

Project Charter

Project title	ChatSiGira
Start date	12/10/2019
End Date	13/12/2019
Project manager	Allari Edoardo
Purpose	Create a client for chatting into a LAN network, through a main server
Goals & Objective	<p>Create a client application that can communicate with other clients connected to the main server, locally.</p> <p>The goals are:</p> <ol style="list-style-type: none">1) Create a working client application;2) Create a graphic interface for the application;3) Implements additional functions (like alias change...)
Schedule information	<p>12/10/2019 - Start the project</p> <p>03/11/2019 - Started develop for main GUI</p> <p>08/11/2019 - Started develop for packets class</p> <p>21/11/2019 - Implemented other GUI and restyling of the project's structure</p> <p>23/11/2019 - Started develop for packets interpreter</p> <p>28/11/2019 - Started implementation for server connection</p> <p>07/12/2019 - Added JavaDoc</p> <p>08/12/2019 - Added some graphic libraries</p> <p>10/12/2019 - Major bug fixes</p> <p>12/12/2019 - Minor bug fixes and closure of the project</p>
Team	Allari Edoardo - Bologna Abreham - Nicolis Pietro - Pollinari Jonathan - Zerbato Nicolò
Financial information	Since it is a school project, it does not require any financial outlay
Project priorities	The application must be delivered by the deadline of the project and it must be able to communicate with other clients within the network
Approach	Scrum framework during TPI and GPI lessons; individual work at home
Constraints	No specific constraints have been imposed for the realization of the project
Success criteria	The application must be able to communicate with other clients connected on the network
Risks	One risk the team can face is the lack of time to complete the project. Another risk may be the lack of knowledge for the development of some software components
Scope	The main purpose of the project is the creation of an application level protocol from scratch, based on TCP and to be used for the creation of a local communication system (chat)

	managed by a central server developed by a single group; communication must be made through client applications developed by the remaining groups.
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