

Team Plan

The early part of the project was completed together, setting up the basic socket programming aspects. Together, in the same room, we got a working application capable of all-chat (every user can see the submissions by every other user). From there, we split the work into Client-side (Ian) and Server-side (Colton). We worked separately like this, keeping in consistent communication and periodically meeting in person to diagram points of intersection between our work (e.g. determining the format for our serializable objects in each use case). The final debugging was performed together in the same room.