**RECEP TAYYİP ERDOĞAN ÜNİVERSİTESİ**Mühendislik ve Mimarlık Fakültesi  
Bilgisayar Mühendisliği Bölümü

# **🚀 BİTİRME TEZİ FİKİR ÖNERİSİ**

📚 2025-2026 Akademik Yılı  
*💡 Teknoloji + Girişimcilik = Unicorn*

*"The best way to predict the future is to invent it."*- Alan Kay

# 📋 TAKIM BİLGİLERİ

**Takım Adı:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Proje Başlığı:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Fikir No:** \_\_\_\_\_\_\_\_\_\_ / 5

**Proje Sloganı:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Takım Üyeleri

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Rol** | **Ad Soyad** | **Öğrenci No** | **E-posta** | **GitHub** | **LinkedIn** | **İletişim** |
| Takım Lideri |  |  | @erdogan.edu.tr |  |  |  |
| Teknik Lider |  |  | @erdogan.edu.tr |  |  |  |
| Üye 3 (Opsiyonel) |  |  | @erdogan.edu.tr |  |  |  |

## Takım Sözleşmesi

☐ Haftalık düzenli toplantı yapacağız

☐ GitHub'a düzenli commit atacağız (min. 5/hafta)

☐ Kod review yapacağız

☐ Dokümantasyonu güncel tutacağız

☐ İletişim kanallarını aktif kullanacağız

☐ Görev dağılımına uyacağız

☐ Deadline'lara sadık kalacağız

# 🎯 PROJE DOMAIN KATEGORİLERİ

Lütfen projenizin ana domain alanını ve alt kategorilerini seçiniz. Birden fazla domain seçilebilir. Listede olmayan alanları "Diğer" kısmına yazınız.

☐ **🤖 Yapay Zeka & Makine Öğrenmesi**

* ☐ Computer Vision & Image Processing
* ☐ Natural Language Processing (NLP)
* ☐ Speech Recognition & Synthesis
* ☐ Reinforcement Learning
* ☐ Generative AI (LLM, Diffusion Models)
* ☐ Explainable AI (XAI)
* ☐ TinyML & Edge AI
* ☐ AutoML & Neural Architecture Search
* ☐ Federated Learning
* ☐ Quantum Machine Learning
* ☐ AI Ethics & Fairness
* ☐ Multimodal AI
* ☐ Few-shot & Zero-shot Learning
* ☐ Graph Neural Networks
* ☐ Neuro-symbolic AI
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🔒 Siber Güvenlik & Gizlilik**

* ☐ Zero Trust Architecture
* ☐ Blockchain Security
* ☐ Post-Quantum Cryptography
* ☐ SIEM & SOC Automation
* ☐ Privacy-Preserving ML
* ☐ IoT Security
* ☐ Cloud Security
* ☐ Application Security (SAST/DAST)
* ☐ Network Security & Firewall
* ☐ Identity & Access Management
* ☐ Threat Intelligence
* ☐ Digital Forensics
* ☐ Malware Analysis
* ☐ Security Orchestration (SOAR)
* ☐ DevSecOps
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **📊 Veri Bilimi & Büyük Veri**

* ☐ Big Data Processing (Spark, Hadoop)
* ☐ Real-time Analytics & Stream Processing
* ☐ Business Intelligence & Reporting
* ☐ Predictive Analytics
* ☐ Data Engineering & ETL/ELT
* ☐ DataOps & MLOps
* ☐ Data Governance & Quality
* ☐ Time Series Analysis
* ☐ Graph Analytics
* ☐ Data Warehousing
* ☐ Data Lakes & Lakehouses
* ☐ Feature Engineering
* ☐ A/B Testing & Experimentation
* ☐ Data Visualization & Dashboards
* ☐ Geospatial Analytics
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🌐 Web3 & Blockchain**

* ☐ DeFi (Decentralized Finance)
* ☐ Smart Contracts Development
* ☐ NFTs & Digital Assets
* ☐ Cross-chain Solutions & Bridges
* ☐ Layer 2 Solutions
* ☐ Decentralized Storage (IPFS, Filecoin)
* ☐ DAO & Governance
* ☐ DApps Development
* ☐ Blockchain Oracles
* ☐ Tokenomics & Cryptoeconomics
* ☐ Consensus Mechanisms
* ☐ Web3 Gaming & Metaverse
* ☐ Decentralized Identity (DID)
* ☐ Supply Chain on Blockchain
* ☐ CBDC & Digital Currencies
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **☁️ Bulut Bilişim & DevOps**

* ☐ Kubernetes & Container Orchestration
* ☐ Serverless & FaaS
* ☐ Infrastructure as Code (Terraform, Ansible)
* ☐ Multi-cloud & Hybrid Cloud
* ☐ Site Reliability Engineering (SRE)
* ☐ GitOps & CI/CD
* ☐ Service Mesh (Istio, Linkerd)
* ☐ Cloud Native Development
* ☐ Observability & Monitoring
* ☐ Chaos Engineering
* ☐ Platform Engineering
* ☐ Edge Computing & CDN
* ☐ Cloud Cost Optimization
* ☐ Backup & Disaster Recovery
* ☐ Cloud Migration Strategies
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **📱 Mobil & Cross-Platform**

* ☐ Native iOS Development (Swift)
* ☐ Native Android Development (Kotlin)
* ☐ React Native Development
* ☐ Flutter Development
* ☐ Progressive Web Apps (PWA)
* ☐ Hybrid App Development
* ☐ Mobile Game Development
* ☐ AR/VR Mobile Apps
* ☐ Mobile Payment Systems
* ☐ Mobile Health Apps
* ☐ Mobile DevOps
* ☐ App Store Optimization
* ☐ Mobile Analytics
* ☐ Wearable App Development
* ☐ Mobile Security & Privacy
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🌍 Web Teknolojileri**

* ☐ Full-Stack Development
* ☐ JAMstack Architecture
* ☐ Micro-frontend Architecture
* ☐ Real-time Web (WebRTC, WebSockets)
* ☐ GraphQL & REST APIs
* ☐ Server-Side Rendering (SSR)
* ☐ Static Site Generation (SSG)
* ☐ Web Performance Optimization
* ☐ Web Accessibility (WCAG)
* ☐ Web Components
* ☐ WebAssembly
* ☐ Browser Extensions
* ☐ E-commerce Platforms
* ☐ Content Management Systems
* ☐ Web Analytics & SEO
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🔌 IoT & Gömülü Sistemler**

