**MANAGEMENT SYSTEM FOR PROJECT DEVELOPMENT AND DEVELOPER TEAM COLLABORATION DESIGN RESUME**

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**Abstract**

This journal will discuss about the problem with the team of developers and the communication problems they face during their project’s life cycle, The solution we came up with is a web application that has an integrated chatting system which has been tested with satisfying results

**Preliminary**

The rising demand for software development made the teams doing the projects are required, to be more time efficient. Altough working face to face has it’s own benefits, having a groupware system would have a couple of benefits such as:

1. Provide’s persuasive, clear, and fast communication
2. Made communication accessible from anywhere
3. Saves time and money when collaborating and coordinating during group work

**Reasarch Methods**

a. Data Collection

Qualitative data in the field study is executed by observing the initiation process, planing, execution, and the closing of the project. Nicholas’s literature study was executed in a research(2012); and Nistor on (?). The Malang Montazze Studio, web division’s project manager was interviewed with the hope of understanding the practices that goes into project management in the studio.

b.System Design

Gatherd data will be processed into an *Entity Relational Diagram(ERD),* The data is then made into features that cover’s the Work Breakdown System(WBS), which will visualize all the data types that is going to be processed by the sytem, and lastly Use Case Diagram which has the job of visualizing the user access level.

c. System development

We will be using Node JS with *java script* as theprograming language of choice, MonggoDB for the database, and HTML 5 WebSocket that will be centralized into Socket.io.

**System Testing and Evaluation**

Every frature will be tested to figure out the impact the system has on the outcome of the finished product. If the system has erors on some or all of it’s features then we have no choice but to reevaluate the system