

Mezzago – Software Engineering Mini Project

This documentation is about the second mini-project from the course Software Engineering conducted by Bradley Richards. The project idea is to create a messaging application based on the documentation provided by the lecturer.

We decided to create an application called “Mezzago”. “Mezzago” provides all of the features provided by the server. Different connections are called channels (chat room, direct message).

Functionalities

Here are some of the features listed:

The user has the possibility to create a login and login (if an account exists). The credentials are stored locally, not secured.

The user can create and join chat rooms (also called group chats). If the user creates a chat room, the user automatically is joined.

The chatroom can be deleted or left. Leave is always successful.

The user can connect to another user (direct message). Therefore, the other user needs to be online, otherwise the connection is denied. If a connection is established once, the connection stays until the user removes the connection.

In addition to the basic functions of the server, the user can choose from a variety of settings:

The user can change the password and delete the account.

The user can change the audio settings. Change, dis- and enable notification sounds.

A channel can be blocked. If a channel is blocked, no message is added to the according channel. If a single direct message is blocked, messages of this channel are ignored in chatrooms (only locally supported).

Settings and Styling

For every user that logs into the application, a separate directory is created. This directory is used to store the channel objects, user-specific settings, and blocked users list.

The application is mainly styled with the usage of CSS.

For multilingualism we decided to go with English as standard and German as a secondary language. The application language can be changed in the settings.

Developing the application was interesting and we learned a lot.