* ☐ Industrial IoT (IIoT)
* ☐ Smart City Solutions
* ☐ Smart Home Automation
* ☐ Wearable Technology
* ☐ Edge Computing Devices
* ☐ Digital Twins
* ☐ Sensor Networks & WSN
* ☐ RTOS Development
* ☐ Embedded Linux
* ☐ FPGA Programming
* ☐ Arduino & Raspberry Pi
* ☐ LoRaWAN & NB-IoT
* ☐ MQTT & CoAP Protocols
* ☐ Energy Harvesting
* ☐ Robotics & Drones
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🎮 Oyun & Eğlence Teknolojileri**

* ☐ Game Engine Development
* ☐ Unity 3D Development
* ☐ Unreal Engine Development
* ☐ Mobile Game Development
* ☐ Multiplayer & Networking
* ☐ Game AI & NPC Behavior
* ☐ Procedural Generation
* ☐ VR/AR Gaming
* ☐ Game Analytics
* ☐ Game Monetization
* ☐ Esports Platforms
* ☐ Cloud Gaming
* ☐ Game Streaming
* ☐ Serious Games & Gamification
* ☐ Game Physics & Simulation
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🏥 Sağlık Teknolojileri**

* ☐ Telemedicine Platforms
* ☐ Medical Image Analysis
* ☐ Electronic Health Records (EHR)
* ☐ Health Information Systems
* ☐ Wearable Health Monitoring
* ☐ Drug Discovery & AI
* ☐ Mental Health Apps
* ☐ Remote Patient Monitoring
* ☐ Clinical Decision Support
* ☐ Bioinformatics
* ☐ Medical IoT Devices
* ☐ Health Data Analytics
* ☐ Digital Therapeutics
* ☐ Personalized Medicine
* ☐ Healthcare Blockchain
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **💰 FinTech & InsurTech**

* ☐ Digital Banking Solutions
* ☐ Payment Processing Systems
* ☐ Robo-advisors
* ☐ Cryptocurrency Exchanges
* ☐ Risk Assessment & Credit Scoring
* ☐ RegTech & Compliance
* ☐ Open Banking APIs
* ☐ Mobile Wallets
* ☐ P2P Lending Platforms
* ☐ Algorithmic Trading
* ☐ Fraud Detection Systems
* ☐ Insurance Automation
* ☐ KYC/AML Solutions
* ☐ Financial Planning Apps
* ☐ Blockchain in Finance
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🎓 EdTech & E-Learning**

* ☐ Learning Management Systems (LMS)
* ☐ Virtual Classrooms
* ☐ Educational Games
* ☐ Adaptive Learning Platforms
* ☐ Online Course Platforms
* ☐ Student Assessment Tools
* ☐ AR/VR in Education
* ☐ AI Tutoring Systems
* ☐ Plagiarism Detection
* ☐ Educational Analytics
* ☐ Skill Assessment Platforms
* ☐ Language Learning Apps
* ☐ STEM Education Tools
* ☐ Collaborative Learning Tools
* ☐ Microlearning Platforms
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🚗 Otomotiv & Ulaşım**

* ☐ Autonomous Vehicle Systems
* ☐ Connected Car Technology
* ☐ Fleet Management Systems
* ☐ Traffic Management & Smart Cities
* ☐ Electric Vehicle Software
* ☐ Vehicle Telematics
* ☐ Ride-sharing Platforms
* ☐ Parking Solutions
* ☐ Navigation & Mapping
* ☐ Vehicle-to-Everything (V2X)
* ☐ Driver Assistance Systems
* ☐ Mobility as a Service (MaaS)
* ☐ Drone Delivery Systems
* ☐ Transportation Analytics
* ☐ Public Transit Solutions
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🏭 Endüstri 4.0 & Üretim**

* ☐ Manufacturing Execution Systems (MES)
* ☐ Predictive Maintenance
* ☐ Quality Control Automation
* ☐ Supply Chain Management
* ☐ Digital Twin Manufacturing
* ☐ Industrial Robotics
* ☐ Computer-Aided Manufacturing
* ☐ Production Planning & Scheduling
* ☐ Inventory Management
* ☐ Factory Automation
* ☐ Process Optimization
* ☐ Industrial AR/VR
* ☐ SCADA Systems
* ☐ Energy Management
* ☐ Lean Manufacturing Tools
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🌱 Çevre & Sürdürülebilirlik**

* ☐ Carbon Footprint Tracking
* ☐ Renewable Energy Management
* ☐ Smart Grid Solutions
* ☐ Waste Management Systems
* ☐ Water Management
* ☐ Environmental Monitoring
* ☐ Sustainable Agriculture Tech
* ☐ Green Building Solutions
* ☐ Circular Economy Platforms
* ☐ Climate Change Analytics
* ☐ Energy Efficiency Tools
* ☐ Emission Monitoring
* ☐ Recycling Technology
* ☐ Biodiversity Tracking
* ☐ ESG Reporting Tools
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🛍️ E-Ticaret & Perakende**

* ☐ E-commerce Platforms
* ☐ Marketplace Development
* ☐ Inventory Management
* ☐ Order Management Systems
* ☐ Customer Analytics
* ☐ Recommendation Engines
* ☐ Dynamic Pricing
* ☐ Shopping Cart Solutions
* ☐ Payment Gateway Integration
* ☐ Dropshipping Platforms
* ☐ Social Commerce
* ☐ Omnichannel Retail
* ☐ Loyalty Programs
* ☐ Product Information Management
* ☐ Returns Management
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🎨 Yaratıcı Teknolojiler**

* ☐ Generative Art & Design
* ☐ Music Generation AI
* ☐ Video Editing Automation
* ☐ 3D Modeling & Animation
* ☐ Digital Art Platforms
* ☐ Content Creation Tools
* ☐ Deepfake Technology
* ☐ Voice Synthesis
* ☐ Photo Editing AI
* ☐ NFT Marketplaces
* ☐ Virtual Production
* ☐ Motion Capture
* ☐ Digital Fashion
* ☐ Augmented Reality Filters
* ☐ Creative Collaboration Tools
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🏛️ GovTech & Kamu Teknolojileri**

