CS2043-01A08:

Alyssa Robinson

Daniel Rideout

Michael Redbourne

S Saad Rashid

Sebastian Richard

Jeremiah Sabino

Software Engineering Project Proposal

**Title of proposed application**:

Social Messenger

**Overview of functionality**:

This application is a private messaging based social media application inspired by Discord or WhatsApp. Users can make friends or create groups for users to join, then send messages to these individuals and groups. Messages can contain files as attachments in multiple formats such as wemb, mp3, mp4, gif, jpeg, png, docx, txt, etc.

**Actors:**

User Actor: Send and receive messages to and from other users.

Administrator Actor: Moderate user messages and interactions

**Use Cases:**

RemoveMessage use case:

Actor: Administrator

Using this use case, an administrator can remove an offensive message from any user.

BanFromGroup use case:

Actor: Administrator

Using this use case, an administrator can ban any user from any group that user is in.

RemoveUser use case:

Actor: Administrator

Using this use case, an administrator can remove any user account from the application.

SendMessage use case:

Actor: User

Using this use case, a user can send a message to users they are friends with or groups they are apart of.

DeleteMessage use case:

Actor: User

Using this use case, a user can delete any message they have sent.

ViewMessage use case:

Actor: User

Using this use case, a user can view a message which has been sent to them, or to a group they are a part of.

SearchUser use case:

Actor: User

Using this use case, a user can search for other users on the application.

SendRequest use case:

Actor: User

Using this use case, a user can send a friend request to another user on the application.

ReplyToRequest use case:

Actor: User

Using this use case, a user can reply to a friend request sent to them, either accepting or declining it. If they accept it, the users will be connected, and can then send messages to each other.

CreateGroup use case:

Actor: User

Using this use case, a user can create a group of multiple users that they are friends with.

JoinGroup use case:

Actor: User

Using this use case, a user can join a pre-created group even if they are not friends with all of the members.

CreateAccount use case:

Actor: User

Using this use case, a user can create a personal account which can be found by other users with the search function.

KickFromGroup use case:

Actor: User

Using this use case, user can remove another user from their group.

LeaveGroup use case:

Actor: User

Using this use case, user can leave a group.