**INTRODUCTION**

SuperChat is a ncurses based chat program strictly for linux systems. The program provides users with an environment rich with features to promote social interaction in linux systems. SuperChat users have the opportunity to communicate with other users of the program in a public chat room. Along with the public chat room, four different chat rooms are available as well for users to interact in a more private environment with a limited audience. Each chat room will feature a maximum capacity of 25 users. Our intention is to help bridge interaction among linux enthusiasts, and help promote low-capital projects in software engineering.

Stakeholders include:

1. Odera Osakwe
2. Alex Escobar
3. Devony Powell
4. Thamid Zaman
5. Bud Davis

**REQUIREMENTS**

1. SuperChat shall be a ncurses based chat program for linux systems with a decentralized, peer-to-peer architecture.
2. A user shall not be able to be engaged with more than 1 chat room at a time.

1. A user shall be able to enter a message by inputting text and terminating it with a Carriage return through the keyboard when entered in a chat room.
2. The length of each line shall be limited to 144 character. This is when the user is entered into a chatroom.
3. The characters shall be shown to the user as he types them and shall be posted onto the chatroom whenever the user pushes enter.
4. The message sent by a user to a chatroom shall be posted onto every user’s screen in under 5 seconds after the sender pushes ‘Enter’.
5. SuperChat shall have a maximum of 8 chatrooms including a chatroom called “Public”.

The “Public” chat room shall be available upon login (by a user) and cannot be deleted.

1. “Public” chat room shall always be open for every online user. The user shall be able to enter the public chatroom by pushing the F2 key.
2. Any user shall be able to exit any chatroom they are engaged in by pushing the F5 key. This will return them to the chatroom selection screen.
3. The destination of the message entered by a user shall be the chatroom they are engaged with. The message entered by a user shall be received by all users entered in the same ‘chat room’.
4. When in a chatroom, a user shall view a list of usernames who are currently online in that chatroom along with the name of the chatroom.
5. A user shall select the chat room that they want to enter by pushing the F key that corresponds with that chatroom.
6. SuperChat shall be limited to 8 chat rooms, including the “Public” chat room. The F key that corresponds to each chatroom shall be used to enter that chatroom.
7. Any user shall have the ability to change the name of the chat room they are engaged in, with exception to the “Public” chat room..
8. Chat rooms of SuperChat shall be in an “empty state” upon the initialization of the program except for the Public chatroom.
9. Upon entry to SuperChat, every user shall be prompted to create a ‘username’. This username shall have a maximum of 8 characters and shall not contain any spaces or special characters. This username is not required to be unique. The user shall have the option to change their ‘username’ at any time.
10. The user ID shall be the default reference I.D to the user throughout the system. This ID shall be unique throughout the system and shall be different than the username.

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1. SuperChat shall provide a form of registration for all first time user(s) of the program. This form shall prompt the user for a username, first name, and last name. The user’s information shall be stored in a file that will be accessed by default for subsequent logins.
2. Chat rooms, not including ‘Public’, shall be created by a user with the corresponding F Key.