* ☐ E-Government Platforms
* ☐ Digital Identity Systems
* ☐ Online Voting Systems
* ☐ Public Service Automation
* ☐ Smart City Infrastructure
* ☐ Emergency Response Systems
* ☐ Tax Management Systems
* ☐ Document Management
* ☐ Citizen Engagement Platforms
* ☐ Government Data Portals
* ☐ Public Safety Solutions
* ☐ Court Management Systems
* ☐ License & Permit Systems
* ☐ Social Welfare Platforms
* ☐ Transparency & Anti-corruption Tools
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **🚀 Uzay & Havacılık**

* ☐ Satellite Data Processing
* ☐ Ground Station Software
* ☐ Flight Management Systems
* ☐ Drone Control Systems
* ☐ Space Mission Planning
* ☐ Orbital Mechanics Software
* ☐ Remote Sensing Applications
* ☐ Aviation Safety Systems
* ☐ Air Traffic Management
* ☐ Spacecraft Simulation
* ☐ Rocket Telemetry
* ☐ Weather Prediction Systems
* ☐ Navigation Systems
* ☐ Space Debris Tracking
* ☐ Aerospace Testing Tools
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ **⚡ Enerji Teknolojileri**

* ☐ Smart Grid Management
* ☐ Energy Trading Platforms
* ☐ Solar Panel Optimization
* ☐ Wind Farm Management
* ☐ Battery Management Systems
* ☐ Energy Storage Solutions
* ☐ Demand Response Systems
* ☐ Power Plant Automation
* ☐ Energy Analytics
* ☐ Grid Stability Tools
* ☐ Microgrid Solutions
* ☐ EV Charging Infrastructure
* ☐ Energy Efficiency Monitoring
* ☐ Renewable Energy Forecasting
* ☐ Carbon Credit Platforms
* ☐ Diğer (Belirtiniz):

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# 💻 TEKNOLOJİ STACK'İ VE ARAÇLAR

Projenizde kullanmayı planladığınız teknolojileri işaretleyiniz. Listede olmayan teknolojileri "Diğer" kısmına ekleyiniz.

## 🎨 Frontend Teknolojileri

|  |  |
| --- | --- |
| Alt Kategori | Teknolojiler (İşaretleyiniz) |
| JavaScript Frameworks | ☐ React 18+  ☐ Vue 3  ☐ Angular 17+  ☐ Svelte  ☐ SolidJS  ☐ Preact  ☐ Alpine.js  ☐ Lit  ☐ Qwik  ☐ Astro  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Meta-Frameworks | ☐ Next.js 14+  ☐ Nuxt 3  ☐ Remix  ☐ Gatsby  ☐ Astro  ☐ SvelteKit  ☐ Qwik City  ☐ Fresh  ☐ T3 Stack  ☐ Blitz.js  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| CSS Frameworks | ☐ Tailwind CSS  ☐ Bootstrap 5  ☐ Material UI  ☐ Ant Design  ☐ Chakra UI  ☐ Bulma  ☐ Foundation  ☐ Semantic UI  ☐ Mantine  ☐ PrimeReact  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Build Tools | ☐ Vite  ☐ Webpack  ☐ Parcel  ☐ esbuild  ☐ Rollup  ☐ SWC  ☐ Turbopack  ☐ Bun  ☐ Rome  ☐ Nx  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| State Management | ☐ Redux Toolkit  ☐ Zustand  ☐ MobX  ☐ Recoil  ☐ Jotai  ☐ Valtio  ☐ XState  ☐ Pinia  ☐ Tanstack Query  ☐ SWR  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Testing | ☐ Jest  ☐ Vitest  ☐ Cypress  ☐ Playwright  ☐ Testing Library  ☐ Storybook  ☐ Puppeteer  ☐ WebDriver  ☐ Karma  ☐ Mocha  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Diğer Teknolojiler | Kullanmayı planladığınız diğer teknolojileri yazınız: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

## ⚙️ Backend Teknolojileri

|  |  |
| --- | --- |
| Alt Kategori | Teknolojiler (İşaretleyiniz) |
| Node.js | ☐ Express.js  ☐ Fastify  ☐ NestJS  ☐ Koa  ☐ Hapi  ☐ AdonisJS  ☐ Feathers  ☐ Strapi  ☐ KeystoneJS  ☐ Directus  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Python | ☐ FastAPI  ☐ Django  ☐ Flask  ☐ Tornado  ☐ Sanic  ☐ Pyramid  ☐ Bottle  ☐ CherryPy  ☐ Falcon  ☐ Starlette  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Java/JVM | ☐ Spring Boot  ☐ Micronaut  ☐ Quarkus  ☐ Vert.x  ☐ Play Framework  ☐ Dropwizard  ☐ Spark Java  ☐ Ktor (Kotlin)  ☐ Akka  ☐ Helidon  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| .NET | ☐ .NET 8  ☐ ASP.NET Core  ☐ Minimal APIs  ☐ Blazor Server  ☐ SignalR  ☐ Orleans  ☐ MassTransit  ☐ gRPC  ☐ Dapr  ☐ Hot Chocolate  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Go | ☐ Gin  ☐ Echo  ☐ Fiber  ☐ Chi  ☐ Gorilla  ☐ Buffalo  ☐ Revel  ☐ Beego  ☐ Iris  ☐ Martini  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Rust | ☐ Actix-web  ☐ Rocket  ☐ Axum  ☐ Warp  ☐ Tide  ☐ Tower  ☐ Hyper  ☐ Poem  ☐ Salvo  ☐ Thruster  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Other | ☐ Ruby on Rails  ☐ Phoenix (Elixir)  ☐ Laravel (PHP)  ☐ Vapor (Swift)  ☐ Deno  ☐ Bun  ☐ Cloudflare Workers  ☐ Hono  ☐ Fresh (Deno)  ☐ Oak (Deno)  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Diğer Teknolojiler | Kullanmayı planladığınız diğer teknolojileri yazınız: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

