Software Project Management Plan

Server Chat

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Team Members

- Enrico Bragastini
- Loris Pesarin
- Davide Pizzoli
- Simone Tomelini

Document Control

Change History

Revision	Change Date	Description of changes
v0.5	05/11/2019	Project Release Plan Complete
v0.7	12/11/2019	Iteration #1 Complete
v0.9	19/11/2019	Iteration #2 Complete
v1.0	19/11/2019	Project Complete

Document Storage

This document is stored in the project's GIT repository at:
https://github.com/pizidavi/2020_5BI_team3_Pizzoli/tree/master/docs

Document Owner

Loris Pesarin is responsible for developing and maintaining this document.

Table of Contents

1 Overview

1.1 Purpose and Scope

Team 3 was commissioned by ITIS G. Marconi to develop a Chat Client and Chat Server to understand the importance of a unique and open protocol. In fact, without it, two apps Server and Client would not be able to communicate.

1.2 Goals and Objectives

Allow user to:

1. Send a message to one other user.
2. Send a message to many other users.
3. Send a message to all users.
4. See the list on online members.

1.3 Project Deliverables

Date	Deliverable
05/11/2019	Project Release Plan Complete
12/11/2019	Iteration #1 Plan
19/11/2019	Iteration #2 Plan
19/11/2019	Project Complete

1.4 Assumptions and Constraints

1.4.1 Assumptions

1. The app will only work on school network.
2. The school will made available to the programmers the computers to work and test application.

1.4.2 Constraints

1. Use of the assigned protocol is required.
2. For uncompleted functions, the app must answer without a fault.

1.5 Schedule and Budget Summary

1.5.1 Cost Estimate

Details	Cost	Hours	Total

Details	Cost	Hours	Total
1 Project Manager	€50/h	9 hours	€450
3 Software Engineers	€40/h	9 hours	€360

1.6 Success Criteria

The project will be considered a success if the teacher gives the students a good mark.

1.7 Definitions

Term	Definition
Actor	user or other software system that receives value from a user case.
Client	a client is a piece of computer hardware or software that accesses a service made available by a server.
Developer	the person or organization developing the system, also sometimes called the supplier.
Scenario	one path through a user case
Server	a server is a computer program or a device that provides functionality for other programs or devices
Stakeholder	anyone with an interest in the project and its outcomes. This includes clients, customers, users, developers, testers, managers and executives.

2 Startup Plan

2.1 Team Organization

Role	Actor(s)	Responsibility
Project Manager	Pizzoli	Call team meetings, coordinate communications within group, coordinate communications outside group, break out tasks, assign them to teammates
Developer	Bragastini, Pesarin, Pizzoli, Tomelini	Develop software based on requirement and architect specifications
Programmer	Bragastini, Pesarin, Pizzoli, Tomelini	Program to requirement and architect specifications
	Bragastini,	

Role	Actor(s)	Responsibility
Tester	Pesarin, Pizzoli; Tomelini	Write test cases, perform unit testing of test cases against incremental release of code, perform integrated testing of test cases against incremental release of code, report issues
Architect	Bragastini, Pizzoli	Specify overall internal workings of application
Requirement Engineer	Bragastini, Pizzoli	Outline and document project dependencies and requirements. This includes internal and external dependencies.

2.2 Project Communications

Event	Information	Audience	Format	Frequency
Team Meeting	Task status: completed since last meeting & planned for next;obstacles encountered; change requests in process	All team members	Informal meetings following class; Formal meetings as needed; E-mail status updates & problems as they occur	As needed
Project Status Report	Review finished items, status of prototype; review any problems, schedule slippage, programming issues	All team members, customer	E-mail with information or In-person as customer sees fit	Iteration Closeout

2.3 Technical Process

2.3.1 Tools

Operating System	Microsoft Windows 10
Software Languages	Python

3 Work Plan

3.1 Release Plan

3.1.1 Plan By Feature

Iteration #1 - 12/11/19

Summary: Users management

Features / Deliverables	Estimated Effort	Actual Effort
Users Registration	20	
Users Login	20	

Iteration #2 - 19/11/2019

Summary: Messages management

Features / Deliverables	Estimated Effort	Actual Effort
Public message	30	
Broadcast message	50	
Private message	40	

Features / Deliverables	Estimated Effort	Actual Effort