

## M2 - Revised Requirements Document

### 1. Personnel

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### 2. System Purpose

Our system is a network-based local chat room, with the intent of providing a secure place for users to chat, with content between them and intended recipients remaining confidential. Some of the key features include messaging a user directly, messaging a new group, and messaging a group chat that the user is a part of.

The central server will be accessed only by the team that owns the application and contains encrypted logs of activity, so that the server side is unable to see the contents of the messages. On the client side, the users will only be able to read and write messages in group chats that they are a member of and to recipients that have not blocked them. Users will only be able to change group chat preferences that they are administrators for.

### 3. Completed

User type	Assets	Importance	User story	Completed
Server administrator	Termination	Must have	As a server administrator, I can terminate the server and all the contents will be deleted on the client side upon refreshing.logging	yes
User	Private messages	Must have	As a user, I can see the private messages that I have sent or received.	yes
Server administrator	Termination	Must have	As a server administrator, I can terminate the server and all the contents will be deleted on the client side upon refreshing.logging	yes

#### 4. System Backlog

User type	Assets	Importance	User story	Completed
User	Account creation	Must have	As a private messenger, I can create a new account associated with an email and it will send a unique passcode to that email. I then type in the unique passcode into the chat session and then the server will prompt me to set my final account passcode.	not
User	Re-logging in	Must have	As a registered private messenger I should be able to log into my account.	not
User	Current session the user is logged in	Must have	As a logged in user I should be able to log out of my account.	not
User	Account recovery	Could have	As a user, if I have forgotten my credentials for log in, I can reset those credentials through my email.	not
User	Change Credentials	Could have	As a user, I can change my login credentials.	not
User	Persisting messages in current session	Must have	As a user, I am able to see messages I have received within the current session or have missed when I was not logged in (group messages and private messages). The server will delete these messages after I terminate the session so I will not see them in my	not

			next session.	
User	Block messengers	Could have	As a private messenger, I can block a specific account and no longer receive or send messages from and to that account.	not
Group chat admin	Create chat	Must have	As a group chat admin, I am the group chat admin of the chatroom once I create a group chat, defined as more than one person in the group.	not
Group chat admin	Add/Delete members	Should have	As a group chat admin, I can add and delete members in a chatroom that I am the group chat admin for.	not
Group chat admin	Edit group chat settings	Could have	As a group chat admin, I can change the group chat's color	not
Group chat admin	Edit group chat settings	Could have	As a group chat admin, I can give administrative power to another member of the chat room. I will no longer be the chat admin.	not
Group chat admin	Messages that belong to the group chat and group membership	Could have	As a group chat admin, I can terminate the group chat.	not
Server administrator	Server logs	Should have	As a server administrator, I can look at the server logs (number of login attempts in the past hour and IP of logins).	WIP
Group chat member	Read/Write messages in chats I belong to	Must have	As a group chat member, I can send and receive messages once I have	not

			been added to a group.	
Group chat member	Group membership	Must have	As a group chat member, I can leave the group chat that I was added to.	not
Group chat member	Group Chat Participants	Must have	As a group chat member, I can see the other participants in a group chat	not