## 🗄️ Veritabanı & Veri Depolama

|  |  |
| --- | --- |
| Alt Kategori | Teknolojiler (İşaretleyiniz) |
| Relational | ☐ PostgreSQL  ☐ MySQL  ☐ MariaDB  ☐ SQL Server  ☐ Oracle  ☐ SQLite  ☐ CockroachDB  ☐ YugabyteDB  ☐ TiDB  ☐ AlloyDB  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| NoSQL | ☐ MongoDB  ☐ DynamoDB  ☐ Cassandra  ☐ CouchDB  ☐ RavenDB  ☐ ArangoDB  ☐ OrientDB  ☐ Amazon DocumentDB  ☐ Azure Cosmos DB  ☐ FaunaDB  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Key-Value | ☐ Redis  ☐ Memcached  ☐ KeyDB  ☐ Hazelcast  ☐ Aerospike  ☐ RocksDB  ☐ LevelDB  ☐ etcd  ☐ Amazon ElastiCache  ☐ DragonflyDB  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Time-Series | ☐ InfluxDB  ☐ TimescaleDB  ☐ Prometheus  ☐ Graphite  ☐ OpenTSDB  ☐ QuestDB  ☐ VictoriaMetrics  ☐ Apache Druid  ☐ ClickHouse  ☐ TDengine  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Graph | ☐ Neo4j  ☐ ArangoDB  ☐ Amazon Neptune  ☐ TigerGraph  ☐ JanusGraph  ☐ Dgraph  ☐ OrientDB  ☐ ArcadeDB  ☐ RedisGraph  ☐ Memgraph  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Search | ☐ Elasticsearch  ☐ Solr  ☐ MeiliSearch  ☐ Typesense  ☐ Algolia  ☐ OpenSearch  ☐ Zinc  ☐ Sonic  ☐ Manticore  ☐ Vespa  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Vector | ☐ Pinecone  ☐ Weaviate  ☐ Qdrant  ☐ Milvus  ☐ Chroma  ☐ Vespa  ☐ Faiss  ☐ pgvector  ☐ Vald  ☐ Deep Lake  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Diğer Teknolojiler | Kullanmayı planladığınız diğer teknolojileri yazınız: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

## 🤖 AI/ML & Data Science

|  |  |
| --- | --- |
| Alt Kategori | Teknolojiler (İşaretleyiniz) |
| Deep Learning | ☐ TensorFlow  ☐ PyTorch  ☐ JAX  ☐ Keras  ☐ MXNet  ☐ PaddlePaddle  ☐ Caffe2  ☐ ONNX  ☐ TensorFlow Lite  ☐ Core ML  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| ML Libraries | ☐ scikit-learn  ☐ XGBoost  ☐ LightGBM  ☐ CatBoost  ☐ H2O.ai  ☐ MLlib  ☐ Prophet  ☐ PyCaret  ☐ Auto-sklearn  ☐ TPOT  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| NLP | ☐ Hugging Face  ☐ spaCy  ☐ NLTK  ☐ Gensim  ☐ Stanford NLP  ☐ AllenNLP  ☐ TextBlob  ☐ CoreNLP  ☐ Rasa  ☐ Haystack  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Computer Vision | ☐ OpenCV  ☐ Detectron2  ☐ YOLO  ☐ MediaPipe  ☐ Dlib  ☐ SimpleCV  ☐ Kornia  ☐ Albumentations  ☐ MMDetection  ☐ TorchVision  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| LLM/GenAI | ☐ OpenAI API  ☐ Anthropic Claude  ☐ Google Gemini  ☐ LangChain  ☐ LlamaIndex  ☐ Semantic Kernel  ☐ AutoGen  ☐ CrewAI  ☐ Flowise  ☐ Dify  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| MLOps | ☐ MLflow  ☐ Kubeflow  ☐ Weights & Biases  ☐ Neptune.ai  ☐ DVC  ☐ ClearML  ☐ Metaflow  ☐ Comet  ☐ Aim  ☐ Evidently  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Data Processing | ☐ Pandas  ☐ NumPy  ☐ Apache Spark  ☐ Dask  ☐ Ray  ☐ Polars  ☐ Vaex  ☐ Rapids  ☐ Modin  ☐ Apache Flink  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Diğer Teknolojiler | Kullanmayı planladığınız diğer teknolojileri yazınız: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

## ☁️ Cloud & Infrastructure

|  |  |
| --- | --- |
| Alt Kategori | Teknolojiler (İşaretleyiniz) |
| Cloud Providers | ☐ AWS  ☐ Azure  ☐ Google Cloud  ☐ Oracle Cloud  ☐ IBM Cloud  ☐ Alibaba Cloud  ☐ Digital Ocean  ☐ Linode  ☐ Vultr  ☐ Hetzner  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Serverless | ☐ AWS Lambda  ☐ Azure Functions  ☐ Google Cloud Functions  ☐ Vercel  ☐ Netlify  ☐ Cloudflare Workers  ☐ Deno Deploy  ☐ Railway  ☐ Render  ☐ Fly.io  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Container | ☐ Docker  ☐ Podman  ☐ containerd  ☐ CRI-O  ☐ LXC/LXD  ☐ Firecracker  ☐ gVisor  ☐ Kata Containers  ☐ Buildah  ☐ Kaniko  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Orchestration | ☐ Kubernetes  ☐ OpenShift  ☐ Rancher  ☐ Docker Swarm  ☐ Nomad  ☐ Apache Mesos  ☐ ECS  ☐ GKE  ☐ AKS  ☐ EKS  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| IaC | ☐ Terraform  ☐ Ansible  ☐ Pulumi  ☐ CloudFormation  ☐ ARM Templates  ☐ CDK  ☐ Crossplane  ☐ Bicep  ☐ Saltstack  ☐ Chef  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| CI/CD | ☐ GitHub Actions  ☐ GitLab CI  ☐ Jenkins  ☐ CircleCI  ☐ Travis CI  ☐ Azure DevOps  ☐ ArgoCD  ☐ Flux  ☐ Tekton  ☐ Drone CI  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Monitoring | ☐ Prometheus  ☐ Grafana  ☐ DataDog  ☐ New Relic  ☐ Splunk  ☐ ELK Stack  ☐ Jaeger  ☐ Zipkin  ☐ AppDynamics  ☐ Dynatrace  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Diğer Teknolojiler | Kullanmayı planladığınız diğer teknolojileri yazınız: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

