

# Project Looking Glass

# Summer of Code Project

## #207 - 3D Email Client

## Requirement Definition

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### 1 Synopsis of 3D E-Mail Client Application on LG3D

#### 1.1 Name

BlackGoat

#### 1.1 Concept

User-Active and Operation-Less

#### 1.2 Description

This mailer application, BlackGoat, is based on LG3D. It aspires to be the Number One 3D E-Mail client to break the 2D-ness of the current mailer environment and connect the current mail environment to the real world while LG3D intends to break the 20 years 2D-ness of the current desktop environment and the way the desktop environment evolves.

#### 1.3 Feature List

#	Name
1	Volume and Color
2	Turn Over
3	Reading Frequency
4	Watermark
5	Simple Message Reply/Forward
6	Message Sort
7	Doodle
8	Scroll
9	Postit

#### 1.4 Software Structure

Name	Version
LG3D	0.7.0
JDK	1.5.0 build 4
Java3D	1.3.2 build 4
JAI	1.1.2
Java Mail	1.3.2

## 2. Use Case Scenarios

### 2.1 Basic Function Scenarios

#### 2.1.1 Setting Pop Server Data

(a) Prior condition : Nothing

(b) Basic Flow

1. The user clicks the mailer setting button.
2. The application asks pop server ip address, pop user name and pop user password.
3. The user inputs pop server ip address, pop user name and pop user password. And then the user clicks the OK button.
4. The user clicks the message pop button.
5. The application connects to the pop server and takes messages from the pop server.

(c) Alternative Flow

- 5-1. If any one of pop server ip address, pop user name and pop user password is invalid, the application writes the detail in log file.

#### 2.1.2 Displaying Message List.

(a) Prior condition : 2.1.1 Setting Pop Server Data

(b) Basic Flow

1. The user selects message folder and clicks its aspect. Each aspect says the order in which messages are displayed.
2. The application displays messages' header on the message list and messages in message folder in order according to the aspect which the user selects.

### 2.1.3 Browsing Message

(a) Prior condition : 2.1.2 Displaying Message List

(b) Basic Flow

1. The user selects message's header on message list.
2. The application displays the selected message content.

### 2.1.4 Setting Smtplib Server Data

(a) Prior condition : Nothing

(b) Basic Flow

1. The user clicks the mailer setting button.
2. The application asks smtp server ip address and smtp user account.
3. The user inputs smtp server ip address and smtp user account. And then the user clicks the OK button.

(c) Alternative Flow

- 3-1. If any one of pop server ip address, pop user name and pop user password is invalid, the application write the detail in log file.

## 2.2 Each Feature Scenarios

### 2.2.1 Volume and Color

(a) Prior condition : 2.1.3 Browsing Message

(b) Basic Flow

1. The application divides message into pages if lines of message exceeds a certain value. The application displays pages as bundle of pages.

### 2.2.2 Turn Over

(a) Prior condition : 2.1.3 Browsing Message

(b) Basic Flow

1. The user pressed mouse right button, moves mouse toward left or right and releases mouse right button. Moving mouse toward left means turning over page toward previous page. Moving mouse toward right means turning over page toward next page.
2. The application displays page according to user's mouse gesture if there is a page. If not, the application displays the message list.

### 2.2.3 Reading Frequency

(a) Prior condition : 2.1.3 Browsing Message or 2.2.2 Turn Over

(b) Basic Flow

1. The user clicks message header on message list or turns over page.
2. The application makes displayed page wear by changing its color.

2.2.4 Watermark

(a) Prior condition : 2.1.3 Browsing Message

(b) Basic Flow

1. The user rotates mouse wheel on message.
2. The application changes message's transparency.
3. The user gets to select message on message list if the message's transparency falls to \*a certain value.

(c) Alternative Flow

- 3-1. The user gets to operate message if the message's transparency exceeds \*a certain value.

\*a certain value ... 15 lines.

2.2.5 Simple Message Reply/Forward

(a) Prior condition : 2.1.3 Browsing Message and 2.1.4 Setting smtp data

(b) Basic Flow

1. The user clicks the ReplyForward button.
2. The application turns inside out message and displays message input field.
3. The user inputs message content and clicks Send button.
4. The application sends the message content to smtp server.

(c) Alternative Flow

- 4-1. If smtp server ip address is invalid, the application writes the detail in log file.

2.2.6 Sort

(a) Prior condition : 2.1.2 Displaying Message List

(b) Basic Flow

1. The application displays messages in ascending order and in descending order alternately if the user selects same message folder consecutively.

(c) Alternative Flow

- 1-1. If message content are already displayed, they all go invisible.

## 2.2.7 Doodle

### 2.2.7.1 Doodle Draw

(a) Prior condition : 2.1.3 Browsing Message

(b) Basic Flow

1. The user drags with left button on message.
2. The application displays line along the dragging.

### 2.2.7.2 Doodle Search

(a) Prior condition : 2.2.7.1 Doodle Draw

(b) Basic Flow

1. The user clicks the Doodle Search button.
2. The application changes doodle's color red temporary.

(c) Alternative Flow

- 2-1, If the user clicks the Doodle Search button consecutively, the application changes doodle's color red temporary in order.

### 2.2.7.3 Doodle Erase

(a) Prior condition : 2.2.7.1 Doodle Draw

1. The user clicks the All Doodle Erase button.
2. The application erases all doodles on page.

## 2.2.8 Scroll

- TBD

## 2.2.9 Postit

(a) Prior condition : 2.1.3 Browsing Message

(b) Basic Flow

1. The user clicks with left button on message.
2. The application displays postit on right-up side of message and message in message folder.

(c) Alternative Flow

- 2-1. The application undisplay postit on right-up side of message if postit is already attached.
- 2-2. The application undisplay postit in message folder if total number of postits are unattached. ( one message consists of pages )