

# Release plan

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## Release Summary

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### Initiation

Iteration 1. Internet protocol to be followed during the project.

### Elaboration

Iteration 2. Comparison and analysis of different possible solutions; Base architecture.

### Construction

Iteration 3. User Interface, connection to server.

### Transition

Iteration 4. Defect repair.

## Iteration 1

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**Objective:** In this iteration the objective was the writing of the protocol needed to define the packets during the project. **Features:**

- Created packet exchange protocol.
- Created User Interface.

## Iteration 2

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**Objective:** The objective in this iteration is to come up with the most plausible solution possible. **Features:** - Software analysis with solution model. - Base architecture.

## Iteration 3

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**Objective:** In this iteration, we introduce the UI. **Features:** - Login screen, with registration. - Message interface, showing all possible destinations and group chats. - Possibility of sending a message through the server.

## Features not scheduled but under consideration

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- Possibility to search any specific content in the messages.