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| Chat\_Note Project |
| Fully Dressed UC1 |
| Private Project |

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**Revision History**

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| --- | --- | --- | --- |
| Version | Date | Description | Author |
| Inception draft | 9/27/2019 | First Draft. Revision to be done in elaboration phase | Aatib Abdullah |
| Elaboration Draft | 10/11/19 | Second Draft. Added Extensions for entering and leaving based on SSD | Aatib Abdullah |
| Elaboration Draft 2 | 10/16/19 | Third Draft: Changed the Use Case. Now changed to Administrator manages content | Aatib Abdullah |
| SDD Added | 11/4/19 | SDD added to the Third Draft | Aatib Abdullah |

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**System Sequence Diagram…………………………………………………………………………………………………………………7**

UC Name**:** User A communicates with User B

Scope**:** Chat Note

Level**:** User-Goal

Primary Actor**:** The Primary User

Stakeholders and Interests**:**

* User A/B: want to send messages to the other user, and reply to the Other User when receiving messages.
* Advertisers: want to promote their product/service

Preconditions**:**

All Users has a valid account.

Success Guarantee**:**

The Users logs into a valid account with username and passport, authenticates succesfully. The system lead to the main page with the list of Users. These Users will have to select the tab on which User they would want to communicate with. Then the system will lead to the chat lobby, which contains previous messages help by Firebase Database it queried the string from. User A sends message to User B. The system then forwards the Message to and stored into the Database. The changes to the data base will also update the chat lobby, showing the new messages. The conversation occurs as User A and B reply to each other. After five minutes, One exits from the Chat Lobby where the system then will play and advertisement using AdSense. It goes back to its main page, then logs out or chats with another friend.

Main Success Scenario**:**

1. The System Authenticates User A using Username an Password
2. User A selects User B to communicate with
3. The system takes User A goes into a Chat Lobby with User B
4. User A sends a Message to User B
5. The system forwards User A’s message to Firebase Database
6. User B replies to User A with a Message
7. The system Forwards User B’s message to Database
8. User A presses exit button to exit out of Chat Lobby
9. The system takes User A out of Chat Lobby.
10. User A Logs out of Application
11. System exits User A out

Extensions**:**

Special Requirements**:**

Not Applicable

Technology and Data Variation List**:**

Frequency of Occurrence**:**

Whenever User A logs onto the Application and selects a User which is its Friend.

# Miscellaneous:

Not Applicable

# System Sequence Diagram:

Just quick side notes:

If certain things missing, just include info in misc.