

# Project Proposal



**Module: Mobile Application Development**

**Course: Management Information Systems (Special)**

**Batch : 19.1 UGC**

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## Team Members

	Student name	Student ID	Contribution to proposal	Contribution to prototype
01.	H.M.R.K. Herath	21019019	Time Evaluation Application features	Dark mode of prototype interfaces Link components
02.	C.M.D. Liyanage	23006035	Introduction Project Benefits	Camera Video Call Conferencing
03.	I.P.R. Kumarasinghe	21017868	Project Definition Risk Management	Conversation List New conversation Call History Group conversation
04.	P.W. Hettiarachchi	21010139	Proposed Budgets Project Plan	Login Sign up Search Male/Female
05.	P.G.I.D. Gallage	22018035	Project Monitoring Technologies used	My profile Conversation Conversation keyboard Group chat details
06.	W.N.P. Manthila	21017902	Objectives Project site	Verification Profile & General settings Network Error

## **Introduction**

In today's world online chatting has become a significant part of the society. Distance relationships are maintained via online platforms in higher percentage. This is because people find the flexibility and reliability in using online platforms due to various reasons like cost effectiveness, efficiency and attractivity is higher in those conference applications. Chat applications via mobile has been popular in society more than desktop-based applications. For business purposes, education, family and friend relationships who are in different locations are maintained through these kinds of applications. So, a high-quality featured chat application with advanced security is going to be designed by our team as a solution to overcome most of the issues faced by today's society when using current applications.

## **Project Definition**

Mobile teleconferencing or chatting is a prominent type of application in the smart phones. Even though this is not a new idea for the society a featured application with outstanding qualities. This app will have two step verification security plans and password verifications and account verifications from device to device. Also, end-to-end encryptions in private messages and voice will improve the security aspect in this application. To improve the live quality of the application animated sticker sets, gif also going to be added to chats. Video calls are made with high quality camera and optimize the security about user privacy. Chat application will give the ability to have group conversations, live video conferencing, files and location sharing like features also. Live streaming can be added to conferences as the client's preferences. Eye catching themes, fonts, and other technologies will be applied in order to give the best user experience. This project is going to be handled using agile development methodology so that team members can discuss the changes and ideas they would like to do in the application and give the chance to monitor and track the progress of the project. Likewise, from the beginning to the end where introducing the deliverables, then in maintenance team is going to take care of the project until it becomes an outstanding mobile chat application.

## **Objectives of the chat app**

The purpose of the chat application is to allow users to be able to the chat with each other, like a normal chat application. The users will be able to chat with each other, most likely only from user to user. And we can use the chat app for group calling and messaging. So, it easy to the communication to all members. In society chat app using the official works. So, we can use chat app to holding meeting also.

## **Application Features**

- Real-time text transmission.
- Flexible and reliable steps.
- Chat bots and help agents.
- Conveniency.
- Chat history backup to cloud.
- Multitasking performance
- Animated and non-animated stickers.
- Live streaming
- Two step verification
- End-to-end encryption
- Account verification confirmation and verification codes to different devices
- Location sharing
- Content sharing and file sharing with high storage
- Unlimited numbers member invitations to groups.
- Operation via any mode (Wi-Fi or mobile data)
- Advanced profile settings (last seen, online, contact sharing, profile sharing, etc.)
- In-app notifications and push notifications
- Privacy checkup and advanced settings

- Message forwarding
- Integrated apps
- Image and video quality resolution control
- Unlimited concurrent chats
- Ability to customize chat backgrounds and other features

## Project work Plan

Task Id	Task Name	Assigned to	Duration	Start date	Finish Date	Start date	Finish date	Duration variance	Status
1	Analysis phase	Prabhashi	11	10/10	24/10	10/10	10/26	2	Open
1.1	Requirements gathering	Prabhashi	5	10/10	15/10	10/10	10/15	0	Open
1.2	Requirement Analyze	Prabhashi	3	16/10	19/10	16/10	20/10	1	Open
1.3	Scope definition & project plan	Dananjani	3	21/10	24/10	22/10	26/10	1	Open
2	Architect	Ravindi	11	28/10	5/11				Open
2.1	Selection of methodology	Ravindi	3	28/10	31/10	28/10	31/10	0	Open
2.2	Data model design	Chathiru	4	1/11	5/11	2/11	7/11	2	Open
2.3	UI planning and design	Chathiru	4	9/11	13/11	9/11			Open
3	Develop	Rohan	40	11/11	22/12				Open
3.1	Framework development	Rohan	15	11/11	26/11				
3.2	UI development	Chathiru	10	28/11	2/12				
3.3	Database Design	Ravindi	3	4/12	7/12				
3.4	Implement data, process and security management	Rohan	12	8/12	22/12				
4	Validate	Dananjani	13	11/11	28/12				

