

# **Requirements specification for an Instant Messenger**

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## **Common description:**

A web application should be developed. It should give the possibility to different users to communicate with each other. The requirements of this application are listed below.

## **Requirements:**

1. Registration of users (Creating an account)
  - a. New users have to register to use the service
  - b. An account consist of an unique user name and a password
2. Profile
  - a. A can fill in a profile
  - b. The profile contains information like the e-mail address, telephone number and profile image
  - c. The user determines if any user or only the added contacts are able to see the profile
  - d. The user has the possibility to choose a nick name, which do not have to be unique
3. Contacts
  - a. A user can add contacts to its contact list
  - b. A contact can be added by entering the unique user name or a nick name. In the second case a selection dialogue will ensure that the correct contact will be chosen if there are more than one user with the same nick name
  - c. It will be sent a contact request, which have to be confirmed by the other contact
  - d. After confirming the request the contacts will be added to the contact lists of both users
  - e. Thereafter both users can see the online status of each other
4. Groups
  - a. Groups can be founded
  - b. The founder of the group can invite other contacts to this group
  - c. A group can have a name, a description and an image.
  - d. A group can be dissolved too
5. Communication
  - a. A user can write messages to one contact of his contact list
  - b. A user can write messages in a group
  - c. A user can use emoticons in his messages

- d. Links should be recognized and a small preview to this link should be shown
- e. Files like pictures or something else can only be sent as links to a webpage
- f. On the arrival of a new message an acoustic signal should sound and a popup window should appear
- g. If a user is offline and he gets a message it will be saved till the next login
- h. Messages will be saved on the server for a time of 30 days. In this time the user can browse the history. There is only the exception that a message will not be deleted if it is unread