

Project Charter

Team Members

Bryan Imaralu, Giovanni Gottardi, Nicolò Salaorni, Edoardo Gruia

Change History

Revision	Change Date	Description of changes	Author
V 1.0	05/01/'20	Initial release	Edoardo Gruia

Project Title:	Protocollo chat
Start Date:	11/12/2019
End Date:	28/12/2019
Project Manager:	Bryan Imaralu
Project Sponsor:	-
Customer:	Edoardo Gruia, Nicolò Salaorni and Giovanni Gottardi
Users:	Edoardo Gruia, Nicolò Salaorni and Giovanni Gottardi
Stakeholders and Expectations:	Team: All of us, except the manager, create a client by programming in python the correct messages's header. Manager Imaralu: The manager has the task to create a server to give us the possibility to communicate together.
Purpose (Problem or opportunity addressed by the project):	The purpose of this project is to communicate together and send to everyone messages. We can send different type of messages, for examples private message, broadcast message or multicast message. Without the server we can't go anyway we need it because the server is connected to internet and we are connected to him and so we can send message to us.
Goals and Objectives:	The goal is to learn how to create a client (or a server in the case of the manager), to send a message and to manage the sundry errors that appears.

Project Priorities and degrees of freedom:

Every Tuesday we work on the project 3 hours and sometimes at home.

Success Criteria:

The project is considered a success because in the end we do all the things we need to do and success to send message.

Scope:

All of us can send messages to everyone (in the team, of course) and the server is working very well.

Risks and obstacles to success:

A risk was the time, that we were afraid about it and now is not a problem.

Signatures

Stakeholder	Sign
Project Manager	_____
Project Sponsor	_____
Customer	_____
Technical Lead	_____