4.1	Test Environment setup	Dananjani	2	13/11	16/11				
4.2	System and regression testing	Pavani	4	17/11	21/11				
4.3	Performance, compatibility, security testing	Pavani	7	23/11	30/11				
5	Deploy	Rohan	4	2/12	2/16				
5.1	Publish the app	Rohan	4	2/12	2/16				
6	Maintenance								

## **Project site (Human / Physical)**

### **(01) Human project site**

Keep team communication open

Make decisions faster

Stay in your workflow

### **(02) Physically project site**

Wireless internet access point

Cybercafes

Global positioning system

Collaboration

Group ware

Voice message

Web services

## Project monitoring (progress reporting)

Agile SDLC model is a combination of iterative and incremental process models with focus on process adaptability and customer satisfaction by rapid delivery of working software product Agile model believes that every project needs to be handled differently and the existing methods need to be tailored to be suit the project requirements.

Agile iterate every step in the steps of their SDLC method

1. CONCEPT- Projects are envisioned and prioritized

Our project concept is developing a chat box method with new features.

2. INCEPTION – team members are identified, funding is put in place, and initial environments and requirements are discussed.

When creating and design a chat box system we can get examples by trending social medias on now days. Like WhatsApp, messenger. we can get more ideas from them and we can discuss their pros and con on those system and design our system with low errors and many features

3. ITERATION /CONSTRUCTION-The development team works to deliver working software based on iteration requirements and feedback.

When our team use agile method to develop this system, we must use more ideas from customers to add new features. Agile is a system that based on customers choice.

Multiple iterations will take place during the agile software development lifecycle and each follows its own workflow. During an iteration, it is important that the customers and business stakeholders provide feedback to ensure that the features meet their needs.

### ITERATION PROCESS FLOW-

REQUIREMENTS- define the requirements for the iteration based on the product backlog, sprint backlog, customer and stakeholder feedback

When we lounge a chat box system to the social, we can get their feedback for update the system with new ideas from customers.to do these projects we have good connection with users and stakeholders.

To develop and lounge a good software not enough those tips only. the developers also have crystal clear aim to adding the new features and develop chat box system. With customer ideas.

DEVELOPMENT-Design and develop software based on defined requirements.

When we get customer feedback and ideas to develop the system, we must develop our team also with new knowledge or new with new developers.in these times it field update so quickly so when we apply developing applications on the software system, we have update with new solutions.

Ex- when we are using coding languages in the software system, we can use latest languages like Rubi.

Rubi is more efficient and effective more than other programming languages like c, c#



TESTING-QA- (Quality Assurance) testing, internal and external training, documentation development

When adding something new to the software system the developers must do a test trial in the system in the beginning of the lounge. It helps to better customer feedback to the system.

DELIVERY-Integrate and deliver the working iteration into production.

