**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: Everaldlee 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. |

**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, Documentation. |
| Code Implementation | Code | 10/07 | 10/31 |  | Coding, Documentation. |
| Debug | Test | 10/31 | 11/18 |  | Testing, Documentation. |
| Finalizing | Finalize and Perfect | 11/18 | 12/12 |  | Everyone |