

## Project Title:

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Client Chat

## Start Date:

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22/10/2019

## End Date:

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12/11/2019

## Project Manager:

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Riccardo Radosta

## Project Sponsor:

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I.T.I. G.Marconi

## Customer:

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Professor De Carli Lorenzo

## Users:

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5BI Students

## Stakeholders and Expectations:

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Team: Create a client to communicate with server by a chatting's platform.

Professor De Carli: Have a Client that can speak with the other clients using a server.

## Purpose (Problem or opportunity addressed by the project):

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With this client it's possible to speak among different classmates's clients through another Server.

## Goals and Objectives:

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Our expectations for the good job of this app is expected to: \* Provide a way to chat with classmates;

- Facilitate the use of the latter to the customer;
- Interface with the server to communicate with other clients.

## Schedule Information (Major milestones and deliverables):

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29/10/2019 - Create the file system of the program and planned the job

29/10/2019 - Addition of the graphic part of the software

29/10/2019 - End the main part of the software

05/11/2019 - Testing

05/11/2019 - Fixing the problems and bugs issue during the test

05/11/2019 - End the software development

20/11/2019 - Begin the documentation

## Financial Information (Cost estimate and budget information):

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This work does not include cash costs, the only cost was the time spent on this project, approximately 5 lessons to which we have 3 hours each for a total of 15 hours.

## Project Priorities and degrees of freedom:

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We have no major limitations except the delivery deadline. We had all the time available, both at school and at home, we decide how distribute our work.

## Approach:

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We proceed step by step, we start with the communication between server and client, then we take care of the graphic part and finally we combine everything.

## Constraints:

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The only constraint we have is the protocol given by the professor which had to be strictly followed.

## Assumptions:

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Our software should be similar to a chatting application commonly used on all smartphones, only more primitive and very simple

## Success Criteria:

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The project will be a success if work without bugs and problems with all the different server that our classmate have done and in all the situation that we expected.

## Scope:

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The purpose of the client is to interface to communicate, through the servers, with other clients like a chatting system.

## Risks and obstacles to success:

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The main obstacles encountered were in the generalization of the code for greater compatibility with the servers.

## Signatures

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Riccardo Radosta \_\_\_\_\_ **Project Manager**

I.T.I. G.Marconi \_\_\_\_\_ **Project Sponsor**

Liboni Andrea, Francesco Martino \_\_\_\_\_ **Customer**

Professor De Carli Lorenzo \_\_\_\_\_ **Technical Lead**