PM

JUSTIFICATION

The project is an exercise to teach how a protocol could work and how applications communicate.
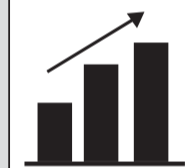
PRODUCT

A client or a server able to communicate.

SMART OBJECTIVE

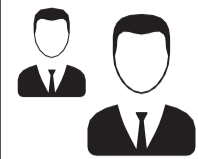Making sure students understand network-level programming

REQUIREMENTS

Knowing how to use a network protocol such as HTTP, basic programming and graphic interface skills.

BENEFITS

Helping students understand how low-level network programming works.

PITCH

EXT STAKEHOLDERS

The stakeholder is the classroom.

ASSUMPTIONS

The program must work with Python 3.7

Machines using the application must be able to communicate.

RISKS

Collaboration between those who produce servers and clients and vice versa may cause inconveniences.

TEAM

Work is individual but divided in developers who make the clients and the servers.
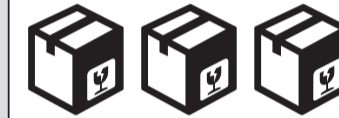
DELIVERABLES

A client or a server application.

TIMELINE

3 hours a day for 3 lessons, so 9 hours in total.

CONTRAINTS

The application must follow a protocol given to us.

COSTS

This project has no budget.

Project Model Canvas