## ⛓️ Blockchain & Web3

|  |  |
| --- | --- |
| Alt Kategori | Teknolojiler (İşaretleyiniz) |
| Platforms | ☐ Ethereum  ☐ Polygon  ☐ Binance Smart Chain  ☐ Solana  ☐ Avalanche  ☐ Arbitrum  ☐ Optimism  ☐ Cosmos  ☐ Polkadot  ☐ Near  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Development | ☐ Solidity  ☐ Rust (Solana)  ☐ Move  ☐ Cairo  ☐ Vyper  ☐ Reach  ☐ Clarity  ☐ Michelson  ☐ Cadence  ☐ Ink!  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Frameworks | ☐ Hardhat  ☐ Truffle  ☐ Foundry  ☐ Brownie  ☐ Anchor  ☐ Remix IDE  ☐ OpenZeppelin  ☐ Dapp Tools  ☐ Scaffold-ETH  ☐ Waffle  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Libraries | ☐ Web3.js  ☐ Ethers.js  ☐ Web3.py  ☐ Wagmi  ☐ Viem  ☐ Moralis  ☐ Alchemy SDK  ☐ thirdweb  ☐ QuickNode  ☐ Infura  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Storage | ☐ IPFS  ☐ Arweave  ☐ Filecoin  ☐ Storj  ☐ Sia  ☐ Swarm  ☐ Ceramic  ☐ Gun.js  ☐ OrbitDB  ☐ 3Box  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Tools | ☐ MetaMask  ☐ WalletConnect  ☐ Rainbow Kit  ☐ Gnosis Safe  ☐ TheGraph  ☐ Chainlink  ☐ Tenderly  ☐ Etherscan  ☐ Dune Analytics  ☐ Nansen  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Diğer Teknolojiler | Kullanmayı planladığınız diğer teknolojileri yazınız: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

## 📱 Mobile & Cross-Platform

|  |  |
| --- | --- |
| Alt Kategori | Teknolojiler (İşaretleyiniz) |
| Native iOS | ☐ Swift  ☐ SwiftUI  ☐ UIKit  ☐ Core Data  ☐ CloudKit  ☐ ARKit  ☐ Core ML  ☐ HealthKit  ☐ Combine  ☐ RealityKit  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Native Android | ☐ Kotlin  ☐ Jetpack Compose  ☐ Room  ☐ Hilt  ☐ Retrofit  ☐ Coroutines  ☐ WorkManager  ☐ CameraX  ☐ DataStore  ☐ Navigation  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Cross-Platform | ☐ React Native  ☐ Flutter  ☐ Ionic  ☐ .NET MAUI  ☐ NativeScript  ☐ Xamarin  ☐ Capacitor  ☐ Quasar  ☐ Framework7  ☐ Tauri Mobile  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Game Engines | ☐ Unity  ☐ Unreal Engine  ☐ Godot  ☐ Cocos2d  ☐ Solar2D  ☐ Defold  ☐ GameMaker  ☐ Construct  ☐ Phaser  ☐ PlayCanvas  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Backend Services | ☐ Firebase  ☐ Supabase  ☐ AWS Amplify  ☐ AppWrite  ☐ Parse  ☐ Back4App  ☐ Realm  ☐ OneSignal  ☐ Pusher  ☐ PubNub  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Diğer Teknolojiler | Kullanmayı planladığınız diğer teknolojileri yazınız: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

## 🎮 Gaming & Graphics

|  |  |
| --- | --- |
| Alt Kategori | Teknolojiler (İşaretleyiniz) |
| Engines | ☐ Unity  ☐ Unreal Engine 5  ☐ Godot  ☐ CryEngine  ☐ Amazon Lumberyard  ☐ Bevy  ☐ Panda3D  ☐ Stride  ☐ Flax Engine  ☐ Armory3D  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Graphics APIs | ☐ OpenGL  ☐ Vulkan  ☐ DirectX 12  ☐ Metal  ☐ WebGPU  ☐ WebGL  ☐ Three.js  ☐ Babylon.js  ☐ A-Frame  ☐ React Three Fiber  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Physics | ☐ Box2D  ☐ Bullet  ☐ PhysX  ☐ Havok  ☐ Matter.js  ☐ Cannon.js  ☐ Rapier  ☐ Chipmunk  ☐ ODE  ☐ Newton Dynamics  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Audio | ☐ FMOD  ☐ Wwise  ☐ OpenAL  ☐ Web Audio API  ☐ Tone.js  ☐ Howler.js  ☐ SoLoud  ☐ BASS  ☐ Criware  ☐ Miles  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Networking | ☐ Mirror  ☐ Photon  ☐ Nakama  ☐ Colyseus  ☐ Socket.io  ☐ GameLift  ☐ PlayFab  ☐ Steamworks  ☐ Epic Online Services  ☐ Netcode  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Diğer Teknolojiler | Kullanmayı planladığınız diğer teknolojileri yazınız: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

## 🔧 Development Tools

|  |  |
| --- | --- |
| Alt Kategori | Teknolojiler (İşaretleyiniz) |
| IDEs | ☐ VS Code  ☐ IntelliJ IDEA  ☐ Visual Studio  ☐ WebStorm  ☐ PyCharm  ☐ Android Studio  ☐ Xcode  ☐ Neovim  ☐ Sublime Text  ☐ Fleet  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Version Control | ☐ Git  ☐ GitHub  ☐ GitLab  ☐ Bitbucket  ☐ Perforce  ☐ SVN  ☐ Mercurial  ☐ Fossil  ☐ Azure Repos  ☐ AWS CodeCommit  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| API Tools | ☐ Postman  ☐ Insomnia  ☐ Bruno  ☐ Thunder Client  ☐ Hoppscotch  ☐ REST Client  ☐ GraphQL Playground  ☐ Swagger  ☐ Paw  ☐ HTTPie  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Design | ☐ Figma  ☐ Adobe XD  ☐ Sketch  ☐ Framer  ☐ Penpot  ☐ Lunacy  ☐ InVision  ☐ Principle  ☐ Zeplin  ☐ Abstract  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Collaboration | ☐ Slack  ☐ Discord  ☐ Teams  ☐ Notion  ☐ Linear  ☐ Jira  ☐ Asana  ☐ Trello  ☐ Monday  ☐ ClickUp  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Documentation | ☐ Docusaurus  ☐ Gitbook  ☐ MkDocs  ☐ Sphinx  ☐ VuePress  ☐ Nextra  ☐ Docsify  ☐ Read the Docs  ☐ Mintlify  ☐ Docz  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Testing | ☐ Selenium  ☐ Appium  ☐ JMeter  ☐ K6  ☐ Gatling  ☐ Locust  ☐ Artillery  ☐ SoapUI  ☐ RestAssured  ☐ Karate  ☐ Diğer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Diğer Teknolojiler | Kullanmayı planladığınız diğer teknolojileri yazınız: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

# 📋 PROJE DETAYLARI

## Problem Tanımı (5W1H)

**WHAT (Ne):** Hangi problemi çözüyorsunuz? Problem tam olarak nedir?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**WHO (Kim):** Kimler etkileniyor? Hedef kitle kim? Kullanıcı profili?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**WHERE (Nerede):** Problem nerede yaşanıyor? Coğrafi/sektörel kapsam?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**WHEN (Ne zaman):** Ne zaman ortaya çıkıyor? Hangi durumlarda?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**WHY (Neden):** Neden önemli? Çözülmezse ne olur? Neden şimdi?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**HOW (Nasıl):** Nasıl çözmeyi planlıyorsunuz? Yaklaşımınız nedir?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Kullanıcı Hikayeleri (User Stories)

En az 5 kullanıcı hikayesi yazınız (As a... I want... So that...)

