

Project Management Plan for Class Chat

Group 9

1. Introduction

Class Chat is an instant messaging platform intended to be designed for students/professors in an in class setting. The essential idea behind the project is to help students learn and understand the class material better and without interruptions. Class chat allows students to ask other fellow students or the professor questions about academic material with or without hiding their identity.

1.1 Definitions and Acronyms

Class: a group of people from the same class that shares a group chat.

Chat leader: the person that creates a group chat for a class

Access: Limited to only users with an @umass.edu e-mail address.

2. Process Description

2.1 Project Lifecycle

We will follow the waterfall lifecycle model, which includes requirements, analysis, design, implementation, and maintenance. We will follow exactly these steps for this project.

We ended up following a more of a rapid prototyping approach than the planned waterfall approach. This happened because we knew how to implement enough of the project to make a working initial prototype, then we filled in the details, the UI, and added necessary frameworks to complete.

2.2 Process Activities

- System Design
 - Design system interface.

- Input - lectures on systems.
- Output - system interface.
- UI design
 - Design user interface.
 - Input - lectures on UI.
 - Output - user interface.
- Code implementation
 - Code.
 - Input - lectures on coding.
 - Output - complete codes for website.
- Debug
 - Test and debug codes.
 - Input - complete codes for website.
 - Output - correctly functioning codes.
- Finalizing
 - Finalize and perfect.
 - Input - complete and correctly functioning codes.
 - Output - complete project.

3. Roles

3.1 Team member names

Our team has four people: Everaldee Johnson, Lina Wu, Manali Palwankar, and Timothy Reardon.

3.2 Roles Table

Role	Responsibility
System Interface Designer	Design the whole structure of the project.
UI Designer	Design the setup and appearance of the website.
Coding	Program.
Testing	Debug the program.

Documentation	Document and record each step of the project development.
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3.3 Role Assignment Table

Name	Roles
Everaldlee Johnson	System Interface Designer, Coding, Testing, UI
Lina Wu	Coding, Documentation, Test cases
Manali Palwankar	Coding, Documentation
Timothy Reardon	System Interface Designer, Coding, Testing, UI

4. Estimates

4.1 Effort Estimate

- Effort hours - 70 team-member hours (roughly 6 hours per week for 10 weeks).
- Lines of code - 800 lines.
- Defects - at most 50 defects.

4.2 Schedule

Task Name	Description	Start Date	End Date	Dependent Tasks	Required Roles
System Design	Design system interface.	09/26	10/07		System Interface Designer, Documentation.
UI Design	Design UI	10/07	10/14		UI

					Designer, Documentat ion.
Code Implementa tion	Code	10/07	10/31		Coding, Documentat ion.
Debug	Test	10/31	11/18		Testing, Documentat ion.
Finalizing	Finalize and Perfect	11/18	12/12		Everyone