		ask					Dec 1			Dec 8, 12		Dec 15			2, '24		29, '24		15, '25	
		1000				Finish	■ S M	1 T	W T F	SSM	T W T F	S S M	T W T F	SSN	TWT	FSS	M T W T	FSS	M T W	ľ
1		-		176 days	Mon 12/2/24	Mon 8/4/25														
2		→		27 days		Tue 1/7/25														ı
3	-	-	△ 1.0 Planning and Requirements Gathering Phase	27 days	Mon 12/2/24	Tue 1/7/25													'	
4	-	\$	■ 1.1 Conduct In-Depth User Research	16 days	Mon 12/2/24	Mon 12/23/24									٦					ı
5	-	3	■ 1.1.1 Identify Target Audience	7 days	Mon 12/2/24	Tue 12/10/24					\neg									ı
6	-	>	students (undergraduate, graduate, international)	4 days		Thu 12/5/24														
7		→	1.1.1.2 Understand different user groups based on study habits, collaboration preferences.	3 days	Fri 12/6/24	Tue 12/10/24														
8	-	<u></u>	■ 1.1.2 Conduct Surveys and Interviews	3 days	Wed 12/11/24	Fri 12/13/24						7								
9		3	4 1.1.2.1 Create questions around collaboration needs, preferences, and usability.	3 days	Wed 12/11/24	Fri 12/13/24						7								
10	=	3	 1.1.2.1.1 Research past surveys for valuable insights. 	3 days	Wed 12/11/24	Fri 12/13/24														ı
11	-	-	1.1.2.2 Distribute Surveys Online	2 days	Wed 12/11/24	Thu 12/12/24					The same of the sa									ı
12	=	3	■ 1.1.3 Analyze User Needs and Preferences	7 days	Fri 12/13/24	Mon 12/23/24					Ť				٦					ı
13	-	3	4 1.1.3.1 Organize responses by common themes such as features needed, ease of use, etc.	3 days	Fri 12/13/24	Tue 12/17/24					Ť									
14	-	\$	1.1.3.1.1 Analyze data trends and correlations from survey responses.	2 days	Fri 12/13/24	Mon 12/16/24					*		1							
15	=	3	1.1.3.1.2 Identify recurring topics and concerns from the interviews.	1 day	Tue 12/17/24	Tue 12/17/24														
16	-	-	4 1.1.3.2 Develop personas for target users: undergraduate, graduate, and international students.	4 days	Wed 12/18/24	Mon 12/23/24							Ť		٦					
17		-	1.1.3.2.1 Create detailed scenarios for how the app will be used based on personas.	2 days	Wed 12/18/24	Thu 12/19/24														

		6	Task Mode ▼	Task Name ▼	Duration -	Start -	Finish	W T F S	Dec 22	FS	Dec 29		T F S	Jan 5,	
	18		<u></u>	 1.1.3.2.2 Sort features by importance based on user feedback (e.g., matching, scheduling). 	2 days	Fri 12/20/24	Mon 12/23/24								
	19		<u> </u>	■ 1.2 Define App Objectives	6 days	Tue 12/24/24	Tue 12/31/24					\neg			
	20		<u> </u>	■ 1.2.1 Set Smart Goals for App	3 days	Tue 12/24/24	Thu 12/26/24			7					
	21		□	1.2.1.1 Define clear app objectives, such as increasing user engagement or reducing the time spent finding study partners.	2 days	Tue 12/24/24	Wed 12/25/24								
	22		□	1.2.1.2 Ensure goals align with student needs for academic collaboration.	1 day	Thu 12/26/24	Thu 12/26/24								
	23		<u> </u>	▲ 1.2.2 Identify Core Features	2 days	Fri 12/27/24	Mon 12/30/24					l			
HART	24		=	 1.2.2.1 Focus on features like study matching, real-time messaging, and notifications. 	2 days	Fri 12/27/24	Mon 12/30/24			_		h			