**Hikaye 1:**

As a: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
I want: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
So that: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Hikaye 2:**

As a: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
I want: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
So that: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Hikaye 3:**

As a: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
I want: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
So that: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Hikaye 4:**

As a: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
I want: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
So that: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Hikaye 5:**

As a: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
I want: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
So that: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# 💡 İnovasyon ve Özgünlük

Projenizin özgün yanlarını ve yenilikçi özelliklerini açıklayınız:

**Teknik İnovasyon (Yeni algoritma, yaklaşım, mimari, teknoloji kullanımı):**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**İş Modeli İnovasyonu (Yeni gelir modeli, müşteri segmenti, değer önerisi):**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Kullanıcı Deneyimi İnovasyonu (Yeni etkileşim yöntemi, arayüz tasarımı):**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Süreç İnovasyonu (Yeni çalışma metodolojisi, otomasyon, optimizasyon):**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Sosyal İnovasyon (Toplumsal fayda, sürdürülebilirlik, erişilebilirlik):**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Patent/Telif Hakkı Potansiyeli

☐ Projenizin patentlenebilir yönleri var mı?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ Hangi özellikler özgün ve yenilikçi?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

☐ Benzer patentler araştırıldı mı?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# 🏆 Rekabet Analizi ve Pazar Araştırması

## Mevcut Çözümler ve Rakipler

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Rakip/Çözüm** | **Güçlü Yanları** | **Zayıf Yanları** | **Fiyat Modeli** | **Pazar Payı** | **Bizim Avantajımız** |
| Rakip 1: |  |  |  |  |  |
| Rakip 2: |  |  |  |  |  |
| Rakip 3: |  |  |  |  |  |
| Rakip 4: |  |  |  |  |  |
| Rakip 5: |  |  |  |  |  |
| Rakip 6: |  |  |  |  |  |

## SWOT Analizi

|  |  |  |
| --- | --- | --- |
|  | **Yararlı (Helpful)** | **Zararlı (Harmful)** |
| İçsel (Internal) | Güçlü Yanlar (Strengths) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Zayıf Yanlar (Weaknesses) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Dışsal (External) | Fırsatlar (Opportunities) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Tehditler (Threats) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

# 💰 İŞ MODELİ VE TİCARİLEŞME

## Business Model Canvas

**Key Partners:** (Kilit ortaklar, tedarikçiler, iş birlikleri)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Key Activities:** (Ana faaliyetler, kritik işler)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Key Resources:** (Kilit kaynaklar (insan, teknoloji, sermaye))

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Value Propositions:** (Değer önerileri, müşteriye sunulan fayda)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Customer Relationships:** (Müşteri ilişkileri yönetimi)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Channels:** (Dağıtım kanalları, müşteriye ulaşma yöntemleri)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Customer Segments:** (Müşteri segmentleri, hedef kitle)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Cost Structure:** (Maliyet yapısı, ana gider kalemleri)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Revenue Streams:** (Gelir akışları, para kazanma yöntemleri)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Gelir Modeli

☐ SaaS (Software as a Service) - Aylık/Yıllık abonelik

☐ Freemium - Temel özellikler ücretsiz, gelişmiş özellikler ücretli

☐ Pay-per-use - Kullanım bazlı ücretlendirme

☐ Lisans satışı - Tek seferlik lisans ücreti

☐ Transaction fee - İşlem başına komisyon

☐ Marketplace - Platform komisyonu

☐ Advertising - Reklam gelirleri

☐ Data monetization - Veri satışı/analitik

☐ Hardware + Software - Donanım ve yazılım paketi

☐ Consulting & Services - Danışmanlık ve özelleştirme

☐ API as a Service - API kullanım ücreti

☐ White-label - Marka lisanslama

☐ Subscription box - Periyodik ürün/hizmet paketi

☐ Crowdfunding - Kitlesel fonlama

☐ Hybrid Model - Karma model

☐ Diğer (Belirtiniz): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Fiyatlama Stratejisi

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Plan** | **Hedef Kitle** | **Özellikler** | **Fiyat** | **Kullanıcı Sayısı Hedefi** |
| Free/Demo |  |  |  |  |
| Starter |  |  |  |  |
| Professional |  |  |  |  |
| Enterprise |  |  |  |  |
| Custom |  |  |  |  |

# 📅 PROJE ZAMAN PLANI

## Sprint Planlaması

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Sprint** | **Tarih** | **Aşama** | **Hedefler** | **Deliverables** | **Tamamlanma** |
| Sprint 0 | 22 Eyl - 4 Eki | Inception | Proje kurulumu, takım oluşturma | Takım sözleşmesi | ☐ |
| Sprint 1 | 5 - 18 Eki | Research | Literatür taraması, pazar araştırması | Araştırma raporu | ☐ |
| Sprint 2 | 19 Eki - 1 Kas | Design | Sistem tasarımı, PoC geliştirme | Tasarım dökümanı | ☐ |
| ARA SINAV | 8 - 16 Kas | Demo 1 | Demo (%25), rapor, sunum | Ara sınav sunumu | ☐ |
| Sprint 3 | 17 - 30 Kas | Alpha v1 | Core features geliştirme | Alpha v0.1 | ☐ |
| Sprint 4 | 1 - 15 Ara | Alpha v2 | Feature geliştirme | Alpha v0.2 | ☐ |
| Sprint 5 | 16 Ara - 2 Oca | Testing | Test ve iyileştirme | Test raporu | ☐ |
| FİNAL | 3 - 16 Oca | Demo 2 | Demo (%45), video, iş planı | Final sunumu | ☐ |
| Sprint 6 | 9 - 22 Şub | Beta v1 | Beta geliştirme başlangıcı | Beta v0.5 | ☐ |
| Sprint 7 | 23 Şub - 8 Mar | User Test | Kullanıcı testleri | Test feedback | ☐ |
| Sprint 8 | 9 - 22 Mar | Beta v2 | Beta iyileştirmeler | Beta v0.7 | ☐ |
| ARA SINAV | 28 Mar - 5 Nis | Demo 3 | Demo (%75), kullanıcı feedback | Ara sınav sunumu | ☐ |
| Sprint 9 | 6 - 19 Nis | Production | Production hazırlık | Release candidate | ☐ |
| Sprint 10 | 20 Nis - 3 May | Polish | Optimizasyon, güvenlik | v0.9 | ☐ |
| Sprint 11 | 4 - 17 May | Deploy | Deployment, dokümantasyon | v1.0 | ☐ |
| Sprint 12 | 18 - 31 May | Launch | Final hazırlıklar | Launch ready | ☐ |
| FİNAL | 1 - 14 Haz | Demo Final | Demo (%100), şirketleşme, sunum | Final product | ☐ |

