

June 7

## Communications based messenger

### Client Expectations:

- group based or individual messenger
- Client Server Based (Single Executable)
- Clients connect over network to client
- public Comm Protocol

### minimum requirements:

- must do group chat
- "infinite" sized group chat

### Bonus features:

- profiles
  - user / admin privileges
- settings
- no installing software

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### Client Wanted Bonus Features:

- File Transfer

- Chat history
- Encryption
- administration
- change profile settings (passwords / username)

### Profile Requirements

 = bonus reqs

- username
- password
- message history
- authority (admin / user status)
- online / offline status
- profile picture

### Message Requirements

- string based message to the server
- message gets deliver to necessary recipients
- message delivered / read status

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### Server Requirements

- Collect Logs

- Store Profiles
- Database of ALL users

### UI Reqs

- See all users you can message
- See message history
- menu to change profile settings
- profile status

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### Client Expectations

- Should be on the design step (YIKES)
- Everything coded in Java
- Single thread connections → multithread

### Use cases?

What if person leaves the company?

- Delete logs completely