
Software Engineering Lab

Hermes (Chat Application)



Team Members

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1. Introduction

Building a highly scalable chat application available to many users around the world.

1. **Purpose:** The purpose of the application is to help connect many people to create an online virtual community to share ideas, work or for casual purposes. It is a collaboration platform where individuals or different teams within an organization can discuss, and share ideas. It offers a means to create a productive environment for professionals, and at the same time, it can also be utilized as an application for a casual conversation among individuals/groups.
2. **Intended Audience:** This application is aimed to cater to company employees, friends and family groups, and individuals.
3. **Scope:** The Software product to be developed is a chat application that shall essentially provide services such as an environment that a team/group of individuals/employees/peers can utilise to have formal or informal conversations This application aims to make collaboration and interaction between individuals/employees/peers hassle free and as interactive as possible to simulate a work/casual environment due to the advent of the era of COVID-19.
4. **Features Planned:** The features planned are
 - Channels
 - Text & voice chat
 - Roles & privileges
 - Task management & Event scheduling

2. System Features and Requirements

1. **Functional Requirements:** The functional requirements are

- Landing page
- Individual chats
- Security Authentication
- Virtual community features (channels)
- Event scheduler
- Creating and Joining voice calls

2. **External Interface Requirements:** For Laptop/PC users, navigation and item selection can be done using combinations of mouse and keyboard. For smartphone/tablet users the application would support hardware as well as virtual keyboard for text input, and touch input for item selection.