GANTT CHART	25		<u> </u>	4 1.2.3 Determine Key Performance Indicator	1 day	Tue 12/31/24	Tue 12/31/24								
9	26		<u> </u>	 1.2.3.1 Measure signups, session length, and repeat usage. 	1 day	Tue 12/31/24	Tue 12/31/24								
	27		<u> </u>	■ 1.3 Create Detailed Requirement Document	5 days	Wed 1/1/25	Tue 1/7/25					Ť			
	28		=	■ 1.3.1 Define Functional Requirements	2 days	Wed 1/1/25	Thu 1/2/25						7		
	29		□	1.3.1.1 Ensure the app can support essential features like authentication and group management.	2 days	Wed 1/1/25	Thu 1/2/25								
	30		=	▲ 1.3.2 Define Non-Functional Requirements	1 day	Fri 1/3/25	Fri 1/3/25						П		
	31		=	1.3.2.1 Ensure app handles high traffic during peak times (exam seasons).	1 day	Fri 1/3/25	Fri 1/3/25						-		

	_	Task						n 5, '25	Jan 12, '25	Jan 19, '25	Jan 26, "25	Feb 2, '25	Feb 9, '25
	(i)	111000		Duration		Finish	S M T W T F S S	MTWTF	S S M T W T	F S S M T W	T F S S M T W T	S S M T W	T F S S M T W
32		\rightarrow	■ 1.3.3 Develop Technical Specifications	5 days	Wed 1/1/25	Tue 1/7/25							
33		⇒	 1.3.3.1 Define entities such as Users, Groups, Messages, and Matches. 	2 days	Mon 1/6/25	Tue 1/7/25							
34		<u> </u>	Buffer Time	1 day	Wed 1/1/25	Wed 1/1/25	_						
35		<u> </u>	<u> </u>	25 days	Wed 1/8/25	Tue 2/11/25		Ť					
36		\rightarrow	4 2.0 Design and Prototyping Phase	25 days	Wed 1/8/25	Tue 2/11/25		Ť					
37		<u></u>	△ 2.1 Develop Wireframes	7 days	Wed 1/8/25	Thu 1/16/25		Ť		1			
38		\Rightarrow	■ 2.1.1 Sketch Basic Layouts	2 days	Wed 1/8/25	Thu 1/9/25		Ť					
39		<u> </u>	 2.1.1.1 Create rough sketches for key screens (Home, Profile, etc.) 	1 day	Wed 1/8/25	Wed 1/8/25							
40		=	2.1.1.2 Establish how users will move through the app (menu options, links)	1 day	Thu 1/9/25	Thu 1/9/25							
41 41		<u></u>	2.1.1.3 Key buttons, menus, and actions users can take on each screen.	1 day	Thu 1/9/25	Thu 1/9/25		•					
42		<u></u>	■ 2.1.2 Create Initial Wireframe Drafts	3 days	Fri 1/10/25	Tue 1/14/25							
43 5		=	2.1.2.1 Create wireframes using a tool (e.g., Figma, Sketch).	2 days	Fri 1/10/25	Mon 1/13/25		*					
44		<u></u>	2.1.2.2 Focus on major screens such as Home, Profile, Study Group, and Matching.	1 day	Tue 1/14/25	Tue 1/14/25			*				
45		<u></u>	4 2.1.3 Refine Wireframes	2 days	Wed 1/15/25	Thu 1/16/25				1			
46		<u> </u>	 2.1.3.1 Check if users can easily navigate through the wireframes based on typical use cases. 	1 day	Wed 1/15/25	Wed 1/15/25			-				
47		=	2.1.3.2 Refine positions of elements to ensure optimal UX.	1 day	Thu 1/16/25	Thu 1/16/25			<u> </u>	h			
48		<u> </u>	△ 2.2 Create Interactive Prototype	6 days	Fri 1/17/25	Fri 1/24/25							
49		<u> </u>	4 2.2.1 Develop Clickable Prototypes	2 days	Fri 1/17/25	Mon 1/20/25							
50		<u> </u>	2.2.1.1 Ensure that important features like login, matching, and messaging are clickable.	2 days	Fri 1/17/25	Mon 1/20/25				*			

		Task					Jan 19, '25		Jan 26, '25		Feb 2, '25		Feb 9, '25
	(i)	Mode ▼					S M T W	TFS	S M T V	V T F S	S M T W	TFS	S M T V
51		□	2.2.2 Conduct Prototype Usability Testing	2 days	Tue 1/21/25	Wed 1/22/25							
