Sprint 2 definition of done

Send chat messages to the server

The users writes a message in a text field, after that the user clicks the send button. The application immediately sends the message to the channel on the server.

See the messages in realtime

The app shows sent messages and received messages in a chat bubble directly when it is received. The chat bubble is slightly tinted in a unique colour for the nickname, the algorithm for calculating the name uses an hash of the nickname to calculate the colour for the user. In that way a user using the same nickname will always show up in the same colour. The chat bubbles will also show an timestamp indicating when a message was received.

List users in connected channels

List users in the active channel. The list is placed in the navigation drawer on the right hand side. From this list it is possible to query users and access the "whois" information for the user.

Who is

Users for the current channel is accessible from the right drawer, then to get the who is information for a user you click the *"(i)"* button. When the button is clicked a new view is launched showing some information about the user including nickname, realname, idle time, away status and channels the users is connected to.

Query users

Send a message to user the same way the user sends a message to a channel.