| Members | Abbreviation |
|----------------------|--------------|
| Jacob Le Nguyen | Jacob |
| Harrison Fisher | Harry |
| Daniel Ochoa Morales | Daniel |
| Nicholas Khine | Nick |
| Brian Le | Brian |

| PROJECT TITLE | | CS401 Project | | | | | | | | | | | | | |
|---------------|---|-------------------------------|----------|--------------|----------------|---------------|-----------|-----------|-------------------|--------------|-----------|-----------|-------------|--------------------|-----------|
| | | | | PHASE ONE | | | PHASE TWO | | | PHASE THREE | | | | | |
| WBS NUMBER | TASK TITLE | WORK DONE BY WHO | DUE DATE | WEEK 1 | WEEK 2 | WEEK 3 | WEEK 4 | WEEK 5 | | | | WEEK 9 | WEEK 10 | WEEK 11 | WEEK 12 |
| | | | | M T W R F | M T W R F | M T W R F | M T W R F | M T W R F | M T W R F | M T W R F | M T W R F | M T W R F | M T W R F | M T W R F | M T W R F |
| 1 | Requirement Development Phase | Jacob Harry Daniel Nick Brian | 03/02/22 | | | | | | | | | | | | |
| 1.1 | SRS Document | | | SRS Doc Bein | g Developed | | | | | | | | | | |
| 1.2 | Team Meetings Doc | | | | Team Meeting I | Doc | | | | | | | | | |
| 1.3 | Project Schedule Doc | | | | | Project Sched | lule Doc | | | | | | | | |
| 2 | Design Development Phase | | 04/06/22 | | | | | | | | | | | | |
| 2.1 | UML Project Design Graphs | | | | | | | | UML Design | n Graphs | | | | | |
| 2.2 | Design Specification Document | | | | | | | | Design Specificat | ion Document | | | | | |
| 3 | Application and Programming Phase | | 05/04/22 | | | | | | | | | | | | |
| 3.1 | IT Class / IT Window / Person Class | | | | | | | | | | | | Implimental | ion and Applicatio | n |
| 3.2 | Client Class / Chat Window / Login Window | | | | | | | | | | | | | | |
| 3.3 | Server Classes / Message Class / Person Class | | | | | | | | | | | | | | |
| 3.4 | Server Classes / Person Class | | | | | | | | | | | | | | |
| 3.5 | Log class | | | | | | | | | | | | | | |
| 4 | Testing and Maitenence | | 05/04/22 | | | | | | | | | | | | |
| 4.1 | Testing (No maintinence done and everyone tests their own classes they created) | | | | | | | | | | | | | | Testing |