52		<u></u>	2.2.2.1 Establish criteria to measure ease of use, clarity, and flow.	1 day	Tue 1/21/25	Tue 1/21/25							
53		<u> </u>	2.2.2.3 Gather user feedback on usability, clarity, and flow.	1 day	Wed 1/22/25	Wed 1/22/25							
54		<u> </u>	■ 2.2.3 Iterate Based on Testing Feedback	2 days	Thu 1/23/25	Fri 1/24/25	Г						
55		<u> </u>	2.2.3.1 Identify key issues impacting usability and prioritize fixes.	1 day	Thu 1/23/25	Thu 1/23/25							
56		=	2.2.3.2 Make adjustments based on the feedback provided during usability testing.	1 day	Fri 1/24/25	Fri 1/24/25							
57		<u></u>	■ 2.3 Refine Design Based on Feedback	12 days	Mon 1/27/25	Tue 2/11/25			1				
58		=	■ 2.3.1 Gather Feedback from Stakeholders	2 days	Mon 1/27/25	Tue 1/28/25							
59		<u> </u>	2.3.1.1 Meet with stakeholders to review the design and functionality.	1 day	Mon 1/27/25	Mon 1/27/25							
60		=	2.3.1.3 Use feedback to identify critical areas for design changes	1 day	Tue 1/28/25	Tue 1/28/25							
61		<u> </u>	■ 2.3.2 Adjust Visual and UX Design	3 days	Wed 1/29/25	Fri 1/31/25			Ť				
62		<u> </u>	2.3.2.1 Modify colors, fonts, and layouts to improve the design appeal.	1 day	Wed 1/29/25	Wed 1/29/25			ř	٦			
63		<u> </u>	2.3.2.1.1 Review stakeholder feedback on visual elements	1 day	Wed 1/29/25	Wed 1/29/25			→	1			
64		<u> </u>	42.3.2.2 Adjust Layout for Better Interaction Flow	2 days	Thu 1/30/25	Fri 1/31/25							
65		<u> </u>	2.3.2.2.1 Analyze user interaction flow across screens	1 day	Thu 1/30/25	Thu 1/30/25							
66		<u> </u>	2.3.2.2.2 Optimize layout on both mobile and desktop screens	1 day	Fri 1/31/25	Fri 1/31/25				_			
67		<u> </u>	4 2.3.3 Finalize Design	7 days	Mon 2/3/25	Tue 2/11/25							
68		<u> </u>	4 2.3.3.1 Compile All Design Assets	2 days	Mon 2/3/25	Tue 2/4/25							
69		<u> </u>	2.3.3.1.1 Gather finalized wireframes and mockups	2 days	Mon 2/3/25	Tue 2/4/25							

		Task					Febru	uary 2025		March 2	025		April 202	5		Ma	y 2025		
	_					Finish		4 9	14 19	24 1	6 11	16 21 26	31 5	10 1	5 20	25 30	5 1	0 15	20
70	•	\rightarrow	,	1 day	Mon 2/3/25	Mon 2/3/25	₩												
			icons, typography)																
71		\Rightarrow	 2.3.3.1.3 Organize assets into a centralized design file (e.g., Figma, Sketch) 	1 day	Tue 2/4/25	Tue 2/4/25	•												
			design file (e.g., rigma, sketch)																
72		⇒	4 2.3.3.2 Review Design Consistency Across	2 days	Wed 2/5/25	Thu 2/6/25	Г	7											
		7	Screens	,-	2,0,20	2, 0, 20	'												
73		\Rightarrow	2.3.3.2.1 Conduct a detailed comparison of	2 days	Wed 2/5/25	Thu 2/6/25	ì	1											
			designs across all app screens																
7.4		_	22222 Double Floribad Double for	2.4	F + 2 /7 /2F	T 2/11/25													
74		\Rightarrow	 2.3.3.3 Provide Finalized Design for Development 	3 days	Fri 2/7/25	Tue 2/11/25		1 1											
75		→		2 days	Fri 2/7/25	Mon 2/10/25													
			including all assets, interactions, and design																
			specifications for developers.																
