PM PITCH

A simple, local-network confined, chatting system.

EXT STAKEHOLDERS

ASSUMPTIONS

RISKS

A simple **protocol** that allows multiple users to communicate with each other in a local network, in public and private rooms.

An optimized and easily expandable **server** that allows the correct interaction to different users.

* Antonio Sette
* Grazia Cobello
* Other development groups (engaged in the client implementation).

JUSTIFICATION

PRODUCT

* Develop easy-to-use APIs for the PCP protocol
* Create a functioning, easy-to-use, performant and light server

* Jacopo Comparin (PM)
* Geremia Furri
* Alessio Trentin

1. PCP-Min.a.1: packets (development of packet classes)
2. PCP-Min.a.2: receiver and interpreter (development of packets interpreter)
3. PCP-Min.b.0: core logic (development of the core logic of the application)
4. PCP-Min.b.\*: bug fixing
5. PCP-Min.1.0: final version of the application

€ 8.320

* project manager will be Maven

SMART OBJECTIVE

TEAM

DELIVERABLES

TIMELINE

BENEFITS

REQUIREMENTS

CONTRAINTS

COSTS

Project Model Canvas