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Windows assignment 4 Project Schedule

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# 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 2nd

|  |  |  |
| --- | --- | --- |
| Task | Team Members | Description |
| Framework of QT Project | Jonathan Chu | Create a basic QT project that all team members can start working with. |
| Brief music library report | Joel Mabbott | A basic report selecting a music library and analyzing its functionality. |
| Basic Server Structure | Chris Klassen | Server basics, control message structure. |
| Begin Completion Port implementation | Melvin Loho | Successfully open sockets using completion ports. |

## Week of March 9th

|  |  |  |
| --- | --- | --- |
| Task | Team Members | Description |
| aLL GUI ELEMENTS IN PLACE | Jonathan Chu | All tabs, buttons and visual elements of the Client GUI are in position and working. |
| Test Sound Program | Joel Mabbott | A basic sound program that plays and saves audio properly. |
| Server sockets completed | Melvin Loho | All server sockets are functional. |
| Server Logic Completed | Chris Klassen | All server paths in place and complete. |

## Week of March 16th

|  |  |  |
| --- | --- | --- |
| 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 23rd

|  |  |  |
| --- | --- | --- |
| 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 30th

|  |  |  |
| --- | --- | --- |
| 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 6th

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