76		3	Buffer Time	1 day	Tue 2/11/25	Tue 2/11/25		+											
77			△ Project Execution Phase		Tue 2/11/25	Wed 5/21/25													_
78		→ =3		-	Tue 2/11/25	Thu 3/20/25		 				_							1
79		→ <u></u>		-	Tue 2/11/25	Fri 2/14/25		<u>'</u>				'							
				-	Tue 2/11/25	Wed 2/12/25		'_	l										
80		→		-				1,1											
81		\Rightarrow	 3.1.1.1 Compare AWS, Azure, and Google Cloud based on cost, scalability, and features. 	2 days	Tue 2/11/25	Wed 2/12/25													
			based on cost, sediability, and reactives.																
82		⇒	■ 3.1.2 Select Cloud Storage and Database Options	2 days	Thu 2/13/25	Fri 2/14/25			l										
83		\rightarrow		2 days	Thu 2/13/25	Fri 2/14/25			\vdash										
			PostgreSQL, MongoDB, or DynamoDB.																
84		=	△ 3.2 Implement User Authentication	7 days	Mon 2/17/25	Tue 2/25/25				1									
85		→ 	•	4 days	Mon 2/17/25	Thu 2/20/25			\vdash										
03		\rightarrow	- 3.2.1 Design Oser Authentication system	4 uays	WIOII 2/11/23	1110 Z/ZU/Z3			'										
86		→	3.2.1.1 Outline login, logout, and password reset	4 days	Mon 2/17/25	Thu 2/20/25													
		-	processes.																

		0	Task					March 2025 April 2025
		(i)			Duration			14 19 24 1 6 11 16 21 26 31 5 10 15 20
	87		<u></u>		3 days	Fri 2/21/25	Tue 2/25/25	
	88		→	integration details.	2 days	Fri 2/21/25	Mon 2/24/25	
	89		=	3.2.2.3 Verify login flows, user data security, and compatibility with the app.	1 day	Tue 2/25/25	Tue 2/25/25	
	90		<u> </u>	△ 3.3 Develop Core Features	17 days	Wed 2/26/25	Thu 3/20/25	<u> </u>
	91		<u></u>	4 3.3.1 Implement Key Backend Functionalities	11 days	Wed 2/26/25	Wed 3/12/25	Ť
	92		<u> </u>	 3.3.1.1 Build APIs for CRUD operations on user profiles. 	3 days	Wed 2/26/25	Fri 2/28/25	
	93		=	3.3.1.2 Create a system to match users based on interests, courses, and schedules.	4 days	Mon 3/3/25	Thu 3/6/25	
	94		<u></u>		8 days	Mon 3/3/25	Wed 3/12/25	
CHART	95		<u> </u>	 3.3.1.3.1 Use WebSocket or Firebase for real-time messaging. 	3 days	Mon 3/3/25	Wed 3/5/25	
GANTT CHART	96		<u> </u>	 3.3.1.3.2 Allow users to create and manage group chats. 	2 days	Thu 3/6/25	Fri 3/7/25	*
g	97		<u> </u>	 3.3.1.3.3 Ensure all messages are end-to-end encrypted. 	3 days	Mon 3/10/25	Wed 3/12/25	-
	98		<u></u>	■ 3.3.2 Ensure Data Security and Privacy	1 day	Thu 3/13/25	Thu 3/13/25	ď
	99		<u> </u>	 3.3.2.1 Encrypt sensitive data at rest and in transit. 	1 day	Thu 3/13/25	Thu 3/13/25	Ĭ.
