

CHAT CLIENT

Milestone 2
Final Project

Velocity

- ▣ Iteration 1: 0.3
 - $8 \text{ members} * 7 \text{ days} * 0.2 \text{ velocity}$
= 11.2 productive days
- ▣ Iteration 2: 0.3
 - $8 \text{ members} * 14 \text{ days} * 0.3 \text{ velocity}$
= 33.6 productive days
- ▣ Iteration 3: 0.1
 - $8 \text{ members} * 14 \text{ days} * 0.1 \text{ velocity}$
= 11.2 productive days

Recap

Iteration 1 – User Stories

1. BROADCAST MESSAGE

Title: Client to server message

Description: Set up a topic/queue between the client Producer and the server Consumer in which a user transmits a message to the server.

Estimate: 2 days

2. SIGN OFF

Title: Client Disconnect

Description: User enters a keyword to trigger the disconnecting process which severs the connection between the server.

Estimate: 2 days

Title: Server to Clients

Description: Set up a separate topic/queue between server Producer and client Consumer in which the server distributes to all signed-on users

Estimate: 3 days

Recap

Iteration 1 – User Stories

3A. GO ONLINE

Title: Infrastructure

Description: Setup a Spring framework to start an ActiveMQ broker and set up a registration queue.

Estimate: 3 days

Title: Client Connect

Description: Client program that uses ActiveMQ client library to connect to server queue

Estimate: 3 days

3B. GO ONLINE - INCOMPLETE

Title: Credential Verification

Description: User supplies username and password to the server which is verified against a filing system

Estimate: 2 days

Recap

Iteration 2 – User Stories

Remaining from
Iteration 1:

Title: Create/Edit Account

Description: A user can create an account and change his/her password.

Estimate: 8 days

Priority: 50

Title: Go Online

Description: A user can connect with a username and password. This username is visible to all online users.

Estimate: 10 days

Priority: 10

Recap

Iteration 2 – User Stories

Customer requested stories

Title: Send Message

Description: An online user will have the ability to send a text message to another online user.

Estimate: 10 days

Priority: 20

Title: Can join a chat room and send message to room

Description: A user can join a chat room and send a message to all users in room

Estimate: 8 days

Priority: 20

Recap

Iteration 2 – User Stories

Additional
Completed stories:

Title: List users in the chat room

Description: A user can view a list of other users in a chatroom.

Estimate: 10 days

Priority: 10

Title: List available Chatrooms

Description: A user can see a list of all available chatrooms

Estimate: 6 days

Priority: 40

Title: List online users

Description: Once the user has signed in, he/she can view a list of other online users whom they can chat with.

Estimate: 7 days

Priority: 10

Title: Multicast Message

Description: A user can select a subset of signed-on users and send message to all of them.

Estimate: 5 days

Priority: 50

Iteration 3

Remaining Stories

Title: Interface

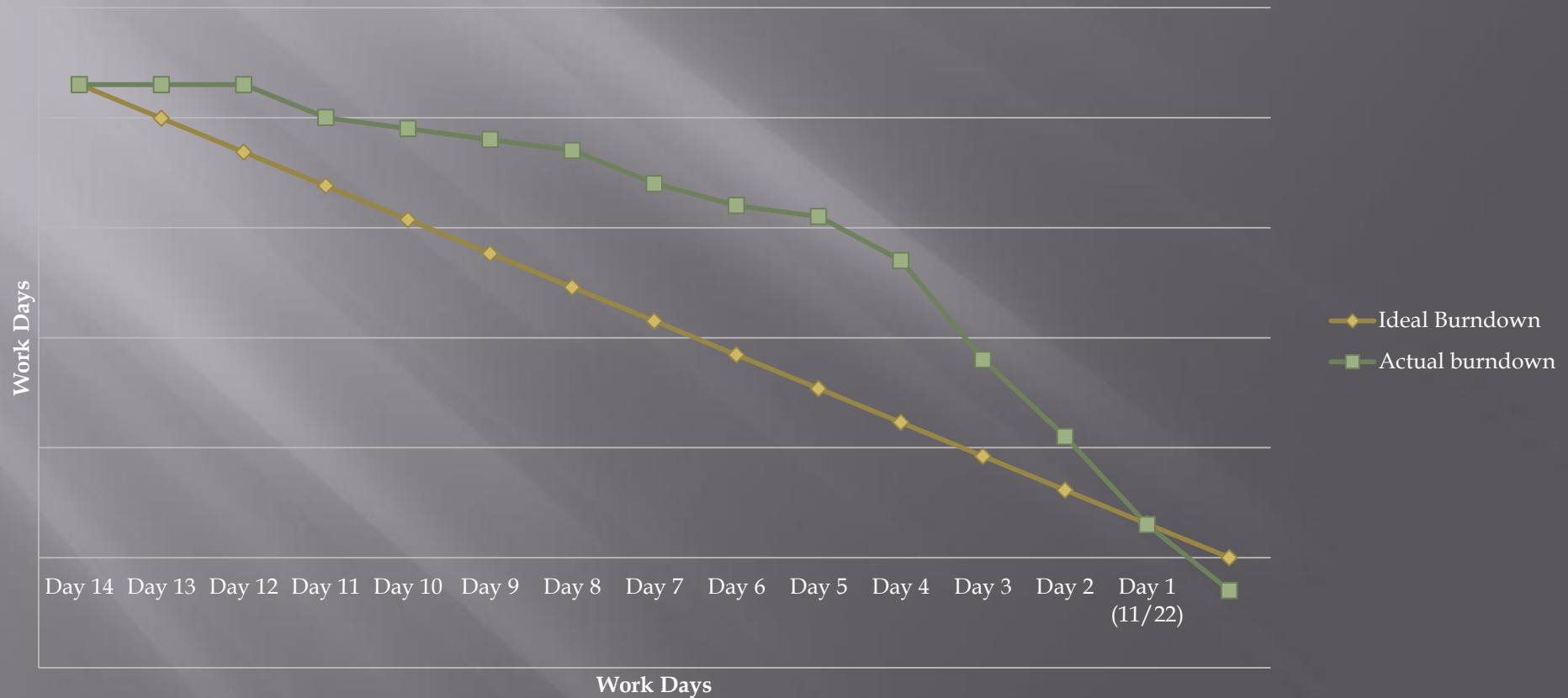
Description: A user can choose between graphic and test interface.