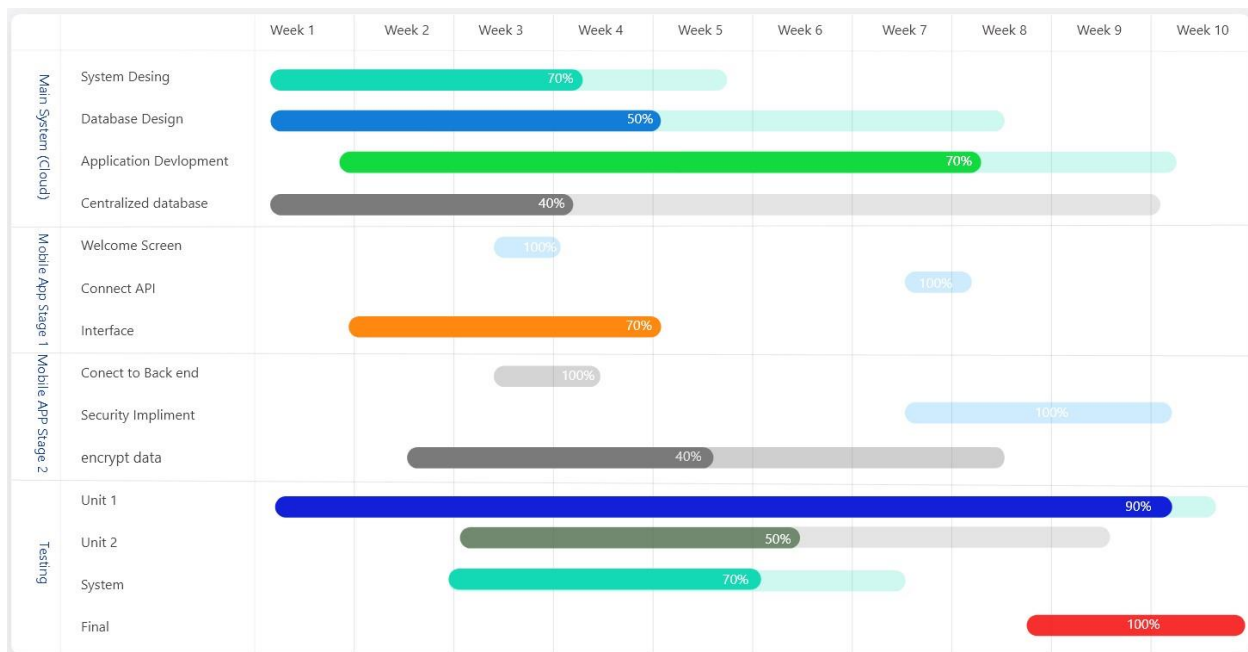
When system lounge to customer the team get clear agreement with customer about the data that flows in the chat box system. The customers and stakeholders have huge responsibility about the data flows. In the first of app lounge the customer get agreed about the privacy and policy of the system.

The team have responsibility to safe delivery application to the customer.

The privacy and policy guidelines also can improve and update with customers choice.

FEEDBACK- Accept customer and stakeholder feedback and work it into the requirements of the next iteration.

## Time Evaluation



## Proposed Budgets

Expenditures	payment
Facilities	\$50
Travel and Transport	\$10
Lodging	\$100
Rentals (expect facilities)	\$75
Promotion	\$50
Total	\$225

**GitHub Link - <https://github.com/rohankumara/MAD-Chat-App>**  
(This is privet repo)

Options
Manage access
Security & analysis
Branches
Webhooks
Notifications
Integrations
Deploy keys
Autolink references
Actions
Secrets











### Who has access

PRIVATE REPOSITORY
Only those with access to this repository can view it.
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DIRECT ACCESS
5 have access to this repository: 5 collaborators.

### Manage access

☐ Select all
Type ▾

<input type="checkbox"/>	 <b>Chathiru Dilshan</b> Collaborator	
<input type="checkbox"/>	 <b>Iresha Dhananjani</b> iresha29 • Collaborator	
<input type="checkbox"/>	 <b>Prabhathi Hettiarachchi</b> prabhathihettiarachchi • Collaborator	
<input type="checkbox"/>	 <b>Ravindi Kumarasinghe</b> ravindikumarasinghe • Collaborator	
<input type="checkbox"/>	 <b>Pavani Manthila</b> wpmmanthila • Collaborator	

## **Risks & Constraints**

- Time variations
- Budget estimation variations due to changing costs for resources.
- Target users do not want to change their conferencing applications they used to easily.
- Inability to change according to the changing environment and technology quickly.
- Unsustainable user growth that cannot control over time.
- Choosing the wrong development partner.
- Viruses, threats and other security issues
- Users refuse the product
- Choosing unsuitable platforms
- New to the technology
- Loss of control over platforms
- Change of user requirements

## **Risk Management**

- To solve the security issues, we try to implement an in-app community which can report the bugs that they identify. Then with the help of advanced technological functions try to fix those issues as soon as possible.
- Technology of the app features, security and trends are going to implement over the time as users expect something new. New version updates and chat features are going to introduce as environment changes.
- Ability to customize the app, developer options up to some control, theme personalization are going to improve with the help of user experience.
- Interactive messages to increase user attraction, taking user experience about quality of the calls, messages and customer ratings are going to be implemented. These things also useful to improve the application quality and fix errors.
- To increase the profits and to control the losses, advertising, app purchase and business aspects are going to be use in the frame of valuing user privacy.
- When the project is in the development period, a complete research about the user requirements, user requirement, resources definition with higher accuracy and time, budget and stakeholder negotiations are studied with extra care.
- Implement a risk identification position among team members to handle the risks.
- Make a risk management plan according to the size of the risks, minor risks, medium scale risks and unstoppable and large-scale risks.

# Prototype