	00		\longrightarrow	■ 3.3.3 Integrate Backend Services	5 days	Fri 3/14/25	Thu 3/20/25	
	101		<u> </u>	3.3.3.1 Use Firebase Cloud Messaging for push notifications.	1 day	Fri 3/14/25	Fri 3/14/25	<u> </u>
	102		□	3.3.3.2 Enable calendar integration for study sessions.	1 day	Mon 3/17/25	Mon 3/17/25	1
1	103		<u> </u>	Buffer Time	2 days	Tue 3/18/25	Wed 3/19/25	i
	04		<u></u>	Project Checkpoint (Review and	1 day	Thu 3/20/25	Thu 3/20/25	i ,
				Adjustments)				
	105		<u></u>		24 days	Fri 3/21/25	Wed 4/23/25	<u> </u>
1	106		=	44.1 Develop the User Interface	11 days	Fri 3/21/25	Fri 4/4/25	<u> </u>

			Task					April 2025
		i					Finish -	16 21 26 31 5 10 15 20
	107		<u></u>	4.1.1 Create UI Components	11 days	Fri 3/21/25	Fri 4/4/25	
	108		□	4.1.1.1 Create reusable components like buttons, headers, and footers.	5 days	Fri 3/21/25	Thu 3/27/25	
	109		=	4.1.1.1.1 Standardize font sizes, colors, and spacing for UI elements.	3 days	Fri 3/21/25	Tue 3/25/25	———
	110		<u></u>	4.1.1.1.2 Ensure buttons display hover, press, and disabled states.	2 days	Wed 3/26/25	Thu 3/27/25	
	111		<u></u>	4 4.1.1.2 Create Custom Components for Key Screens	6 days	Fri 3/28/25	Fri 4/4/25	
	112		=	4.1.1.2.1 Build elements like navigation bars, featured study groups, and search bars.	4 days	Fri 3/28/25	Wed 4/2/25	
	113		=	4.1.1.2.2 Include filters, recommendations, and peer profiles.	2 days	Thu 4/3/25	Fri 4/4/25	į.
GANTT CHART	114		<u> </u>	4.1.2 Ensure Consistency Across Screens	2 days	Thu 4/3/25	Fri 4/4/25	П
Ā	115		<u> </u>	4.1.2.1 Develop Design System	2 days	Thu 4/3/25	Fri 4/4/25	П
Ö	116		<u> </u>	4.1.2.1.1 Define global styles for fonts, buttons, and cards.	2 days	Thu 4/3/25	Fri 4/4/25	•
	117		<u> </u>	■ 4.2 Integrate Third-Party Services	7 days	Mon 4/7/25	Tue 4/15/25	*
	118		<u></u>	■ 4.2.1 Identify Required Third-Party APIs	4 days	Mon 4/7/25	Thu 4/10/25	
	119		<u> </u>	4 4.2.1.1 Research APIs for Scheduling Integration	4 days	Mon 4/7/25	Thu 4/10/25	
	120		=	4.2.1.1.1 Evaluate ease of integration and feature availability.	3 days	Mon 4/7/25	Wed 4/9/25	
	121		=	4.2.1.1.2 List data inputs/outputs needed for scheduling features.	1 day	Thu 4/10/25	Thu 4/10/25	ħ
	122		<u></u>	4.2.2 Integrate and Test APIs	3 days	Fri 4/11/25	Tue 4/15/25	
	123		<u> </u>	4 4.2.2.1 Connect Scheduling API	3 days	Fri 4/11/25	Tue 4/15/25	
	124		<u> </u>	4.2.2.1.1 Enable users to schedule study sessions through the app.	3 days	Fri 4/11/25	Tue 4/15/25	<u> </u>
	125		<u>-</u>	4.3 Implement Push Notifications	6 days	Wed 4/16/25	Wed 4/23/25	<u> </u>

			Task							May 20		
		i					Finish	10 15	20 25	30	10	15 20
	126		<u></u>	■ 4.3.1 Design Notification Strategy	2 days	Wed 4/16/25	Thu 4/17/25	П				
	127		<u></u>	⁴ 4.3.1.1 Define Types of Notifications	2 days	Wed 4/16/25	Thu 4/17/25	T T				
	128		<u> </u>	4.3.1.1.1 Group into reminders, alerts, and updates.	2 days	Wed 4/16/25	Thu 4/17/25					
