**Specifications**

# System Behavior Document :

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| Requirement ID | Name | Type | Description |
| REQ01 | Responsivity | F | Server must be maximum 1 second responsive |
| REQ02 | Multi-platforming | F | Application must run on Windows/Linux/Mac |
| REQ03 | Stockage | NF | Messages must be stored in a database |
| REQ04 | Reliability | NF | Messages must not be lost |
| REQ05 | Security | NF | Passwords must never be sent nor stored in clear |
| REQ06 | Non-duplication | NF | Usernames must be unique |
| REQ07 | Account | F | Accounts are locked by the couple username/password |
| REQ08 | Edit 1 | F | Users can change their username |
| REQ09 | Edit 2 | F | Users can change their password |
| REQ10 | Simplicity | F | Users can send messages easily |
| REQ11 | Connectivity | F | User can not connect on multiple instances |
| REQ12 | Clarity | F | Chatroom has a list of connected users |

To produce the list of the requirements, we ask ourselves what was necessary and what wasn’t. We started by starting out what were the simplest and needed functionalities, and then we tried to imagine how we could make the application and finally what would be in it. Also, we looked at all the chatting apps we already know to see what could be done.

//TODO use case diagram and sequence diagram (UML)

# Use cases

//TODO use cases and their descriptions