

Project Information

Project introduction

Chat rooms allow participants to share information via text with a group of other users. Chat rooms were a popular communication methods in the last decade. An example of a popular platform for chatrooms is [IRC](#).

In this course you will develop a client-side desktop application for a chat room system. Your software will connect to a chat room server that will host the students' communication.

You are provided with a communication layer which will handle all communication with the chat room server (details in Milestone 1). For the avoidance of doubt, **you are not required to write any code for the chatroom server or for the communication layer during the semester.**

Logistics

Projects are to be written in groups of 3, no more and no less. You will have a total of 3 milestones throughout the semester. Completed milestones are presented to the staff during milestone lab sessions where your team demonstrates your implementation of the milestone requirements. All team members are required to be present during the milestone lab. You will be writing code in C#. Version control is expected of you via github (explained in lab #3 and #4).

The requirements for the milestones will allow flexibility in the implementation. We encourage you to carefully engineer your project for versatility for easy maintenance.

Submission and Source Control

Project development is expected to be performed by all team members over github. You will create a github repository and add the course staff as collaborators (github handles "goolig" and "BenTrigger"). Your github repository should be made **private** and named "**ISE172_project**". This part will be taught and performed in lab session #3 and #4. High Level Design (HLD) and Low Level Design (LLD) documents must be available on git alongside with the code, and updated for each milestone.

Your code should be well documented.

When your milestone code is ready, create a tag named "milestone_<#>" on your latest commit with the correct milestone number. Using tags is common in the

software industry for marking stable versions, we will use it in the same way. We will give you a hands-on experience of working with tags in lab #3 and #4.

Grading

Your milestones deliverables will be graded with the following criteria in mind:

- A code design that matches the documents design (HLD and LLD).
- Usage of engineering patterns taught in class (n-tier architecture etc').
- Right use of OOP best practices.
- Usage of git. Did the group use branching as expected?
- Code readability, maintainability and stability.
- Does the code perform its function?
- Participation of all group members. We expect to see commits from all team members!
- Delivering results on time. The staff will use the “milestone_<#>” tag to determine completion time.