

Ultimately, most of the work will consist of creating, configuring, and debugging the networking of both the server and the clients to ensure data is passed correctly when needed. The backbone of this system will be worked on together, first by building upon the code provided in-class, and then expanding this code as needed to get the functionality we need. Code must be added to both ServerMain and ClientMain to transmit and receive data correctly.

Raiyan will design and implement most of the UI for the clients. He will also write the code that is executed by each of the UI elements, which will eventually tie into the client networking described above.

Timberlon will create the User, Chatroom, and Message classes that are used to organize the data used by ServerMain and ClientMain. They mostly will consist of a few objects and getters and setters.

Testing will be done after any major elements are added to the system so that it is easier to debug specific issues.



