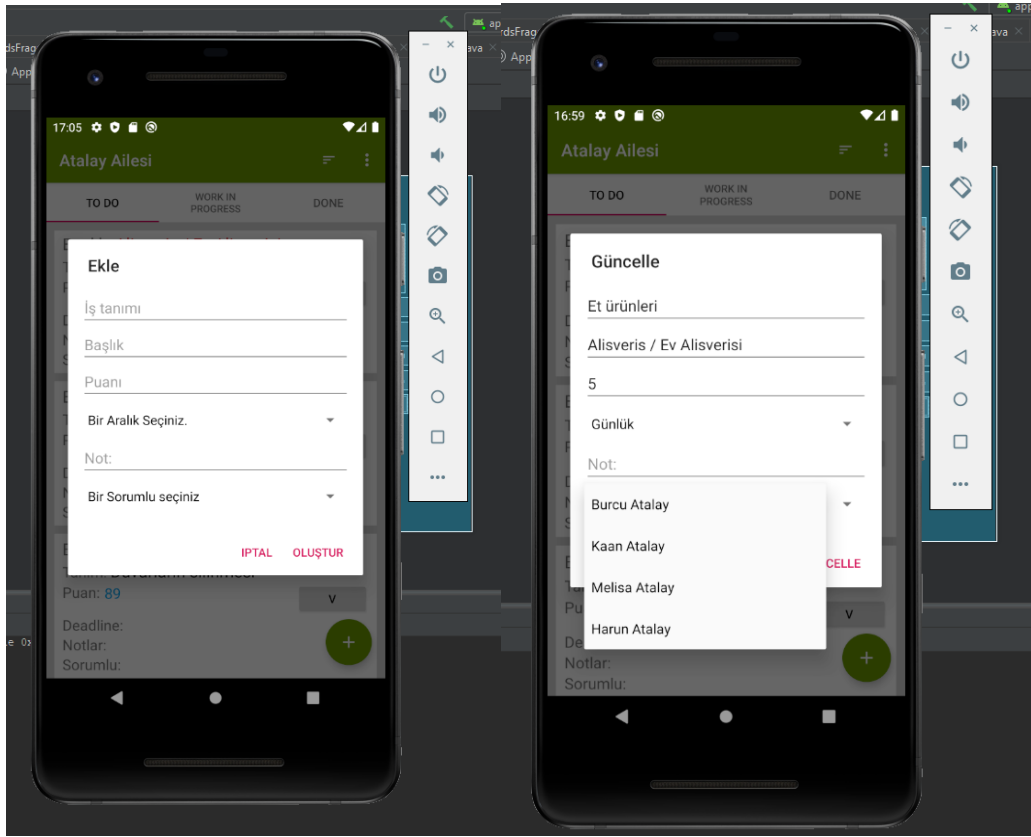
11-PROJECT INTERFACE

