

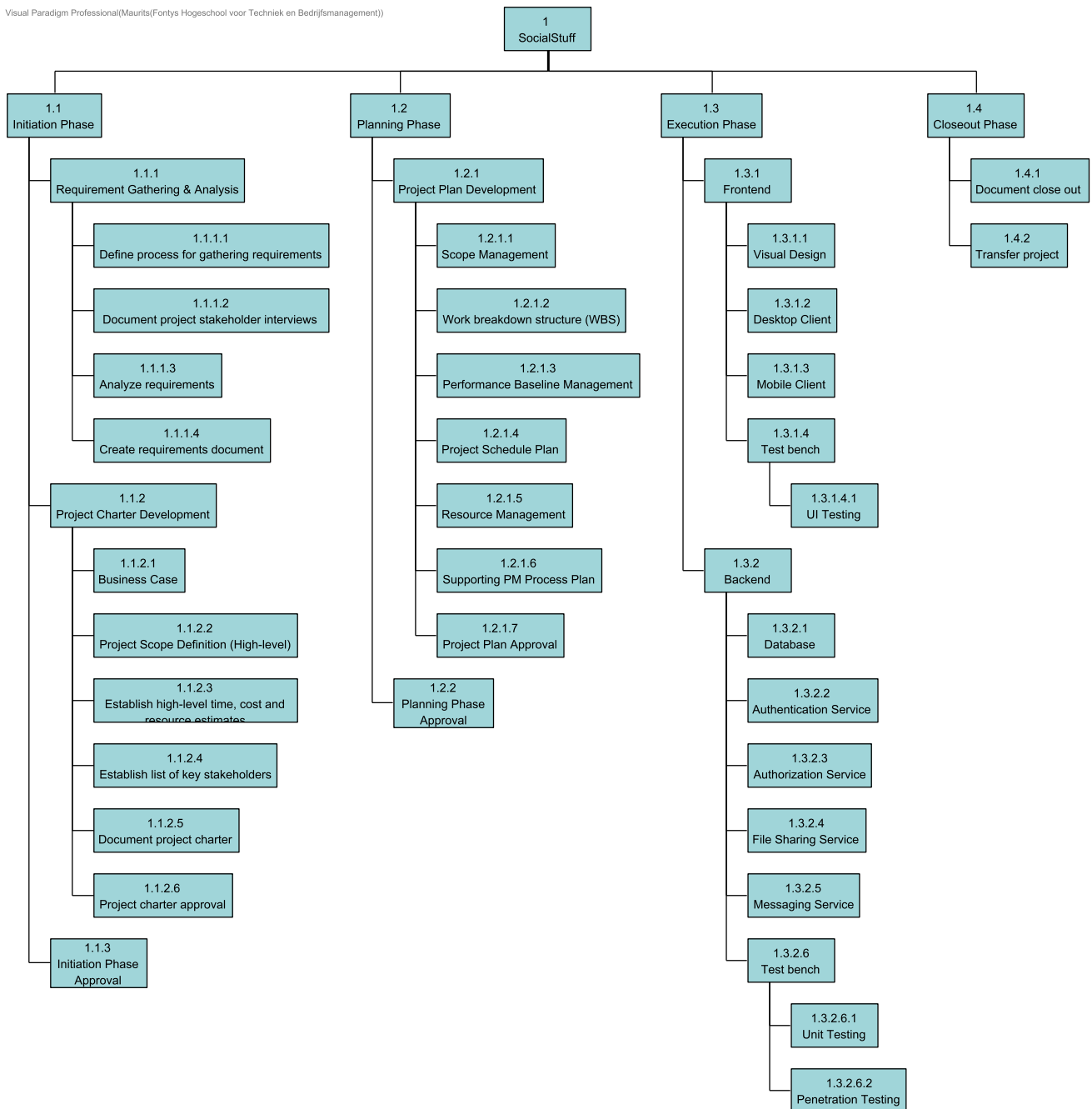


WBS SocialStuff

SocialStuff Organization
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1. Breakdown Structure Diagram SocialStuff

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1.1. Analyze requirements

1.2. Authentication Service

The authentication service (or identity service) will manage all user registrations and logins.

1.3. Authorization Service

The authorization service will manage all user actions and requests and will decide with the help of the authentication service (and retrieved tokens) whether the requested action can be performed.

1.4. Backend

■ 1.5. Business Case

■ 1.6. Closeout Phase

■ 1.7. Create requirements document

■ 1.8. Database

Research possible database options and decide based on research results which DBMS system suites best for SocialStuff.

Document the final decision.

■ 1.9. Define process for gathering requirements

■ 1.10. Desktop Client

Implement desktop client (linux/windows/maxOS support)

■ 1.11. Document close out

■ 1.12. Document project charter

■ 1.13. Document project stakeholder interviews

■ 1.14. Establish high-level time, cost and resource estimates

■ 1.15. Establish list of key stakeholders

■ 1.16. Execution Phase

■ 1.17. File Sharing Service

The file sharing service will handle the upload of files and storing files until the object has been received by the receiver. The file sharing service will also interact with the authorization service to check whether:

- the user is allowed to upload
- the receiver is allowed to download

■ 1.18. Frontend

■ 1.19. Initiation Phase

■ 1.20. Initiation Phase

Approval

■ 1.21. Messaging Service

The messaging service is responsible for retrieving messages from senders and delivering the messages to the corresponding receivers.

■ 1.22. Mobile Client

Mobile client developed in a cross platform language so code can be used to compile an app for Android and iOS.

- **1.23. Penetration Testing**
- **1.24. Performance Baseline Management**
- **1.25. Planning Phase**
- **1.26. Planning Phase Approval**
- **1.27. Project charter approval**
- **1.28. Project Charter Development**
- **1.29. Project Plan Approval**
- **1.30. Project Plan Development**
- **1.31. Project Schedule Plan**
- **1.32. Project Scope Definition (High-level)**
- **1.33. Requirement Gathering & Analysis**
- **1.34. Resource Management**
- **1.35. Scope Management**
- **1.36. SocialStuff**
- **1.37. Supporting PM Process Plan**
- **1.38. Test bench**
Setup a test bench (e.g. for UI testing)
- **1.39. Test bench**
Setup a test bench (e.g. for database, unit and penetration testing)
- **1.40. Transfer project**
- **1.41. UI Testing**
- **1.42. Unit Testing**
- **1.43. Visual Design**
Create the visual design guidelines for the project:
 - Define color palette
 - Define fonts
 - Define grid and measurements
 - Define message styling
 - Define message state styles

- Wireframes

■ 1.44. Work breakdown structure (WBS)