## Önemli Kilometre Taşları

☐ Kasım 2025: Alpha versiyonu tamamlama

☐ Ocak 2026: Beta versiyonu başlatma

☐ Mart 2026: Kullanıcı testleri tamamlama

☐ Mayıs 2026: Production deployment

☐ Haziran 2026: Resmi lansman

# 📊 BAŞARI METRİKLERİ VE KPI'LAR

## Teknik Metrikler

☐ Kod kalitesi (Code coverage > %70)

☐ Performans (Response time < 500ms)

☐ Güvenlik (OWASP Top 10 uyumlu)

☐ Ölçeklenebilirlik (1000+ eş zamanlı kullanıcı)

☐ Uptime (%99.5 SLA)

☐ Bug yoğunluğu (< 5 bug/KLOC)

☐ API başarı oranı (> %99)

☐ Deployment sıklığı (2+ / hafta)

☐ Mean Time to Recovery (MTTR < 1 saat)

☐ Load time (< 3 saniye)

## İş Metrikleri

☐ Kullanıcı sayısı hedefi: 100+ (6 ay)

☐ Aylık aktif kullanıcı (MAU): 50+

☐ Kullanıcı elde tutma oranı: %60+

☐ Müşteri kazanım maliyeti (CAC): ₺100

☐ Yaşam boyu değer (LTV): ₺1000+

☐ Aylık tekrarlayan gelir (MRR): ₺5000+ (1 yıl)

☐ Churn rate: < %5

☐ NPS skoru: > 50

☐ Conversion rate: > %3

☐ Customer satisfaction: > 4.5/5

## Akademik Başarı Kriterleri

☐ GitHub'da 500+ commit

☐ Comprehensive documentation

☐ Academic paper draft hazır

☐ Patent başvurusu yapılmış (opsiyonel)

☐ Yarışmalara başvuru (min. 2)

☐ Demo videoları hazır

☐ Kullanıcı test raporları

☐ Teknik sunum hazır

☐ Poster tasarımı tamamlanmış

☐ Danışman onayı alınmış

## Projeye Özel Metrikler

Projenize özgü başarı kriterlerini belirtiniz:

• \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

• \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

• \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

• \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

• \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# ⚠️ RİSK ANALİZİ VE YÖNETİMİ

## Risk Değerlendirme Matrisi

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Risk Kategorisi** | **Risk Açıklaması** | **Olasılık (1-5)** | **Etki (1-5)** | **Risk Skoru** | **Azaltma Stratejisi** | **Sorumlu** |
| Teknik Risk |  |  |  |  |  |  |
| Pazar Riski |  |  |  |  |  |  |
| Finansal Risk |  |  |  |  |  |  |
| Takım Riski |  |  |  |  |  |  |
| Zaman Riski |  |  |  |  |  |  |
| Yasal Risk |  |  |  |  |  |  |
| Güvenlik Riski |  |  |  |  |  |  |
| Operasyonel Risk |  |  |  |  |  |  |
| Rekabet Riski |  |  |  |  |  |  |
| Teknoloji Riski |  |  |  |  |  |  |
| Müşteri Riski |  |  |  |  |  |  |
| Diğer Riskler |  |  |  |  |  |  |

## Risk Azaltma Planı

Kritik riskler için detaylı aksiyon planı:

**Risk 1:**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Risk 2:**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Risk 3:**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# 🔧 KAYNAKLAR VE İHTİYAÇLAR

## Bütçe Planlaması

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Kategori** | **Açıklama** | **Miktar** | **Tahmini Maliyet (₺)** | **Notlar** |
| Hardware/Donanım |  |  |  |  |
| Cloud/Hosting |  |  |  |  |
| Yazılım Lisansları |  |  |  |  |
| API Kullanımları |  |  |  |  |
| Domain/SSL |  |  |  |  |
| Marketing/Tanıtım |  |  |  |  |
| Test Kullanıcı Ödemeleri |  |  |  |  |
| Yarışma Başvuruları |  |  |  |  |
| Patent/Telif |  |  |  |  |
| Eğitim/Sertifika |  |  |  |  |
| Danışmanlık |  |  |  |  |
| Prototip Malzemeleri |  |  |  |  |
| Diğer |  |  |  |  |
| **TOPLAM** |  |  |  |  |

## İnsan Kaynakları

☐ Takım üyeleri yetkinlikleri yeterli mi?

☐ Ek teknik destek gerekiyor mu?

☐ Mentor/danışman desteği var mı?

☐ Domain expert erişimi var mı?

