



Computer Engineering Department
CS491/2 Senior Design Project I/II



Meeting Minutes Document

MEETING AGENDA

CS491 Team ID:			
CS491 Project Name:	CollabHub		
Date of Meeting:	23/10/2025	Time:	21:30

1. Meeting Objective

Project Progress discussion meeting 1

2. Attendance at Meeting

Student ID	Name	E-mail	Attended (Y/N)
22203827	Tuna Göksal	tuna.goksal@ug.bilkent.edu.tr	Y
22103515	İbrahim Çaycı	ibrahim.cayci@ug.bilkent.edu.tr	Y
22201973	Yiğit Özhan	yigit.ozhan@ug.bilkent.edu.tr	Y
22101287	Moin Khan	moin.khan@ug.bilkent.edu.tr	Y
22203238	Ömer Edip Aras	edip.aras@ug.bilkent.edu.tr	Y
Instructor I	İlker Burak Kurt	ilker.kurt@bilkent.edu.tr	Y
Instructor II	Mert Bıçakçı	mert.bicakci@cs.bilkent.edu.tr	Y
Supervisor	Ayşegül Dünder Boral	adundar@cs.bilkent.edu.tr	N



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MEETING MINUTES

Write down the subjects discussed during the meeting and clearly indicate assigned tasks, actions planned, deadlines that is advised/planned to be executed below.

3. Topics, Issues discussed during the meeting and Decisions taken

1. At the beginning of the meeting, we introduced our project idea: CollabHub — a collaborative platform designed to facilitate efficient file sharing and version control for large files. The platform is inspired by GitHub but tailored to meet the needs of professionals working with large-scale files, such as 3D models used in architecture, engineering, and related fields. CollabHub aims to streamline teamwork, improve accessibility, and enhance productivity by providing a reliable environment for managing and sharing large project files.
2. It was asked by Mert Bıçakçı whether we will use an open-source project to make our project implementation faster. We pointed out that we are looking at these Github-like open source projects, and they may provide initially implemented features, such as branching, pulling, committing, and pushing. However, we also stated that these projects are not tailored for 3D files and we need to modify large part of the project if we want an efficient collaboration app.
3. The instructors asked will the application show changes visually, which we explained is not possible in most file types as they are proprietary. We were further asked to explain then how collaboration will work if visual changes cannot be seen, do they need to update the file and rerun it themselves. Which we explained is how it will work, as the main benefit would be to easier sharing of file, as we will only upload and download changes, making file update faster while at the same providing excess to older versions.
4. During the meeting, the instructors asked why our proposed file-sharing method could not be applied to other types of files beyond 3D models. We responded that while CollabHub is primarily designed with architectural and engineering 3D files in mind, it can indeed be used to share other types of files as well. However, smaller files are already easily transferable through common platforms such as WhatsApp or email, so our solution would offer less added value in those cases. For larger non-3D files, CollabHub would still be applicable, but our main focus remains on addressing the specific needs and challenges faced by architecture departments working with large 3D project files.
5. The instructors also mentioned existing services such as Dropbox, which offer similar file-sharing capabilities, though advanced features like version rollback are typically limited to premium users. In response, we explained that while Dropbox provides general file-sharing functionality, CollabHub is specifically designed for managing large 3D files used in architectural and engineering projects. Additionally, our platform aims to go beyond basic file storage by integrating features such as an intelligent chatbot to assist with project management and collaboration by notifying users about updates in file by whatsapp etc. As development progresses, we plan to introduce more specialized features, making CollabHub a more feature-rich and domain-focused solution than general-purpose platforms like Dropbox.
6. In the end instructors said we can go for a one file type or go into a plugin for one of the 3d software like revit or autocad etc, so we can provide a visual collaboration as well. They also said we can also make a large file sharing software but we have to implement some other features which other similar software doesn't provide, for example one of the instructors mentioned adding an ai tool or as we suggested adding in a bot for easier update communication via whatsapp or some other messaging application. The meeting ended with instructors stating we need to make research, one of the suggestion for research was to go and talk to one of the teachers or few students in architecture department to know our users and their needs and we can choose any path we wished for.



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4. Next Meeting (if planned)			
Date:		Time:	
Objective:			