

Constraints stories and acceptance criteria:

Release 1.0

As a ...	I want to ...	In order to ...	Acceptance criteria
Developer	Stock the data of all users (names, passwords, history of the messages...)	Have all the data re-usable for the management of the app	<ul style="list-style-type: none">• Have the database with all the needed data• Be able to re-use this data
Developer	Use a network or a subnetwork	Send messages	<ul style="list-style-type: none">• The user can send messages between themselves
Developer	Use a network (or a subnetwork)	Receive messages	<ul style="list-style-type: none">• The users can receive the messages from another contact
Developer	According to the action of the user	Display the appropriate window on the screen	<ul style="list-style-type: none">• The GUI responding well to each demand/interaction of the user
Developer	Have a structured database	Be able to retrieve data effectively	<ul style="list-style-type: none">• When asking for a specific data, I should be able to find it easily
Developer	Support multiple connections at the same time	Be able to have more than one person connected to the chatroom	<ul style="list-style-type: none">• Connection of more than one person should be done successfully