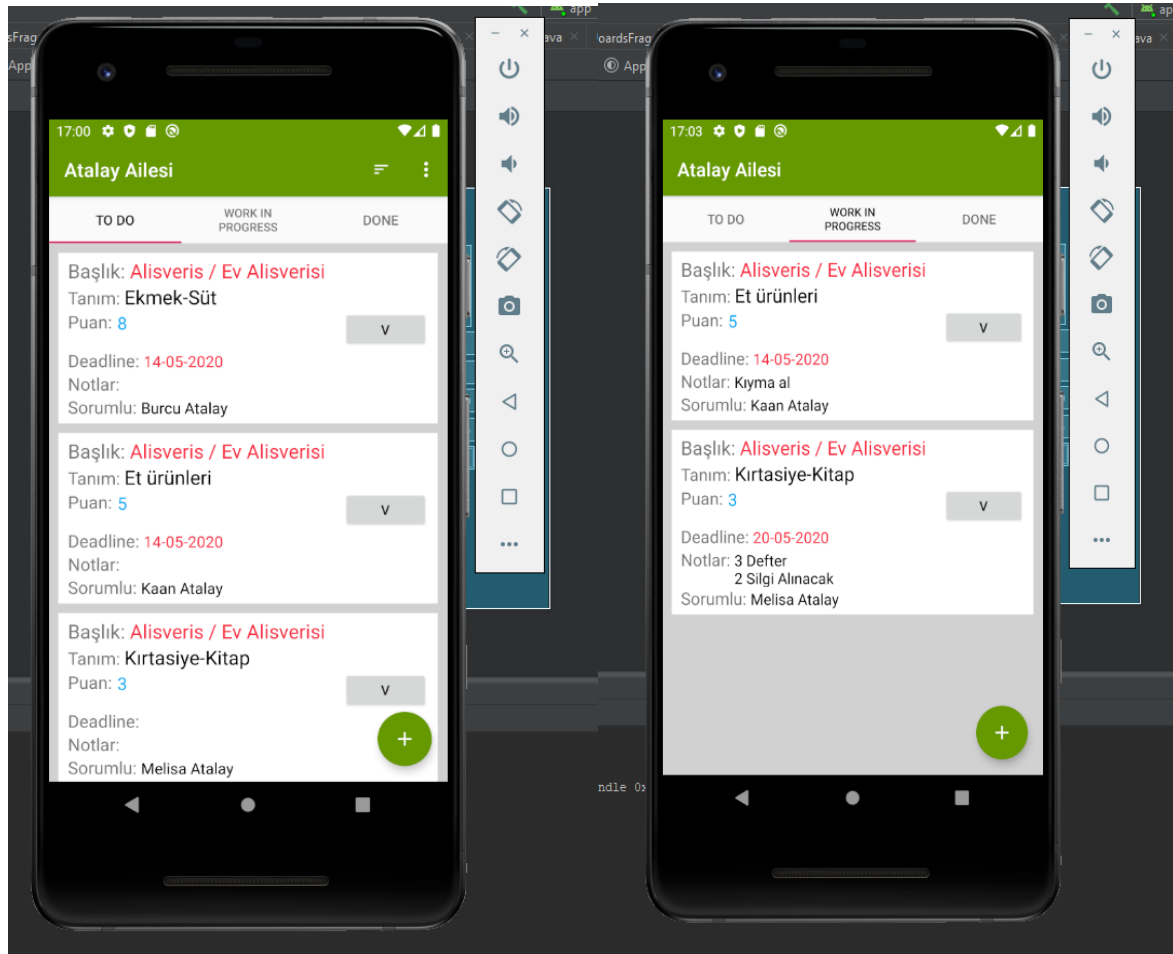








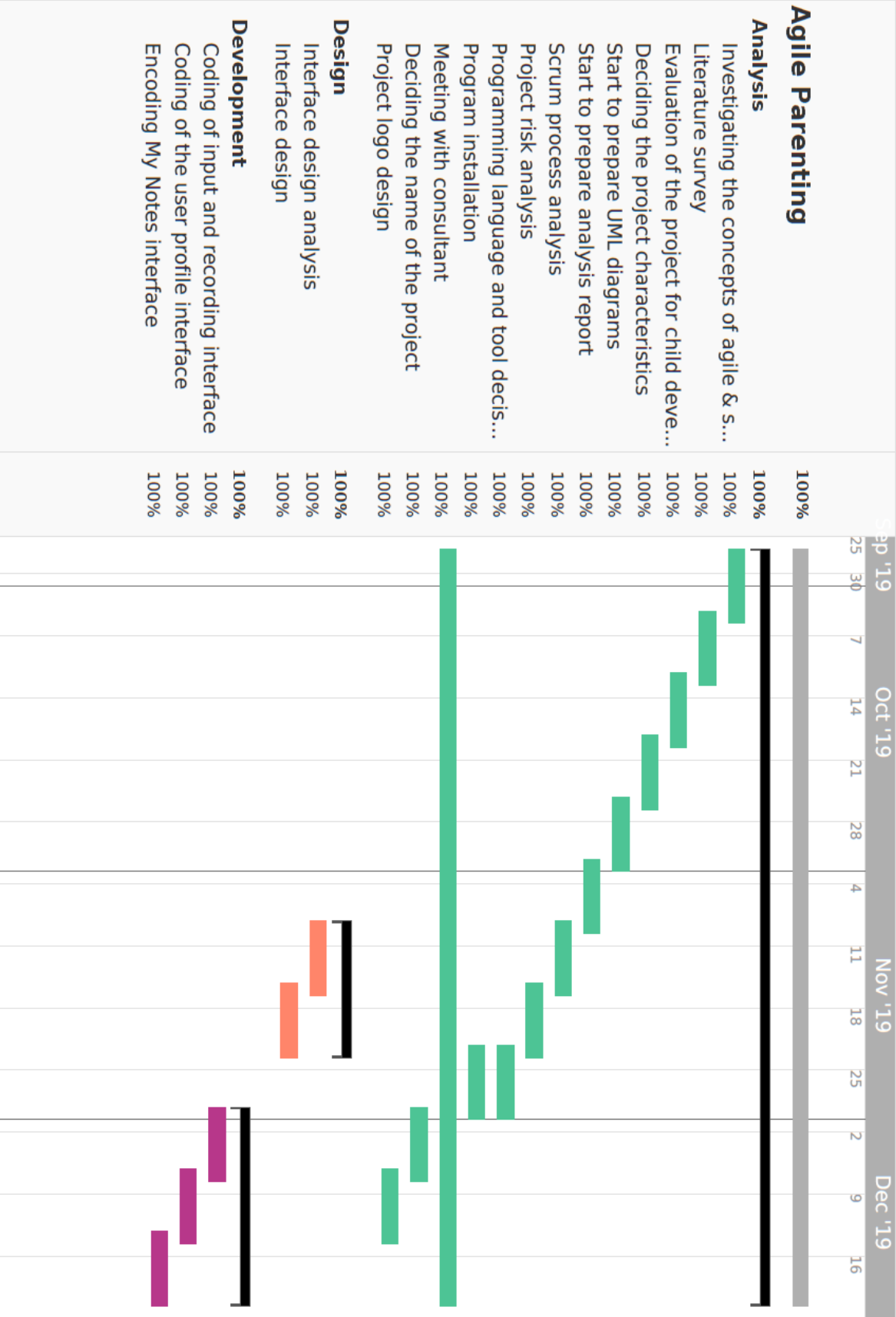


