Software Project Management Plan

ChatSiGira v 1.0 – 24/05/2020

Team:

- Allari Edoardo
- Bologna Abreham
- **Nicolis Pietro**
- Pollinari Jonathan
- Zerbato Nicolò

Purpose and scope

Our team is responsible for creating one of the six client applications that are part of the project started by Professor Antonio Sette.

The project consists of the creation of an application-level "chat" communication protocol and its implementation.

The creation of the protocol takes place through the contribution of all the teams, while the subsequent development is to the detriment of each individual team.

The precise purpose of our team is to create a client application that supports the PCP protocol designed and that is able to communicate, through text messages, with the other clients connected to the main server.

In addition, the creation of a graphical interface is required to provide a better user experience.

Goals and objectives

- Create a working application, able to communicate with the main server;
- Implement a graphical interface for the application which must be:
    - Responsive;
    - User-friendly;
    - aesthetically attractive;
- Structuring the project according to the MVC framework;
- Use new work tools like Github or graphics framework like Swing / SWT.

Project deliverables

Product	Date
ChatSiGira v. 1.0	12/12/2019

The first version of the project includes all the functions required for delivery, with the exception of managing messages longer than a package (2048 bytes). It is also equipped with a graphic interface.

Constraints

Being a school project, we must not respect particular constraints, if not that of having to use GitHub for co-working and Java as a programming language. However, the fundamental constraint is the delivery date.

Schedule and budget summary

Cost estimate

For the same reason as the constraints, no financial outlay is necessary for the realization of the project. However, approximately 120-150 hours of work will have to be invested

Schedule summary

What	When
Start the project	12/10/2019
Started develop for main GUI	03/11/2019
Started develop for packets class	08/11/2019
Implemented other GUI and restyling of the project's structure	21/11/2019
Started develop for packets interpreter	23/11/2019
Started implementation for server connection	28/11/2019
Added JavaDoc	07/12/2019
Added some grapic libraries	08/12/2019
Major bug fixes	10/12/2019
Minor bug fixes and closure of the project	12/12/2019
Publish documentation	05/01/2019

Success criteria

To be considered a success, the delivered product must be able to interface with the main server and the other clients within the LAN, through the use of a graphic interface.

Definitions

Term	Definition
PM	Abbreviation of project manager.
PCP	Abbreviation of Potato Chat Protocol, the protocol developed by the teams.
"the project"	Our client application.

Startup plan

Team organization

Role	Students	What to do
Project manager	Allari Edoardo	coordinate the work and assign the various tasks to the group members; ensures that development proceeds regularly.
Developer	Allari Edoardo, Bologna Abreham, Nicolis Pietro, Pollinari Jonhatan, Zerbato Nicolò	Develops the various components of the project, according to the indications of the PM.
Structure developer	Allari Edoardo, Nicolis Pietro, Zerbato Nicolò	Processes and develops the structural part of the application.
Graphic designer	Allari Edoardo, Bologna Abreham, Pollinari Jonhatan	Processes and develops the graphic components of the application.
Presentation designer	Allari Edoardo, Pollinari Jonhatan	Realizes the power point presentation accompanying the project.

Project communication

Event	Information	Audience	Format	Frequency
SCRUM meeting	**What is done** and **what to do**; Specific request or doubts.	All team members	Informational meeting upon starting to work on the project; preferably standing	Every lesson
WhatsApp group	Exchange of any type of request, information, doubt, proposal relating to the project.	All team members	Instant messaging	As needed
GitHub Issues	Opening of an issue on GitHub to draw the group's attention to a particular aspect of the project.	All team members	GitHub function	As needed
Teacher meeting	meeting with the professor (and client) to update him on the progress of the project.	PM and the teacher	Short discussion	As requested

Technical process

The development of this project is based on SCRUM methodology: at the beginning of each lesson the situation is taken and the tasks to be completed on that day are decided. The first iteration consists in the creation of a client application running 100% without a graphical interface; subsequent iterations will focus on implementing a graphical interface and additional features.

Tools

These are the tools that will be used in this project:

- Programming languages:
  - Java;
- Markup languages:
  - Markdown;
- Java Swing as GUI framework;
- Git and GitHub;
- Visual Studio Code;
- NetBeans (IDE).

Work plan

Resource estimate

The resource estimate for this project is characterized solely by hardware resources, such as:

- PCs (at least 3);
- LAN;
- Internet connection.

and software, such as:

- IDE for Java development;
- Java Documentation;
- PCP documentation;

Release plan

The release plan for this project it's available on a specific document.

Iteration plan

The iteration plan for this project it's available on a specific document.

Test plan

The test plan for this project it's available on a specific document.