	129		<u></u>	■ 4.3.2 Integrate Notification System	4 days	Fri 4/18/25	Wed 4/23/25					
	130		<u> </u>	4.3.2.1 Verify notification delivery on iOS, Android, and web clients.	2 days	Fri 4/18/25	Mon 4/21/25					
	131		<u> </u>	Buffer Time	2 days	Tue 4/22/25	Wed 4/23/25					
	132		<u></u>	4 5.0 API Integration and Testing Phase	20 days	Thu 4/24/25	Wed 5/21/25					
	133		<u> </u>	4 5.1 Connect Frontend and Backend Functionality	6 days	Thu 4/24/25	Thu 5/1/25					
	134		<u> </u>	4 5.1.1 Test API Endpoints	5 days	Thu 4/24/25	Wed 4/30/25			\neg		
	135		=	5.1.1.1 Test API endpoints for creating, reading, updating, and deleting user profiles.	3 days	Thu 4/24/25	Mon 4/28/25		*			
GANTT CHART	136		<u> </u>	5.1.1.2 Ensure login, logout, and token refresh APIs function correctly.	2 days	Tue 4/29/25	Wed 4/30/25			Ť		
GA	137		<u></u>	4 5.1.2 Ensure Data Flow Consistency	3 days	Tue 4/29/25	Thu 5/1/25					
	138		<u> </u>	5.1.2.1 Verify that data from the frontend matches backend database entries.	3 days	Tue 4/29/25	Thu 5/1/25					
	139		<u> </u>	4 5.2 Conduct Unit Testing	6 days	Fri 5/2/25	Fri 5/9/25			<u>†</u>	\neg	
	140		<u></u>	4 5.2.1 Test Individual Components	3 days	Fri 5/2/25	Tue 5/6/25					
	141		<u></u>	5.2.1.1 Validate API Response Times	3 days	Fri 5/2/25	Tue 5/6/25					
	142		=	5.2.2 Verify Each Component's Functionality	3 days	Wed 5/7/25	Fri 5/9/25			Ì		
	143		<u></u>	△ 5.3 Conduct Integration Testing	2 days	Mon 5/12/25	Tue 5/13/25					
	144		=	4 5.3.1 Ensure End-to-End System Functionality	2 days	Mon 5/12/25	Tue 5/13/25				П	
	145		<u> </u>	5.3.1.1 Verify smooth data flow from user sign-up to profile creation.	2 days	Mon 5/12/25	Tue 5/13/25					
	146		=	■ 5.4 Test Third-Party Integrations	6 days	Wed 5/14/25	Wed 5/21/25				Ť	
	147		<u></u>	■ 5.4.1 Validate External Services Integration	1 day	Wed 5/14/25	Wed 5/14/25				п	

		0	Task						May 2025		June 2025	
		(i)	111000		Duration			10 15 20 25	30 5 10 1	5 20 25	30 4 9 14	19 24
	148		= 3	5.4.1.1 Ensure accurate event creation and updates with Google Calendar or Outlook.	1 day	Wed 5/14/25	Wed 5/14/25					
	149		\rightarrow	4 5.4.2 Ensure Error Handling	1 day	Thu 5/15/25	Thu 5/15/25		ň			
	150		<u> </u>	5.4.2.1 Simulate failures in external services and check for fallback handling.	1 day	Thu 5/15/25	Thu 5/15/25		Ĭ			
	151		<u> </u>	4 5.4.3 Conduct Load Testing for API Integration	4 days	Fri 5/16/25	Wed 5/21/25		Ť			
	152		<u> </u>	5.3.3.1 Test how the integrated system performs under heavy traffic.	2 days	Fri 5/16/25	Mon 5/19/25					
	153		<u> </u>	Buffer Time	2 days	Tue 5/20/25	Wed 5/21/25			i i		
	154		<u> </u>	Project Monitoring and Control Phase	25 days	Thu 5/22/25	Wed 6/25/25			*		
	155		<u> </u>	■ 6.0 Quality Assurance and Beta Testing Phase	25 days	Thu 5/22/25	Wed 6/25/25			Ť		1
IAR	156		<u> </u>	4 6.1 Conduct Thorough Testing	10 days	Thu 5/22/25	Wed 6/4/25			*		
<u>ن</u>	157		\Rightarrow	■ 6.1.1 Perform System Testing	6 days	Thu 5/22/25	Thu 5/29/25					