Estimate: 8 days

Priority: 10

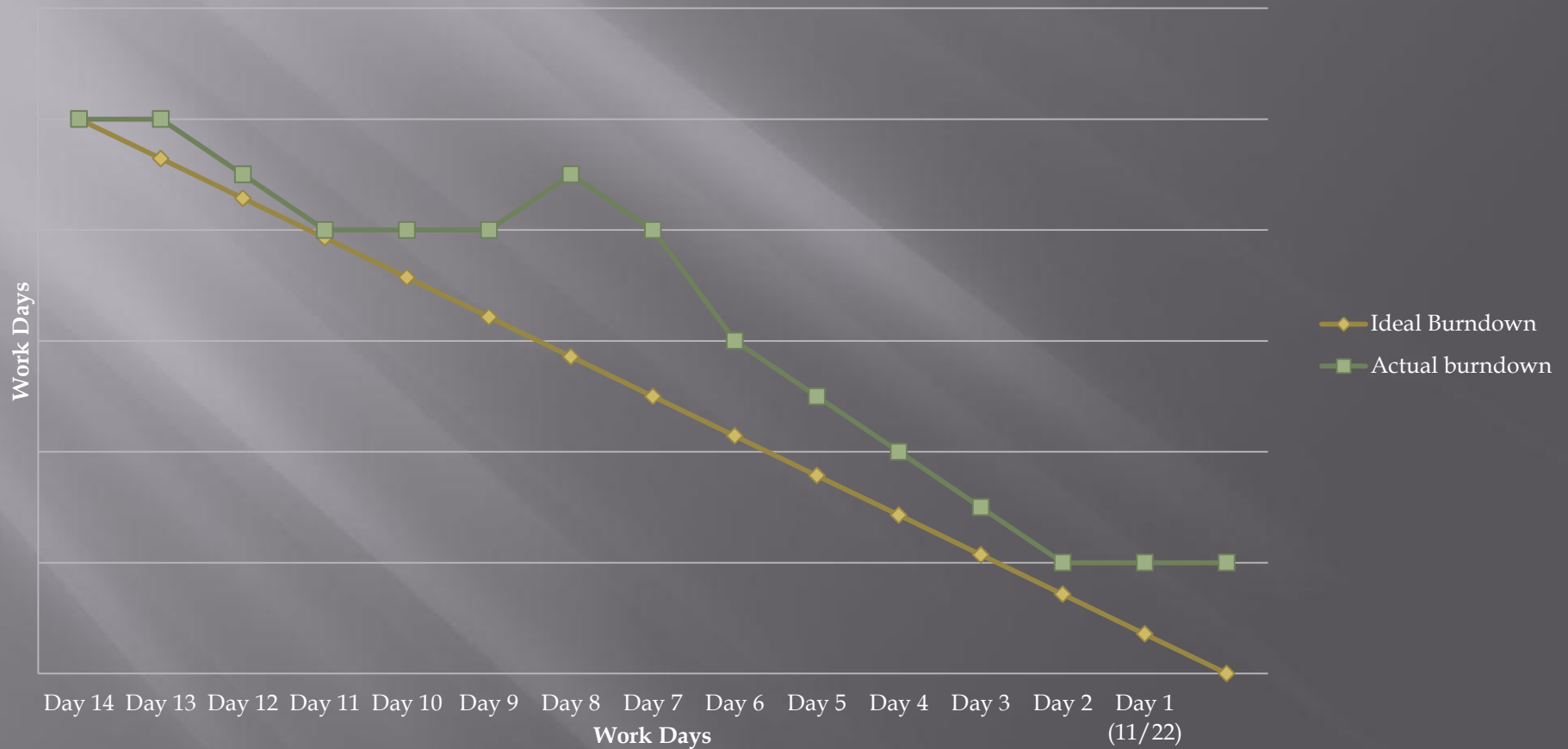
Burn Down Graph Iteration 2

Iteration 2 Burn Down



Burn Down Graph Iteration 3

Iteration 3 Burn Down



Problems Encountered

PROBLEM

- ▣ Thanksgiving Holiday reduced number of working days available
- ▣ Missing group members due to sickness and other reasons
- ▣ Refactoring code

RESOLUTION

- ▣ Decreased Velocity in expectation of holiday
- ▣ Kept group members updated through social networking
- ▣ Spent time reworking design of code

Demonstration

- ▣ Client Connects to specified server
- ▣ User signs on/signs off from server
- ▣ User Broadcast Message
- ▣ Client quits and client application terminates
- ▣ Send text to subset of users (multicast)
- ▣ List signed all users
- ▣ User can join chatrooms and send messages to room
- ▣ If user leaves room, he/she no longer receives messages
- ▣ User lists all chat rooms
- ▣ User can list all users in chatroom
- ▣ Textual and Graphical Interface.