Software Project Management Plan (SPMP) for Encrypted Chat Application Project

*Baseline version 0.1*

*Issued on : 07 August 2015*

Issued by : Jacky-Verrell-Chrys Inc.

Issued for : Robertus Hudi

**Signature**

The following signature indicates approval of the enclosed Software Project Management Plan.

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AnotherBlabla Client Executive Committee representative

**Change History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Date** | **Author** | **Changes** |
| 0.1 | July 12, 2015 | Jacky | initial version |
| 0.2 | July 20, 2015 | Verrel | improvement |
| 0.3 | July 27, 2015 | Chrys | debugging |
| 0.4 | August 7. 2015 | Jacky,Verrel,Chrys | finalization |

**Preface**

This document is created to showcase the Encrypted Chat Application project that my team created for Keamanan Komputasi subject. This will deal only with the delivery of the software components in regards to the related project.

***Important Notes for Soft-copy Viewing***

Our project and all its soft-copy files have been uploaded to github in each account respectively.. All the files are in .java types.

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**Chapter 1**

**INRODUCTION**

* 1. **Project Overview**
     1. **Purpose and Objectives**

The purpose of this project is to learn on how to create encrypted chat message during our university life. It is part of Keamanan Komputasi subject

The objectives of the project is to complete the subject curriculum and to learn how to improve chat security.

* + 1. **Assumptions and Constraints**

List of all assumptions that are made :

- This project can be useful for others who want to improve their securities

- The coding can work on all devices

- No bugs

List of all constraints that are made :

* Budget
  + Rp. 20.000
* Time
  + 2 weeks

- Etc

* + We have other projects for other subjects in that semester
  + Limited knowledge
  1. **Project Deliverables**

Here is the list of all items that will be available by the completion of the project.

* Software (.java)
* Software documentation
  + Installation documentation
* Project documentation
  + Software Project Management Plan (SPMP)
  + Software Requirement Specification (SRS)
  + Software Design Specification (SDS)
  + Software Testing Report

**Chapter 2**

**PROJECT ORGANIZATION**

1. **Software Process Model**

We are using the agile method. This method is more suitable in the short run, and is better in coping with changes that we might encounter during the process.

1. **Internal Structure**

Chrys

Jacky

Verrell

Coder

Coder

Coder

1. **Work IDs and WBS**

|  |  |
| --- | --- |
| **ID** | **Name** |
| 1 | Verrell |
| 2 | Jacky |
| 3 | Chrys |

|  |  |
| --- | --- |
| **WBS** | **Description** |
| 1 | Information Related |
| 2 | Coding Related |
| 3 | Paper Work |
| 4 | Social Work |

1. **Tools and Techniques**

Tools :

- Notepad++

- Command Prompt

Technique :

- Coding skills for java

**Chapter 3**

**PROJECT MANAGEMENT PLAN**

1. **Work Activities**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Task** | **ID** | **WBS** | **Task Name** | **Duration** | **Predecessor** | **Successor** |
| 1 | 1,2,3 | 1 | Finding Information on Google | 3 days |  | 2 |
| 2 | 1,2,3 | 1 | Consultation | 2 days | 1 | 3,4 |
| 3 | 1 | 2 | Create Server.java | 3 days | 2 | 5 |
| 4 | 2,3 | 2 | Create Client.java | 2 days | 2 | 5 |
| 5 | 1,2,3 | 2 | Create Transchiper.java | 5 days | 3,4 | 6,7 |
| 6 | 1,2,3 | 2 | Create mainServer.java | 1 day | 5 | 8 |
| 7 | 1,2,3 | 2 | Create mainClient.java | 1 day | 5 | 8 |
| 8 | 2 | 3 | Create Final Report | 1 day | 7 | 9 |
| 9 | 1,2,3 | 4 | Presentation | 1 day | 8 |  |

1. **Activity Network**

Start

Task 1

End

Task 8

Task 7

Task 6

Task 5

Task 4

Task 3

Task 2