

Meeting Report 1

Cohort 3 Group 4

Our team is planning to develop an SUTD chat-group app that would be able to facilitate group-finding and spontaneous event invitations. This project is inspired by Discord which is a voice and text chat that is built for gamers. We would be taking the basic idea and incorporating multiple features that we believe would help SUTD students and staffs. The platform choice for the time being would be web application.

Five Use Cases

1. Simple Text Chat Group
2. Group-Finding (Permanent groups) or Matchmaking (One-off events)
3. Announcements or Live Broadcasting
4. Interactive Classroom (Temporary chat room)
5. Polling or Surveying

Clarification of Doubts or Gaps in Requirements

1. Multiple people must be able to use the application concurrently
2. Does not need to be a mobile application
3. Framework and development language choice
 - a. Meteor Javascript
 - b. SpringBoot Java
 - c. Django Python

Development Process

1. Requirement Specification:
 - a. Detailing the use cases
 - b. Drawing of UML diagrams
2. Wireframe and Prototype Design:
 - a. Trying out a few frameworks by rapid prototyping to find a suitable framework
 - b. Create main structure of simple chat room with connections to database
3. Development:
 - a. Adding additional features like polling and announcement for the chat rooms
 - b. Adding group-creation, privilege system, invitations and group-finding
 - c. Make use of previously mentioned features to create an interactive classroom
4. Testing and Debugging:
 - a. Unit testing for each of the functions/subsystems
 - b. System testing for the whole application
 - c. Closed beta near the deadline of the project

Constraints

1. Time constraint of only 3 months
2. Budget constraint if more intensive database is required later

Risks

1. Learning of new development language and framework is most certainly required
2. Database communication may be difficult since we are not very familiar with it

Project Timeline and Distribution of workloads

Week	To do	Cohort 3
1	Brainstorming of ideas and use cases (Everyone)	
2	Confirmation and clarification of requirements (Everyone)	Meeting 1
3	Development of a single chatroom (Yu Jin, Eric) Developing the connections to a database (Joel, Daniel)	
4	Development of Group Tagging system (Everyone)	
5	Interfacing the Tagging system with the chatroom (Everyone)	Meeting 2
6	Adding Multiple Chat rooms (Everyone)	
7	Development of Announcement feature (Yu Jin, Eric) Development of the Invitational Feature (Joel, Daniel)	
8	Executing System Tests (Everyone)	Meeting 3
9	Implementing Polling feature (Yu Jin, Joel) Implementing Group-Finding feature (Eric, Daniel)	
10	Implementing Interactive Classroom (Everyone)	
11	Executing System Tests (Everyone)	Meeting 4
12	Closed beta of application (Everyone) Tie up loose Ends (Everyone)	
13	Preparation of Report and Presentation (Everyone)	Final Presentation