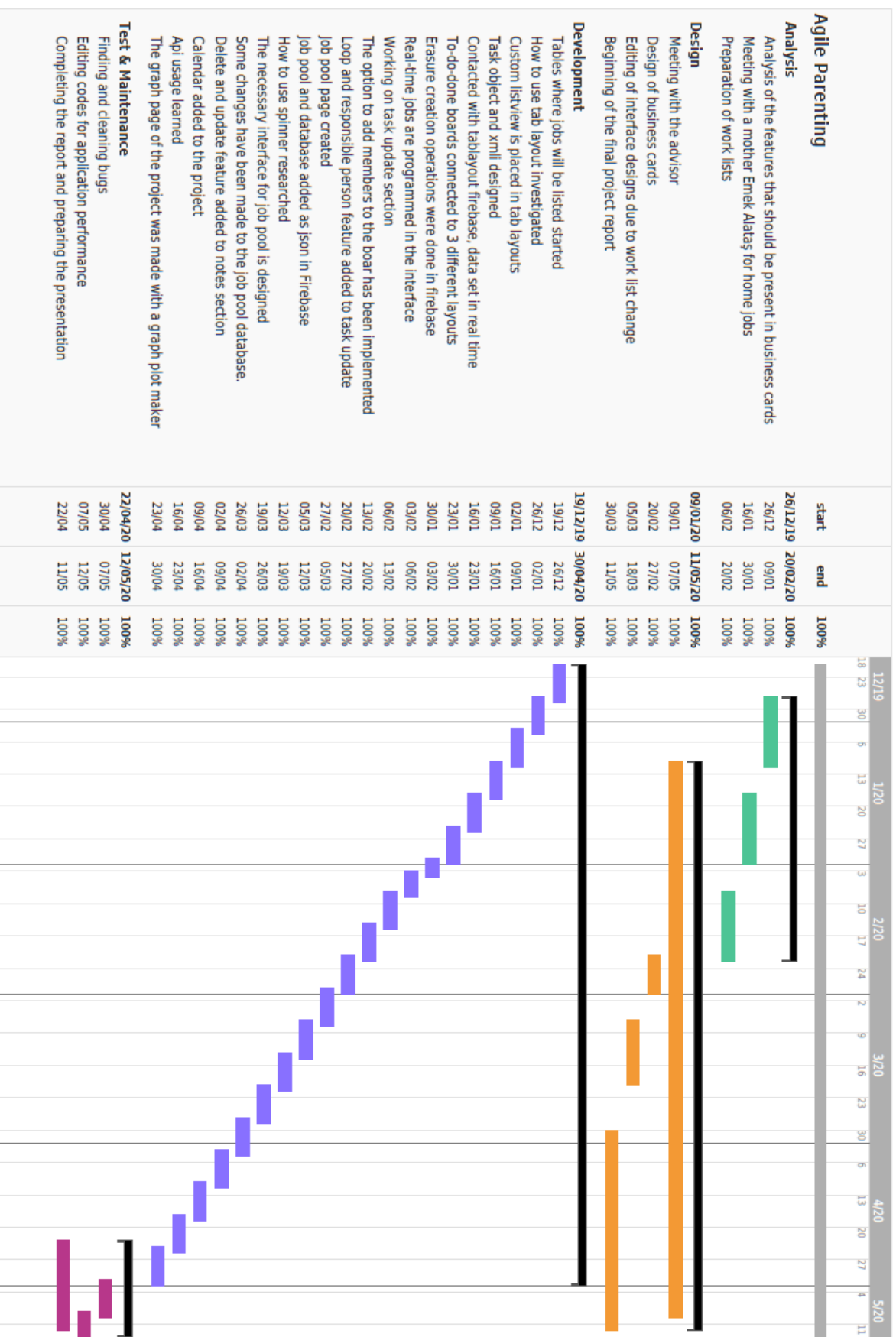


12-DIAGRAMS

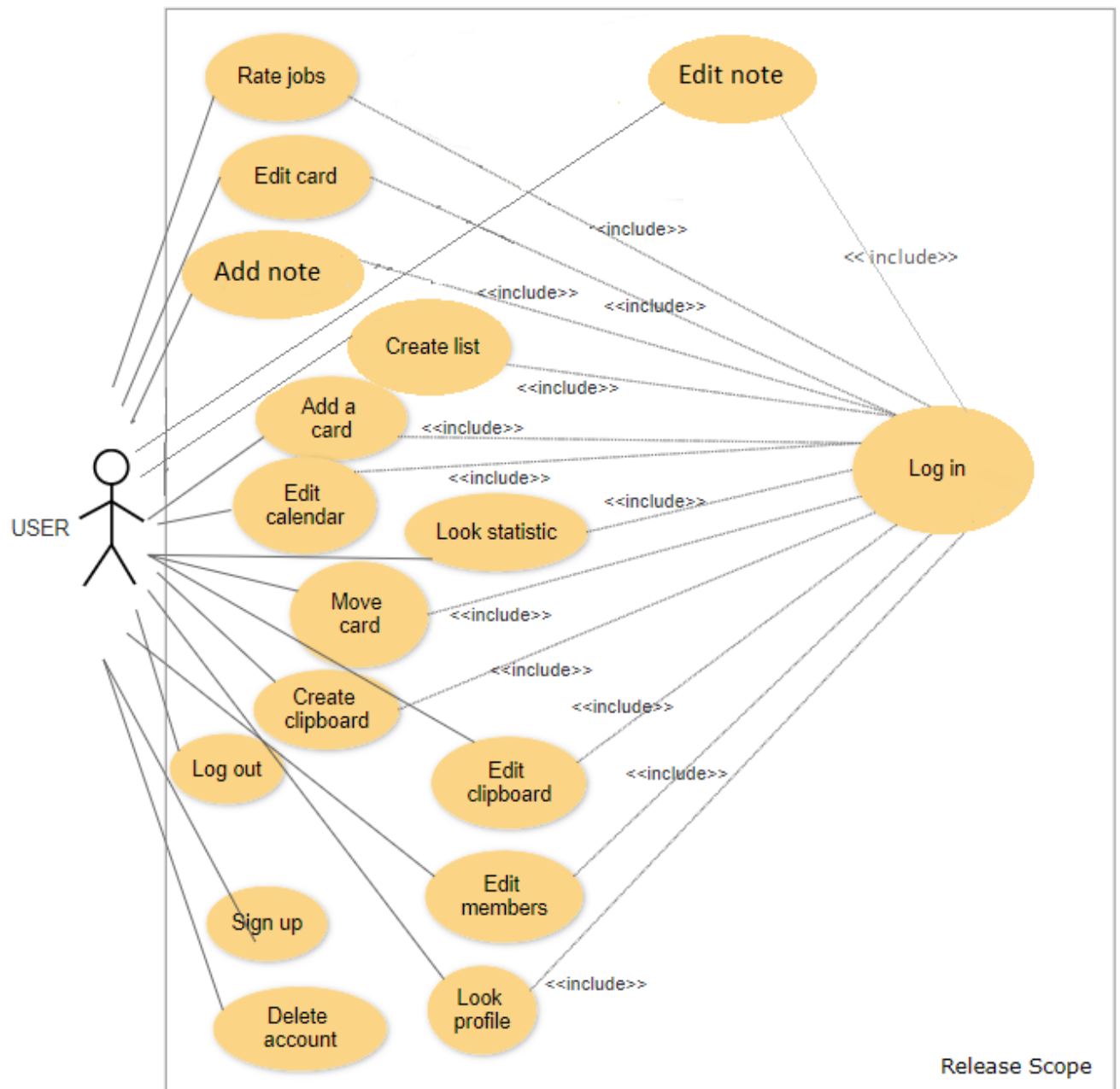
12.1-GANNT CHART

Our 1st and 2nd semester gantt chart reports:



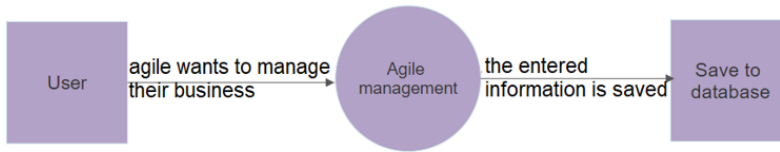


12.2-USE CASE DIAGRAM

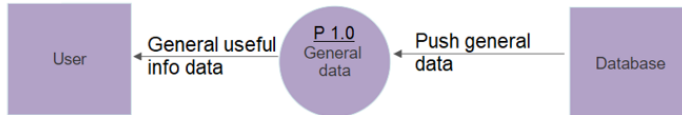


12.3-DATA-FLOW DIAGRAM

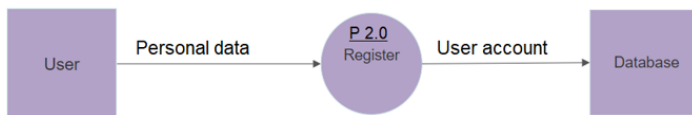
LEVEL 0



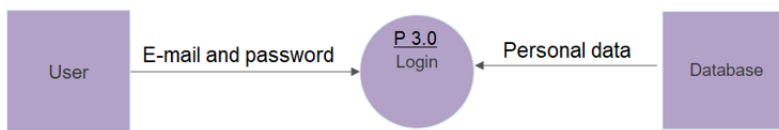
LEVEL 1



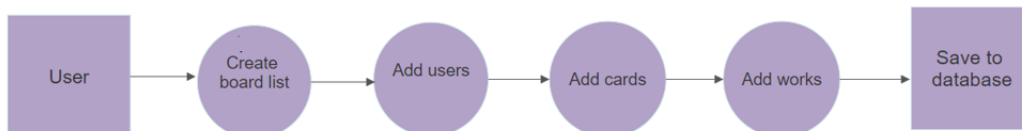
DFD Level 1 of Anonymous



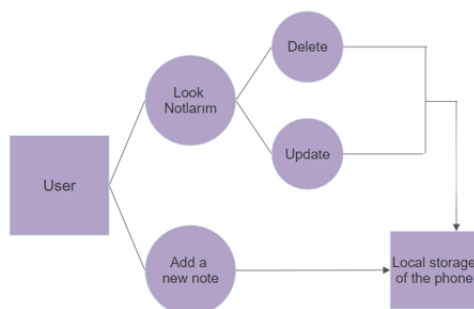
DFD Level 1 of Register



DFD Level 1 of Login

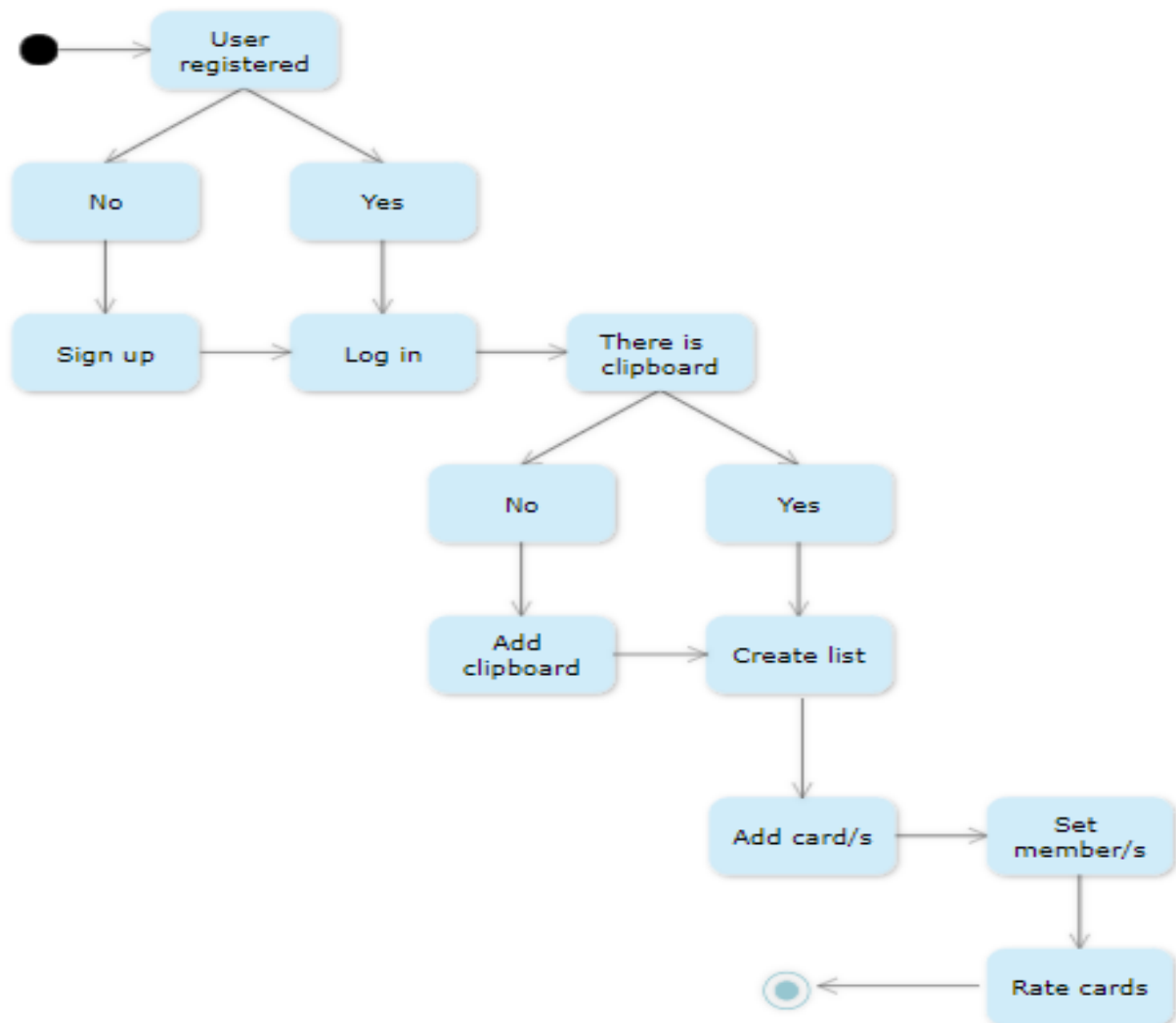


DFD Level 1 of works



DFD Level 1 of Notlarım part

12.4-STATE DIAGRAM



13-TESTING

In order to have a program that does not contain as many errors as possible, it is essential to have a good test plan. The test is a very important process in our project because the system will consist of many functional features. Once the system has started working as a whole, it can take a lot of time to detect an error, so we tested it at the end of each feature we identified as a project team, so some parts of the project were tested for functionality and performance before integrating in the program development stages.

- Can the user log in securely to the system?
- Does the interface work properly?
- Database operations cause unwanted changes or distortions?

After testing the functions one by one, we tested all the units of the project as a whole. We also tested all the features of the program expected by users.

We have found bugs in the last few weeks and corrected them.

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