

- Requirements and Analyses: Project Proposal -

# ChatPack

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## Further Product Information

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## Change Listing

Change			Changed Chapters	Description of changes	Author	State
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## Test Listing

The following table shows an overview of all tests – both self-tests as well as tests by independent quality assurance – for the present document.

Date	Tested Version	Notes	Inspector	New Product Status

## CONTENT

1 Introduction .....	4
2 Initial Situation.....	5
3 General Conditions and Constraints .....	6
4 Project Objectives and System Concepts.....	7
5 Opportunities and Risks .....	8
6 Planning .....	9
7 Economic Efficiency .....	10
8 List of Abbreviations .....	11
9 List of Literature .....	12
10 List of Figures .....	13

# 1 INTRODUCTION

Nowadays there are already a lot of chat-clients which are used regularly for example TeamSpeak, Skype, etc. People use it for different situation for example for a relax conversation with a family member or friend abroad or for a serious discussion in a project meeting. But not everybody use the same client. Each person prefer one certain client. Although these clients (Skype, etc.) are used regularly, are they really perfect?

On one hand there are clients that are rather complicate to use, on the other hand there are also clients with memory problems in terms of consumption. A lot of clients also do not have precise information about the user's chat-history in terms of message amount.

Therefore we want to create a client which will be simple to use with minimalistic interface for an easy understanding.

## 2 INITIAL SITUATION

So currently there are many chat-clients that people are using daily. But those clients are not perfect and they also have some disadvantages.

### Skype

Skype is a popular client for a lot of people for every age. It is rather simple to use with its plain interface. However, one of Skype's biggest problem is the response time and the memory consumption.

The consumption can be a problem when the user has an old PC which components are outdated. If there are also multiple programs running in the background, this can lead to an overloaded CPU. The memory consumption varies from 70 MB to 200 MB under certain circumstances like using the screen-sharing option for a call. The consequence would be slow response time.

Skype is also based to a Peer to Peer concept. Peer to Peer is rather an unsafe method for communication because the messages can be lost when a user is offline. Another problem is that the user has to be registered on every computer.

For some people who use such client it is important to get and to receive the messages quickly and instantly. As mentioned the response time could take a long time and in a long conversation someone could lose his/her patience.

Also, one annoying thing are the ads. There will always be ads on the Skype's interface except for an extra purchase.

### TeamSpeak

Another alternative would be TeamSpeak, a popular client for teenagers. Although TeamSpeak is a quick and simple-looking client, it is really difficult to use.

If the client is starting, the users have to make a connection on a server. That can be really confusing for the first time because you have to type server information (address and password) in, which are mostly unknown, because the user do not expect a server.

It also has a large variety of options and tools for administration, which can easily overwhelm a new user who has never used TeamSpeak before. That takes some extra time for the user to get used to it.

The user will also think that purchasing a server is essential. But there is also another way to talk without owning a server and that would be a public server.

But in a public server the user has limited features and other people could disturb your conversation, because they also have free access to the server.

It is also noticeable that none of these clients have something like a statistic for the user to inform him for example, with his current amount of messages sent to a friend.

This is why we want to create a new client. This project will be focused on the user's comfortableness. They should not be confused or lose their patience over a client.

They should enjoy using this client and be happy about it. To succeed, we want to make the client simple and resource limited in order to let the user experience a comfortable conversation with his friend/s.

Every user has and can use all features (no cost). A special feature will also be available and that will be the stats for each friend.

This option allowed the user to see the information between user and friend for example, messages sent in total, messages in last week. This should also prevent the user to forget about a friend.

Every account will get exactly one tag-number. The purpose of the tag-number will be the facilitation for searching a friend.

### **3 GENERAL CONDITIONS AND CONSTRAINTS**

The client should be easy to understand even at the first time using. The user should not be overwhelmed with unimportant options like for example TeamSpeak with their option “Extras” where some of them are not even available.

Every user will get a tag-number, a specific number combination which purpose is to make the searching for their friends easier.

The interface will be designed with WPF.

A server will be used for the client for a stable chatting, an easier managing of the data and to avoid messages lost. The user should be able to send and receive every message. That is why it should not be Peer to Peer.

The application will only use TCP/IP connections, since only a free plan should be offered.

It needs little resources for the best performance even for older computers. It should not cause a problem like in Skype.

## **4 PROJECT OBJECTIVES AND SYSTEM CONCEPTS**

- The application focuses on an understandable and comfortable handling for the user.
- A simple and clean interface assists the user for an easy understanding.
- When an account is created, it gets a tag-number for an easier searching.
- The status let the user see the current activity of his friends.
- The stats are about the user's information between him and his friends, like the amount of messages sent to a friend and received.
- Every user is able to use these features (stats, status) that means no one has pay for anything.
- It will run on a server for a stable chatting, an easier managing of the data and to avoid losing messages.



## 5 OPPORTUNITIES AND RISKS

### Opportunities

- It is an easy way for the user to communicate with friends.
- The client's theme can be modified to the customer's favor.

### Risks

- There may be interrupted connections due to heavy server load.
- The application could still be too complicated for the user.
- The features (stats, status) may not be appealing to everyone.
- It could happen that messages are not being sent properly (message loss).

## 6 PLANNING

- Project ending on 10 June 2018
- Project started on 20 September 2017
- Creating a server on 10 January 2018
- A user can be created on 25 February 2018
- A friend can be added on 3 April 2018
- Interface is finished on 25 February 2018
- Stats, status can be viewed on 25 February 2018

## 7 LIST OF ABBREVIATIONS

Abbreviation	Explanation

## **8 LIST OF LITERATURE**

## 9 LIST OF FIGURES

### LIST OF FIGURES

## Guidelines for checking the documents

Contentwise and formal directives to the project are to be taken from part 5: V-Modell reference products of the V-Modell-XT and if necessary from an associated evaluation specification document. For checking the product regarding its contentwise consistency related to the already finished products, the following product dependencies are to be checked.

### Consideration of the Project Proposal

#### Affected products:

- Project Proposal
- Project Manual
- Project Plan

#### Description:

The information about »Initial Situation, existing framework conditions, project targets, system conception and »Economic Efficiency contained in the »Project Proposal have to be considered in the »Project Manual and in the »Project Plan.

### Preparing the first Project Progress Decision

#### Affected products:

- Project Proposal
- Project Progress Decision

#### Description:

The project ideas and realization proposals presented in the »Project Proposal have to be weighted in a decision process that is outside of the V-Modell. The decision that is made has to be laid down in a »Project Progress Decision.

### Project Proposal and Requirements Specification

#### Affected products:

- Requirements Specification
- Project Proposal

#### Description:

In the product »Requirements Specification or Requirements Specification Overall Project, the information from the »Project Proposal concerning framework conditions, system idea and realization plan have to be taken into account.