

**Team Number** - 203-1

**Team Name** - *Rocket Scientists*

**Team Members** - Kyran Butler, Jia Jian, Qiuyang Fu, Tahmina Ahmad, Justin Chen, Sahil Shah

**Application Name** - Chat Application

**Application Description** - The chat application will be built using a javascript/html/css frontend, NodeJS middle layer, and SQL database backend. The application is client and server based, with users needing to login using the program in order to connect with the server.

Planned features include, but are not limited to, sending/receiving messages, sending/receiving pictures, and any other file type to a central group chat. This application may also be used across multiple devices because it will be supported by a web browser. It will be an easy way to send information, in a similar way to other chats like Discord or Skype.

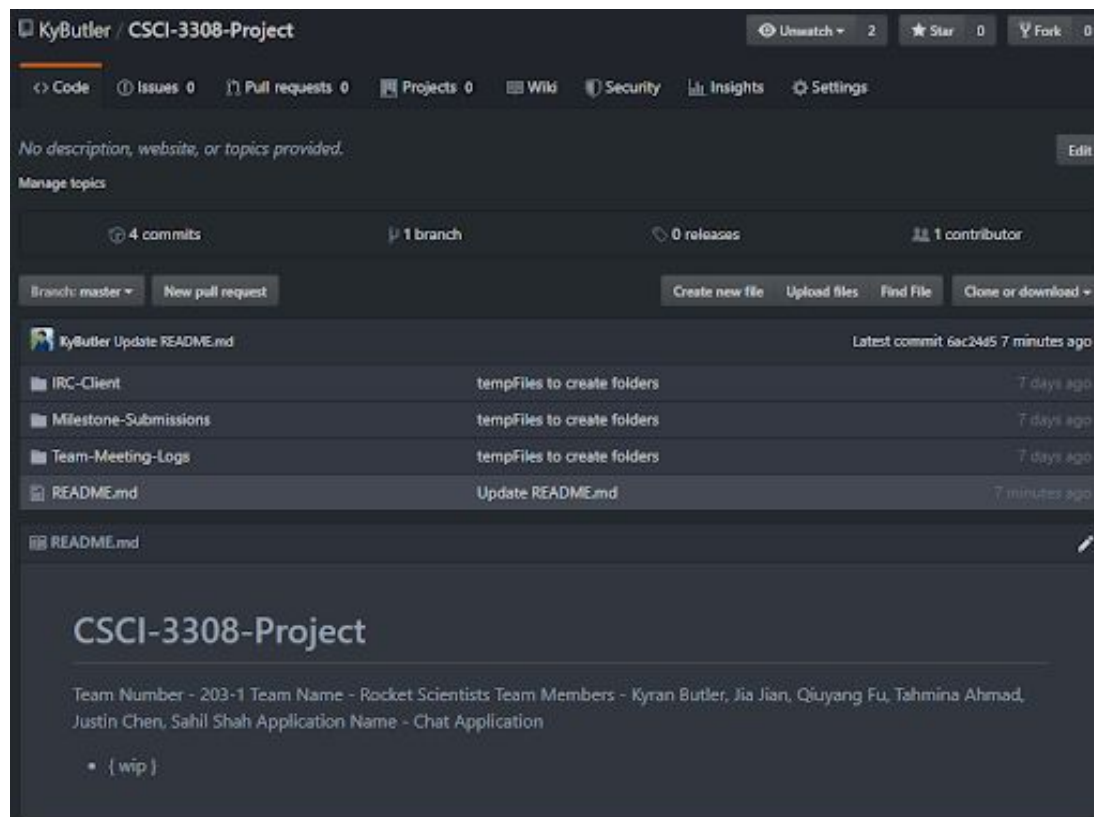
### **Vision Statement:**

For - Anyone

Who - are looking for a method of chatting via online messaging within a group setting that provides a secure and easy way to communicate online.

Why our product - Our product more effectively allows the user to perform tasks different than those provided by Discord or Slack.

**Version Control** - <https://github.com/KyButler/CSCI-3308-Project>



## Development Method -

Our development method will be a mixture of waterfall and agile, specifically highlighting the go/no-go stage decision of waterfall and the flexibility on a week-to-week basis of agile. We plan to incorporate 3-week sprints for our design phase, subteam development phase, entire team development phase, and evaluation phase.

**Communication Plan** - We will mainly use discord for communication. Team members are able to discuss different aspects of the project on different channels corresponding to what they might be working on, or even what phase the project is currently in. Discord allows us to have different chats running at the same time to avoid confusion between different aspects and phases of the project, ultimately making everything more organized.

**Proposed Architecture Plan** - While the architecture isn't completely finalized, we're expecting to use a system comprised of JS, HTML, CSS, NodeJS, and SQL. A quick rundown is as follows:

HTML / CSS: the visual aspects of the website; what the user sees.

JS: front-end logic of the application.

NodeJS: middle-man of the application, used to help us with functionality that reigns outside of the basic javascript domain.

SQL: Backend, used for storing user's authentication and recent chat messages.

**Meeting Plan** - Two hours once a week on Tuesdays from 4-6 at the Gemmill Library. Rooms until November have already been booked. Main meetings will be done in person with additional meetings to be determined and added. Can also meet in person or over Discord call/chat.

Sprint	Phase
1	Design
2	Subgroup Development
3	Team Development
4	Evaluation

Tasks	Deadline
Group Tasks: <ul style="list-style-type: none"><li>- Bring a drawing/picture of what the main client page should look like</li></ul>	October 1

- Install Visual Studio in Ubuntu	
Group Tasks: - Turn the visual outline into our main client webpage (drawing → HTML/CSS)	October 8
Group Tasks: - <u>Continue</u> : visual outline into our main client webpage (drawing → HTML/CSS)	October 15
HTML/CSS Team: - Begin creating other webpages  Javascript Team: - Dynamic functionality of main webpage	October 22
HTML/CSS Team: - <u>Continue</u> : creating other webpages  Javascript Team: - <u>Continue</u> : Dynamic functionality of main webpage	October 29
HTML/CSS Team: - <u>Continue</u> : creating other webpages  Javascript Team: - <u>Continue</u> : Dynamic functionality of main webpage	November 5
Group Tasks: - Dynamic functionality of other webpages	November 12
Group Tasks: - <u>Continue</u> : Dynamic functionality of other webpages	November 19
Group Tasks: - <u>Continue</u> : Dynamic functionality of other webpages	<b>FALL BREAK</b> November 26
Group Tasks: - Clean & comment	December 3
Group Tasks: - Clean & comment	December 10
Group Tasks: - Prepare for presentation	December 17