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| Use Case ID: | UC001 | | |
| Use Case Name: | UberChat | | |
| Created By: | Nhan Vu, | Last Updated By: | Nhan Vu |
| Date Created: | 10/14/17 | Date Last Updated: | 10/16/17 |
| Actors: | User and AdminUser | | |
| Description: | The system is the UberChat which host one or more chat rooms. Users will set a nickname and request a UUID to join chats and converse with one another. User may proceed to leave and join other chat room. | | |
| Preconditions: | -User must have a nickname and a UUID before entering chat room.  -Users must enter a chat room before being able to view or send messages. | | |
| Postconditions: | -Users will receive UUID after requesting one.  -Users will set a nickname upon enter UberChat.  -User can enter chat room after requesting to enter a chat room. | | |
| Normal Flow: | 1. User enter a nickname if it is their first time using UberChat.  2. User enters main window of UberChat.  3. User request to view all chat room on the server.  4. User enters the name of the chat they wish to enter into the “Join Chat Room” field.  5. User joins selected chat room and will receive and be able to send message in the joined chat room.  6. User terminate the program. | | |
| Alternative Flows: | 4a. User leaves chat room at anytime after they have joined. User will be sent back to step 3 of the normal flow and continues to proceed.  4b. User is kicked by admin at anytime after they have joined. User will be sent back to step 3 of the normal flow and continues proceed.  4c. User enters an unlisted chat room name to join. User will be sent back to step 4 of the normal flow and continues proceed.  5a. User enters an invalid message exceeding more than 1000 characters. User will stay on 5 of the normal flow and continues to proceed.  5b. User enters an invalid message with the “;” character. User will stay on 5 of the normal flow and continues to proceed. | | |
| Exceptions: | 1a. User enters an invalid nickname with more than 10 characters. Use case ends.  1b. User enters an invalid nickname with the “,” character. Use case ends.  1c. User enters an invalid empty nickname. Use case ends. | | |
| Includes: | Includes no other use case in itself at the moment. | | |
| Priority: | High (should be included in any further version) | | |
| Frequency of Use: | At least 10 user per chat room. At least one chat room up at any point. | | |
| Business Rules: | -Will not store anything on the client’s computer  -Will not access any info from the client’s computer | | |
| Special Requirements: | None required. | | |
| Assumptions: | -Both client and sever have a mean to connect to a network  -Server has enough memory to store all user’s UUID and to load last 100 message. | | |
| Notes and Issues: | Use case is based on basic requirements and was made before implementation. Subject to change as the project continues. | | |