GANTT CHART	158		= 5	4 6.1.1.1 Verify essential features like user login, matching system, and group creation.	4 days	Thu 5/22/25	Tue 5/27/25					
	159		<u> </u>	6.1.1.1.1 Ensure seamless sign-in and sign-out processes.	4 days	Thu 5/22/25	Tue 5/27/25					
	160		<u> </u>	6.1.1.1.2 Verify accuracy and speed of matching suggestions.	3 days	Thu 5/22/25	Mon 5/26/25			•		
	161		<u> </u>	■ 6.1.1.2 Verify Data Handling Security	3 days	Tue 5/27/25	Thu 5/29/25					
	162		=	6.1.1.2.1 Ensure user data is securely encrypted during storage and transmission.	3 days	Tue 5/27/25	Thu 5/29/25					
	163		<u> </u>	4 6.1.2 Conduct Stress and Load Testing	4 days	Fri 5/30/25	Wed 6/4/25					
	164		<u> </u>	6.1.2.1 Test system performance under heavy user load (e.g., 10,000 concurrent users).	2 days	Fri 5/30/25	Mon 6/2/25			i		
	165		<u>-</u>	6.1.2.2 Ensure app remains stable during extended periods of high activity.	2 days	Tue 6/3/25	Wed 6/4/25					

		Task						May 2025		une 2025		July 2025			August 20
	(i)	Wode +					10 15 20 25	30 5 10 15	20 25 30	9 4 9 14	19 24	29 4 9	14 19	24 29	3
166		<u></u>	△ 6.2 Conduct Beta Testing	7 days	Thu 6/5/25	Fri 6/13/25									
167		<u></u>	■ 6.2.1 Select Beta Testers	2 days	Thu 6/5/25	Fri 6/6/25				Ф					
168	3	□	6.2.1.1 Choose testers from various academic backgrounds and usage levels.	2 days	Thu 6/5/25	Fri 6/6/25									
169	9	<u></u>	⁴ 6.2.2 Collect Beta Testers' Feedback	5 days	Mon 6/9/25	Fri 6/13/25									
170		<u></u>	6.2.2.1 Analyze interactions, feature usage, and navigation patterns.		Mon 6/9/25	Wed 6/11/25									
171		<u> </u>	6.2.2.2 Collect qualitative feedback on app usability and performance.	2 days	Thu 6/12/25	Fri 6/13/25									
172		=	■ 6.3 Incorporate Beta Testing Feedback	8 days	Mon 6/16/25	Wed 6/25/25									
173	3	<u> </u>	■ 6.3.1 Identify and Implement Changes	8 days	Mon 6/16/25	Wed 6/25/25									
174	1	<u></u>	6.3.1.1 Categorize issues into critical, high, medium, and low priority.	2 days	Mon 6/16/25	Tue 6/17/25				in the second					
175 176	5	<u></u>	6.3.1.2 Fix issues that block core functionalities or cause crashes.	3 days	Wed 6/18/25	Fri 6/20/25				İ					
176	5	\rightarrow	Project Checkpoint 2 (Review and	1 day	Mon 6/23/25	Mon 6/23/25					Th				
Z			Adjustments)												
ලි ₁₇₇	7	<u> </u>	Buffer Time	2 days	Tue 6/24/25	Wed 6/25/25					i h				
178	3	<u> </u>	△ <u>Project Closeout</u>	28 days	Thu 6/26/25	Mon 8/4/25					ř				\neg
179	9	<u></u>	4 7.0 Deployment and Launch Phase	15 days	Thu 6/26/25	Wed 7/16/25					Ť				
180)	<u></u>	4 7.1 Deploy App to App Stores	4 days	Thu 6/26/25	Tue 7/1/25					*	٦			
181	1	<u></u>	47.1.1 Prepare App Store Listings	2 days	Thu 6/26/25	Fri 6/27/25					П				
182	2	<u> </u>	7.1.1.1 Write a concise and engaging app summary for stores.	2 days	Thu 6/26/25	Fri 6/27/25					Ť				
183	3	<u> </u>	4 7.1.2 Submit App for Approval	4 days	Thu 6/26/25	Tue 7/1/25						7			