# 🧪 TEST STRATEJİSİ

## Test Türleri

☐ Unit Testing (Birim testleri)

☐ Integration Testing (Entegrasyon testleri)

☐ System Testing (Sistem testleri)

☐ User Acceptance Testing (Kullanıcı kabul testleri)

☐ Performance Testing (Performans testleri)

☐ Security Testing (Güvenlik testleri)

☐ Usability Testing (Kullanılabilirlik testleri)

☐ Compatibility Testing (Uyumluluk testleri)

☐ Regression Testing (Regresyon testleri)

☐ A/B Testing

## Test Planı

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test Aşaması** | **Test Türü** | **Araçlar** | **Metrikler** | **Zaman** |
| Development |  |  |  |  |
| Alpha |  |  |  |  |
| Beta |  |  |  |  |
| Pre-Production |  |  |  |  |
| Production |  |  |  |  |

# 📢 PAZARLAMA VE TANITIM STRATEJİSİ

## Pazarlama Kanalları

☐ Social Media (LinkedIn, Twitter, Instagram)

☐ Content Marketing (Blog, Medium)

☐ SEO & SEM

☐ Email Marketing

☐ Influencer Marketing

☐ Community Building (Discord, Slack)

☐ Product Hunt Launch

☐ Hacker News

☐ Reddit Communities

☐ YouTube (Demo videos)

☐ Podcast görünürlüğü

☐ Webinar & Workshop

☐ Networking Events

☐ University Partnerships

☐ Tech Conferences

## Go-to-Market Stratejisi

**Soft Launch:** Beta kullanıcıları ile test

**Product Hunt:** Product Hunt'ta lansman

**PR Campaign:** Basın bültenleri ve haber siteleri

**Content Push:** Blog yazıları ve case study'ler

**Partnership:** Stratejik ortaklıklar

**Scale:** Paid marketing ve ölçeklendirme

# 📎 EKLER

## EK-1: Hedef Yarışmalar

☐ TEKNOFEST (Çeşitli kategoriler)

☐ TÜBİTAK 2242 Üniversite Öğrencileri Araştırma Proje Yarışması

☐ Google Solution Challenge

☐ Microsoft Imagine Cup

☐ NASA Space Apps Challenge

☐ Hackathon'lar

☐ Startup Weekend

☐ Big Bang Startup Challenge

☐ Garanti BBVA Partners Accelerator

☐ İTÜ Çekirdek Big Bang

☐ Endeavor Turkey

☐ Workup Girişimcilik Programı

## EK-2: Haftalık Toplantı Şablonu

Tarih: \_\_\_\_\_\_\_\_\_\_\_  
 Katılımcılar: \_\_\_\_\_\_\_\_\_\_\_  
   
 📝 Tamamlananlar:  
 • \_\_\_\_\_\_\_\_\_\_\_  
 • \_\_\_\_\_\_\_\_\_\_\_  
   
 🔄 Devam Edenler:  
 • \_\_\_\_\_\_\_\_\_\_\_  
 • \_\_\_\_\_\_\_\_\_\_\_  
   
 🚫 Blokajlar:  
 • \_\_\_\_\_\_\_\_\_\_\_  
   
 📌 Gelecek Hafta:  
 • \_\_\_\_\_\_\_\_\_\_\_  
 • \_\_\_\_\_\_\_\_\_\_\_  
   
 Action Items:  
 □ @isim: görev (deadline)  
 □ @isim: görev (deadline)

## EK-3: İletişim Bilgileri

|  |  |
| --- | --- |
| Danışman | Dr. Uğur CORUH |
| E-posta | ugur.coruh@erdogan.edu.tr |
| Ofis | +90 (464) 223 75 18 / 1246 |
| Adres | Zihni Derin Yerleşkesi, Fener Mah. 53100 Rize |
| GitHub Org | github.com/rteu-ceng |
| Toplantı Zamanı | Her Pazartesi 14:00 |
| Discord | RTEÜ CS Server |
| Web | bilgisayar.erdogan.edu.tr |

## EK-4: Faydalı Kaynaklar ve Linkler

• RTEÜ Bilgisayar Mühendisliği: https://bilgisayar.erdogan.edu.tr

• Akademik Takvim: https://www.erdogan.edu.tr/tr/akademik-takvim

• TEKNOFEST: https://www.teknofest.org

• TÜBİTAK 2242: https://tubitak.gov.tr

• GitHub Student Pack: https://education.github.com

• Microsoft Azure for Students: https://azure.microsoft.com/free/students

• AWS Educate: https://aws.amazon.com/education

• Google Cloud for Students: https://cloud.google.com/edu

• JetBrains Student License: https://www.jetbrains.com/student

• Figma Education: https://www.figma.com/education

• Notion for Education: https://www.notion.so/product/notion-for-education

• Canva for Education: https://www.canva.com/education

## EK-5: Notlar ve Düşünceler

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# ✅ FİNAL KONTROL LİSTESİ

## Proje Başlangıcı

☐ Takım sözleşmesi imzalandı

☐ GitHub repository oluşturuldu

☐ README.md hazırlandı

☐ Proje klasör yapısı oluşturuldu

☐ Development environment kuruldu

☐ .gitignore ve .env.example hazır

☐ CI/CD pipeline kuruldu

☐ İletişim kanalları kuruldu (Discord/Slack)

☐ Proje yönetim aracı seçildi (Jira/Trello/Notion)

☐ Haftalık toplantı zamanı belirlendi

## Planlama ve Tasarım

☐ Proje başlığı ve domain belirlendi

☐ Problem tanımı netleştirildi

☐ Kullanıcı hikayeleri yazıldı

☐ Teknoloji stack'i kararlaştırıldı

☐ Sistem mimarisi tasarlandı

☐ Veritabanı şeması hazırlandı

☐ API tasarımı tamamlandı

☐ UI/UX mockup'ları hazır

☐ Sprint planı hazırlandı

☐ Risk analizi yapıldı

## Geliştirme

☐ Kod standartları belirlendi

☐ Code review süreci tanımlandı

☐ Test stratejisi belirlendi

☐ Güvenlik kontrolleri yapıldı

☐ Performance optimizasyonu yapıldı

☐ Dokümantasyon güncel

☐ Deployment pipeline hazır

☐ Monitoring ve logging kuruldu

☐ Backup stratejisi belirlendi

☐ Disaster recovery planı hazır

## Teslim ve Sunum

☐ İlk literatür taraması yapıldı

☐ Rakip analizi tamamlandı

☐ İş modeli belirlendi

☐ Bütçe planlaması tamamlandı

☐ Patent araştırması yapıldı

☐ Demo videoları hazırlandı

☐ Sunum dosyası hazırlandı

☐ Poster tasarımı tamamlandı

☐ Yarışma başvuruları yapıldı

☐ Danışman onayı alındı

# İMZALAR

Takım Lideri: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Tarih: \_\_\_/\_\_\_/2025

Teknik Lider: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Tarih: \_\_\_/\_\_\_/2025

Takım Üyesi 3: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Tarih: \_\_\_/\_\_\_/2025

Danışman (Dr. Uğur CORUH): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Tarih: \_\_\_/\_\_\_/2025

"The best way to predict the future is to invent it."  
*- Alan Kay*"Move fast and break things."  
*- Mark Zuckerberg*Başarılar! 🚀