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Project Calendar

| Milestone | Iter. # | Focus | Required Outcomes |
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| M1: presentation of the life cycle objectives and calendar for the project. | I1  14/02  28/2 | Project Inception.  Define the concept,  context, problem, goals.  Define  project requirements and use cases.  Define team roles and task distribution.  Draft system architecture. | Project presentation.  Project calendar.  Task list.  Communication plan.  Git Repository.  Draft Project Website. |
| Presentation  28/02 | Inception phase presentation. | Professor’s feedback. |
| M2: presentation of the lifecycle architecture; the milestone is achieved when  the architecture has been validated. | I2  28/2  14/3 | Do a more detailed State-of-Art.  Requirements (functional and non-functional) elicitation.  Project Architecture.  Draft Visual Prototype.  Draft API endpoints.  Start Visual Prototype. | Detailed State-of-Art.  Finished requirements.  Project architecture.  Visual prototype for the core  tasks.  API endpoints description. |
| M3: prototype; mid-term presentation with supervisors; peer evaluation. | I3  14/3  28/03 | Finish Figma Prototype for Mobile App. -> Inês  First version of the mobile prototype. -> Remígio  Connection between members and a community (Client-Server). -> Diogo  Vouching Protocol -> Bruno/Inês  Reputation System algorithm development. -> Teles | Finished Figma Prototype.  Mobile Prototype (to be reviewed by peers).  Basic Client-Server communication.  Reputation System Algorithm. |
| Checkpoint  28/03 | Meeting with the supervisor. |  |
| I4  28/03  11/04 | Connections with communities via QR-code.  Start implementation of REST API endpoints.  Message Brokerage (pub/sub) -> Bruno | Basic API endpoints.  User goods inventory.  Finished Client-Server communication. |
| M4: project presentation; all functionality has been developed! | I5  11/04  25/04 | Development of Peer-to-Peer connection between communities.  Peer discovery.  Continue to develop REST API endpoints.  Implement asymmetric key exchange.  Reputation System Vouches incorporation in the Peer-To-Peer System.  Fetching the non-mockup reputation scores in the mobile app. | Basic Peer-to-Peer connection.  Basic peer discovery working.  API endpoints.  User goods request functionality. |
| I6  25/04  09/05 | Finishing Peer-to-Peer connection between communities.  Vouching for and against other Users  Implement IDP authentication.  Starting development of goods request notifications on the client side.  Server-side caching.  Connections with other Users (QR-Code). | Functional Peer-to-Peer connection between communities.  Vouching for and against other Users  IDP authentication with community server.  Functional notifications.  QR-codes to create connections between mobile app users.  User goods request response functionality. |
| Checkpoint  28/03 | Meeting with the supervisor. |  |
| I7  09/05  23/05 | Basic Security Requirements  Web app development.    Vouch Reputation system network visualization in the Web app. | More robust and secure system  Basic Web App.  Vouch Reputation system network visualization in the Web App. |
| I8  23/05  30/05 | Research other security concerns.  Continue development of the Web App.  Testing the app with real users.  Improvements based on the real user reports.  Technical Report development. | Dynamic Web app.  Real user experience reports with the mobile app.  Draft Technical Report. |
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| Delivery  30/05 | Send Draft Technical Report to Supervisor. | Report Revision from Supervisor. |
| I9  30/05  06/06 | Prepare for  students@deti.  Revise the Technical Report. | Demo + poster for  students@deti & video. |
| Students@deti | Presentation  ???? | Having a cool demonstration for students. |  |
|  | Delivery  06/06 | Last refinement.  get therapy/ pet cats | Final Product.  Final Technical Report. |