Team: Bamboozlers

Use Cases
- Use Case 1. Messaging
  - Primary actor: User
  - Precondition: User is registered and logged in
  - Postcondition: Varies (see below)

  <u>Main Scenario</u>
  1. User enters a chat window with other user(s)
     1. a) 1. User enters a message in the text box and submits it
           2. System takes message, stores in the database.
           3. System shows message for all users in the chat, including sender

     1. b) 1. User selects a message and deletes it
           2. System finds message in database and removes it
           3. System removes message for all users in the chat, including sender

     1. c) 1. User selects a message and edits it
           2. System finds message in database and modifies it
           3. System removes message for all users in the chat, including sender

     1. d) 1. User selects a message and pins it
           2. System finds message in database and sets it as pinned
           3. System pins message for all users in the chat, including sender

  <u>Extensions</u>
  1. User attempts to send chat message to user they are not friends with
     a. The message is not sent and an error is instead displayed to the sender

- Use Case 2. Manage friends
  - Primary actor: User
  - Precondition: User is registered and logged in
  - Postcondition: Varies (see below)

  <u>Main Scenario</u>
  2. User enters contact list menu
     1. a) 1. User sends a friend request to a new user
           2. System takes request, stores in the database.
           3. System shows request to recipient

     1. b) 1. User accepts friend request from a another user

2. System finds request in database and removes it
3. System writes that users are friends in database

1. c) 1. User selects a message and edits it
2. System finds message in database and modifies it
3. System removes message for all users in the chat, including sender

- Use Case 3. Manage groups
  - Primary actor: User
  - Precondition: User is registered and logged in
  - Postcondition: Varies (see below)

Main Scenario
1. User enters contact list menu
2. User enters group chat window
    2. a) 1. User sends message to group chat
    2. System saves message in database and shows to all group members

    2. b) 1. User sends message to group chat
    2. System saves message in database and shows to all group members

    2. c) 1. User sends message to group chat
    2. System saves message in database and shows to all group members

Extensions
    1. a) 1. User creates a group, adding other friends
    2. System creates group identifier with members, stores in the database.
    3. System shows group to all involved users.

- Use Case 4. Manage group members
  - Primary actor: User
  - Precondition: User is moderator/owner of group
  - Postcondition: Varies (see below)

Main Scenario
1. User enters group member list window
    1. a) 1. User adds member to group
    2. System saves changes to database entry for group
    3. System shows group chat to new user

    1. b) 1. User removes member from group
    2. System saves changes to database entry for group
    3. System removes group chat view for removed user

1. c) 1. User gives permissions to member
2. System saves changes to database entry for group
3. System shows admin visuals to new moderator

Use Case Diagram

Use Case Diagram

Legend
← - - ▶ Includes
— extends

Unregistered User → Registration

User

Registered User → Messaging → Send Message
                            → Recieve Messages
                            → Delete Messages
                            → Pin Messages

↑ includes

Manage Groups → Create Groups
             → Join Groups
             → Leave Groups

↑ includes

Group Moderator → Manage Group Members → Adding Members
                                       → Removing Members
                                       → Giving Members Positions

Manage Friends → Accept friend Requests
             → Send Friend Requests
             → View Friend List