

# WINDOWS ASSIGNMENT 4

## PROJECT SCHEDULE

Chris Klassen – Melvin Loho – Jonathan Chu – Joel Mabbott  
BCIT 3700 Willingdon Avenue

# Table of Contents

Overview.....	2
Task List .....	2
Week of March 2 <sup>nd</sup> .....	2
Week of March 9 <sup>th</sup> .....	2
Week of March 16 <sup>th</sup> .....	3
Week of March 23 <sup>rd</sup> .....	3
Week of March 30 <sup>th</sup> .....	3
Week of April 6 <sup>th</sup> .....	3

## Overview

This document intends to identify and explain all major project milestones for **Comm Audio**, the final Windows assignment. Tasks are assigned on a weekly basis to one or a number of individuals.

## Task List

### Week of March 2<sup>nd</sup>

TASK	TEAM MEMBERS	DESCRIPTION
<b>FRAMEWORK OF QT PROJECT</b>	Jonathan Chu	Create a basic QT project that all team members can start working with.
<b>BRIEF MUSIC LIBRARY REPORT</b>	Joel Mabbott	A basic report selecting a music library and analyzing its functionality.
<b>BASIC SERVER STRUCTURE</b>	Chris Klassen	Server basics, control message structure.
<b>BEGIN COMPLETION PORT IMPLEMENTATION</b>	Melvin Loho	Successfully open sockets using completion ports.

### Week of March 9<sup>th</sup>

TASK	TEAM MEMBERS	DESCRIPTION
<b>ALL GUI ELEMENTS IN PLACE</b>	Jonathan Chu	All tabs, buttons and visual elements of the Client GUI are in position and working.
<b>TEST SOUND PROGRAM</b>	Joel Mabbott	A basic sound program that plays and saves audio properly.
<b>SERVER SOCKETS COMPLETED</b>	Melvin Loho	All server sockets are functional.
<b>SERVER LOGIC COMPLETED</b>	Chris Klassen	All server paths in place and complete.

## Week of March 16<sup>th</sup>

TASK	TEAM MEMBERS	DESCRIPTION
CLIENT BRANCHING LOGIC	Jonathan Chu	All sub-sections of the Client are accessible.
MICROPHONE CONNECTIVITY	Joel Mabbott	Connect to another Client and receive data from Clients.
MULTICAST CONNECTIVITY	Chris Klassen	Subscribe to a server multicast session and receive data properly.
UNICAST CONNECTIVITY	Melvin Loho	Request music to save to a file, request music to stream.

## Week of March 23<sup>rd</sup>

TASK	TEAM MEMBERS	DESCRIPTION
SERVER DATA LOAD AND TRANSFER	Chris Klassen and Melvin Loho	Load sound files and send them through a socket.
CLIENT DATA RECEIVING AND PLAYING	Team	Receive music data from a socket, store in a buffer, play it properly.
USER INTERFACE FINALIZATION	Jonathan Chu	All GUI elements completed.

## Week of March 30<sup>th</sup>

TASK	TEAM MEMBERS	DESCRIPTION
VERIFICATION DOCUMENT	Jonathan Chu and Joel Mabbott	All testing complete and functionality confirmed.
USER GUIDE	Chris Klassen and Melvin Loho	Comprehensive user guide.
FINALIZATION OF DESIGN	Chris Klassen	Fix issues with initial design, update to match existing project state.
FINAL PACKAGING	Chris Klassen	Create complete hand-in package.

## Week of April 6<sup>th</sup>

This week exists for buffer in the event that the team falls behind schedule.