184	1	<u> </u>	7.1.2.1 Ensure code meets store standards and is free of bugs.	4 days	Thu 6/26/25	Tue 7/1/25					•	-			
185	5	<u></u>	⊿7.2 Monitor User Interactions	8 days	Wed 7/2/25	Fri 7/11/25						†			
186	5	<u> </u>	4 7.2.1 Collect Usage Data	5 days	Wed 7/2/25	Tue 7/8/25									
187	7	=	7.2.1.1 Integrate tools like Google Analytics or Firebase for real-time tracking.	5 days	Wed 7/2/25	Tue 7/8/25									

		Task						May 2025	June 2	025	July 2025		August 20
	i	Mode ▼		Duration			10 15 20 25	5 30 5 10 15	20 25 30 4	9 14 19	24 29 4 9	14 19 24	29 3
188		<u></u>	7.2.2 Analyze User Engagement	3 days	Wed 7/9/25	Fri 7/11/25					<u> </u>		
189		<u>_</u>	△ 7.3 Provide Post-Launch Support	3 days	Mon 7/14/25	Wed 7/16/25						٦	
190		<u> </u>	4 7.3.1 Address Immediate Bug Reports	3 days	Mon 7/14/25	Wed 7/16/25						٦	
191		-	7.3.1.1 Enable email, chat, or in-app support for bug reporting.	2 days	Mon 7/14/25	Tue 7/15/25						1	
192		\rightarrow	Buffer Time	1 day	Wed 7/16/25	Wed 7/16/25						ή.	
193		\Longrightarrow	■ 8.0 Ongoing Maintenance and Support Phase	13 days	Thu 7/17/25	Mon 8/4/25						*	
194		<u> </u>	■ 8.1 Provide Continuous Support to User	3 days	Thu 7/17/25	Mon 7/21/25						<u> </u>	
195		<u> </u>	■ 8.1.1 Offer In-App Support Channels	3 days	Thu 7/17/25	Mon 7/21/25							
196		<u> </u>	 1.1.1 Integrate live chat functionality for real-time help. 	3 days	Thu 7/17/25	Mon 7/21/25							
197			■ 8.1.2 Maintain Responsive Helpdesk	2 days	Thu 7/17/25	Fri 7/18/25						П	
198		=	8.1.2.1 Assign a team to manage user queries and issues.	2 days	Thu 7/17/25	Fri 7/18/25							
199		\rightarrow	■ 8.2 Deliver Regular Updates	5 days	Mon 7/21/25	Fri 7/25/25						<u> </u>	
200		<u> </u>	■ 8.2.1 Schedule Feature Updates	3 days	Mon 7/21/25	Wed 7/23/25							
201		\Rightarrow	 8.2.1.1 Identify and prioritize new features for updates. 	3 days	Mon 7/21/25	Wed 7/23/25						-	
202		<u> </u>	■ 8.2.2 Perform Bug Fixes and Patches	2 days	Thu 7/24/25	Fri 7/25/25						П	
203		<u></u>		2 days	Thu 7/24/25	Fri 7/25/25							
204		\rightarrow	■ 8.3 Monitor Performance	2 days	Mon 7/28/25	Tue 7/29/25						T	ı
205		\longrightarrow	■ 8.3.1 Track App Stability Metrics	2 days	Mon 7/28/25	Tue 7/29/25							ı
206		<u> </u>	8.3.1.1 Identify root causes for app crashes and resolve them.	2 days	Mon 7/28/25	Tue 7/29/25						1	1
207		=	■ 8.4 Gather and Analyze User Feedback	4 days	Wed 7/30/25	Mon 8/4/25						İ	
208		<u>_</u>	■ 8.4.1 Conduct User Surveys	2 days	Wed 7/30/25	Thu 7/31/25						I	T I
209		=	8.4.1.1 Identify areas needing improvement based on user feedback.	2 days	Wed 7/30/25	Thu 7/31/25							
210		<u></u>	▲ 8.4.2 Implement Feedback Analysis	2 days	Fri 8/1/25	Mon 8/4/25							
211		<u> </u>	8.4.2.1 Align future updates with user demands and expectations.	1 day	Fri 8/1/25	Fri 8/1/25							ħ
212		<u> </u>	Buffer Time	1 day	Mon 8/4/25	Mon 8/4/25							1