CS-401 Group 7 Project Schedule

PROJECT TITLE	WeDiscuss	COMPANY NAME	CS-401 Group 7
Isaiah Meza, Joseph Dominguez,		DATE	10/3/24
Roman Cabrera, Marcos Gomez, Salvador Alvarez			

						PCT OF TASK																				
							PHASE ONE (REQUIREMENTS)				PHASE TWO (DESIGN)					PHASE THREE (IMPLEMENTATION/TESTING)					PHASE FOUR (TESTING)					
WBS NUMBER	TASK TITLE	TASK OWNER	START DATE	DUE DATE	DURATION	COMPLETE	WEEK 1		WEEK 2		EEK 3	WEEK		WEEK 5		EK 6	WEEK 7		WEEK 8		EEK 9	WEEK		WEEK 11		WEEK 12
	Desires Composition and Initiation						M T W I	FM	T W R F	MT	WRF	M T W	R F M	T W R	F M T	WRF	M T W F	R F M	T W R	F M T	WRF	M T W	R F	M T W	R F M	T W R
•	Project Conception and Initiation		0.10.4.10.4	10/3/24		4000																				
1.1	Initialize main branch (Github) Software Requirements	Roman C	9/24/24		1	100%																				
1.1.1	Specifications	All members	9/25/24	10/3/24	8	100%																				
1.2	SRS - Requirements	All members	9/26/24	10/3/24	7	100%																				
1.2.1	SRS - Functional Requirements	All members	9/26/24	10/3/24	7	100%																				
1.2.2	SRS - Non-Functional Requirements		9/26/24	10/3/24	7	100%																				
1.3	SRS - Use Cases	Roman C	9/28/24	10/1/24	4	100%																				
1.3.1	SRS - UML Use Case Diagram	Roman C	10/1/24	10/3/24	3	100%																				
1.4	SRS - UML Class Diagram	Joseph D	9/28/24	10/3/24	5	100%																				
1.5	SRS - UML Sequence Diagram	Marcos G	9/29/24	10/3/24	4	100%																				
1.6	Requirements Phase Slides	Joseph D	9/30/24	10/3/24	3	100%																				
1.7	Upload Documents to Github	All members	10/1/24	10/3/24	2	100%																				
2	Project Definition and Planning																									
2.1	Design Phase Meeting	All members	10/15/24	10/15/24	1	100%																				
2.2	Design Document	All members	10/17/24	10/31/24	14	100%																				
2.3	User & Chatroom Design	Salvador Z	10/15/24	10/26/24	11	100%																				
2.4	UserManager & ChatroomManager Design	Isaiah M	10/15/24	10/26/24	11	100%																				
2.5	Client & Server Design	Joseph D	10/15/24	10/26/24	11	100%																				
2.6	LogManager & Message Design	Joseph D	10/15/24	10/26/24	11	100%																				
2.7	ClientUI and AdminUI Design	Roman C	10/15/24	10/26/24	11	100%																				
2.8	Design - UML Use Case Diagram	Roman C	10/15/24	10/31/24	16	100%																				
2.9	Design - UML Sequence Diagram	Marcos G	10/15/24	10/31/24	16	100%																				
2.1	Design - UML Class Diagram	All members	10/15/24	10/31/24	16	100%																				
3	Project Conception and Initiation	ı																								
3.1	Server Class	Salvador A	11/3/24	12/3/24	0	0%																				
3.2	Client Class	Joseph D	11/3/24	12/3/24	0	0%																				
3.3	User Class	Salvador A	11/10/24	12/3/24	0	0%																				
3.4	Chatroom Class	Isaiah M	11/10/24	12/3/24	0	0%																				
3.5	Message & MessageCreator Classes	Isaiah M	11/15/24	12/3/24	0	0%																				
3.6	UserManager Class	Marcos	11/15/24	12/3/24	0	0%																				
3.7	ChatroomManager Class	Marcos	11/20/24	12/3/24	0	0%																				
3.8	LogManager Class	Roman C	11/20/24	12/3/24	0	0%																				
3.9	ClientGUI	Roman C	11/15/24	12/3/24	0	0%																				
4	Project Performance / Monitorin	g																								
4.1					0	0%																				
4.2					0	0%																				
4.3					0	0%																				
4.4					0	0%																				