JAVA/PYTHON SERVER PLATFORM: CHATROOM

Chris Bowies

1)

Story: Chris wants to login and post an event about his fraternities community service to improve awareness.

Task: Chris will login and begin typing information in the text box and post it in the server.

Test: The input has been recieved by the server and posted to the other users of the client.

2)

Story: Chris wants to login and change his username to something that won't offend people. He accesses his login for and hits 'change username' button.

Task: Chris will open the client, login, and attempt to change his username.

Test: The nickname has been updated in the database.

Kevin Boyette

1) Juan Valdez wants to use a chat room to talk to people.

He'd like to login once and have the chat program save his password

and username. He has a hard time finding friends and has social anxiety.

-Testing the login would be pretty straight forward. Login with a user then

logout. When you go to login again, see if you are automatically logged back

in or if you have to type all the information again.

2) Jane Doe wants to meet like minded people through the chat. She is

fearful of being harrassed by aggressive strangers. She uses a 'report user'

option when she gets fed up.

-Testing for when a user reports another user could be accomplished by

activating the report request and seeing if the test made it to the

admins/authority.

James Livulpi

**User story 1**

John a student at Suny Plattsburgh will use the chat room to communicate with other students in his major, which will help him in a positive way for acquiring help and guidance from fellow classmates. He will be able to tell who’s logged in to the system and click on user names to start a new chat. The testability can be tested of these features by seeing who is logged in to the system by looking at the names listed on the side of the screen.

**User story 2**

Thomas a user of the chat room wants to be able to open the chat room for his department and be able to search for online users and possibly send an offline message. The offline users would be grayed out and the online members would have a lit up icon. This can be tested by setting up someone we know is online and then logging on to another client to see if the online and offline gestures show.

Joseph Kelly

As a student, Derek ,wants to be connected to Suny Plattsburgh students.

The chat application should load fast and automatically connect to just the server.

Authorization should happen behind the scenes and use the school ID as the logged in user name.

As a non-administrative student, Derek like to be able to post questions or discussions in chat rooms and see which students are currently logged in.

Derek would like to be able to switch chat rooms from the main chat lobby to CSC by clicking the name of the chat room around the chat window.

Derek wishes to ask a question regarding Computer Science in the CSC Chat room within the client's main chat room lobby.

When Derek sends the message, he hopes it's instant and easily readable by other students with a time stamp.

To test this,

Our server checks with Hart's server the user's credentials.

Server is constantly reading in inputs from students and displaying in their corresponding chat rooms.

Server is displaying and refreshing list of logged in student.

Server prints students input as output and captures the server's time next to the message.

Ashley Regan

Story 1:

A user notices that someone is spamming the chat and annoying other users. So the user blocks and reports the spammer by clicking the 'Report User' and 'Block' button, both beside the offender's name.

Testing:

- The 'Block' and 'Report User' buttons exist.

- When the 'Block' button is clicked, the user that clicked it no longer sees the future posts of the person that they chose to block.

- When the 'Report User' button is clicked, a request and the chat log at the time of the request are sent to an administrator, to be reviewed.

- The reported or blocked user is the correct one.

Story 2:

A user wants to express their individuality and stand out from the sea of messages with the default text format. So, they go to their settings and change their font color, size, and type to something that they find is more attractive.

Testing:

- There is a settings drop-down menu, tab, or button that contains an option to change font colors, sizes, and types.

- When a color is chosen, the font changes to the selected color.

- When a size is chosen, the font changes to the selected size.

- When a type is chosen, the font changes to the selected type.

- After font settings have been saved, the next message that the user types will have those settings for at least the remainder of that session. (Font options may or may not carry over to other sessions.)

- How other users' fonts are displayed is unaffected by the change.

- Other users can see the changed fonts.

- There is a 'Default' button in the font settings that, when clicked, returns the user's font style to default color, size, and type.