
Pentominoes

HeartSteal
Use-Case Specification: Message in Real-Time

Version 1.0

HeartSteal	Version: 1.0
Use-Case Specification: Message in Real-time	Date: 18/07/2025

Revision History

Date	Version	Description	Author
18/07/2025	1.0	Provide use case specification for Message in Real-time	Võ Trung Hiếu

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1. Use-Case Introduction

1.1 Brief Description

This use case allows a user to chatting with their friends in real time through the chat box of the HearSteal app.

1.2 Primary Actor

The User

2. Flow of Events

2.1 Basic Flow

1. The user opens the app and logs in successfully.
2. The user taps on the chat icon.
3. The system navigates to the Chat interface, displaying a list of friends.
4. The user selects a friend by tapping on their name or chat bar.
5. A chat box with that friend opens. The user types a message in the input field.
6. The user taps the Send button.
7. The message is delivered and shown in real time in the chat window.
8. If the user is a premium member, they can also send images by selecting the Image.

2.2 Alternative Flows

2.2.1 Blocked by a friend (Step 5)

1. If the selected friend has blocked the user, a notification appears:
"You cannot send messages to this user.". The Send button is disabled.

2.2.2 No Internet connection (Step 5)

1. If your Internet connection is not available, your message will appear on your screen as a normal message, but it will be marked with a small red error indicator (e.g., an exclamation mark) showing that the message failed to send.

3. Special Requirements

- Messages must be delivered with low latency (under 1 second).
- Real-time delivery requires a stable internet connection (Wi-Fi or mobile data).
- Premium users are allowed to send image attachments (JPG, PNG, max 5MB).
- Users should receive message read status (e.g., "sent", "delivered", "seen").

4. Preconditions

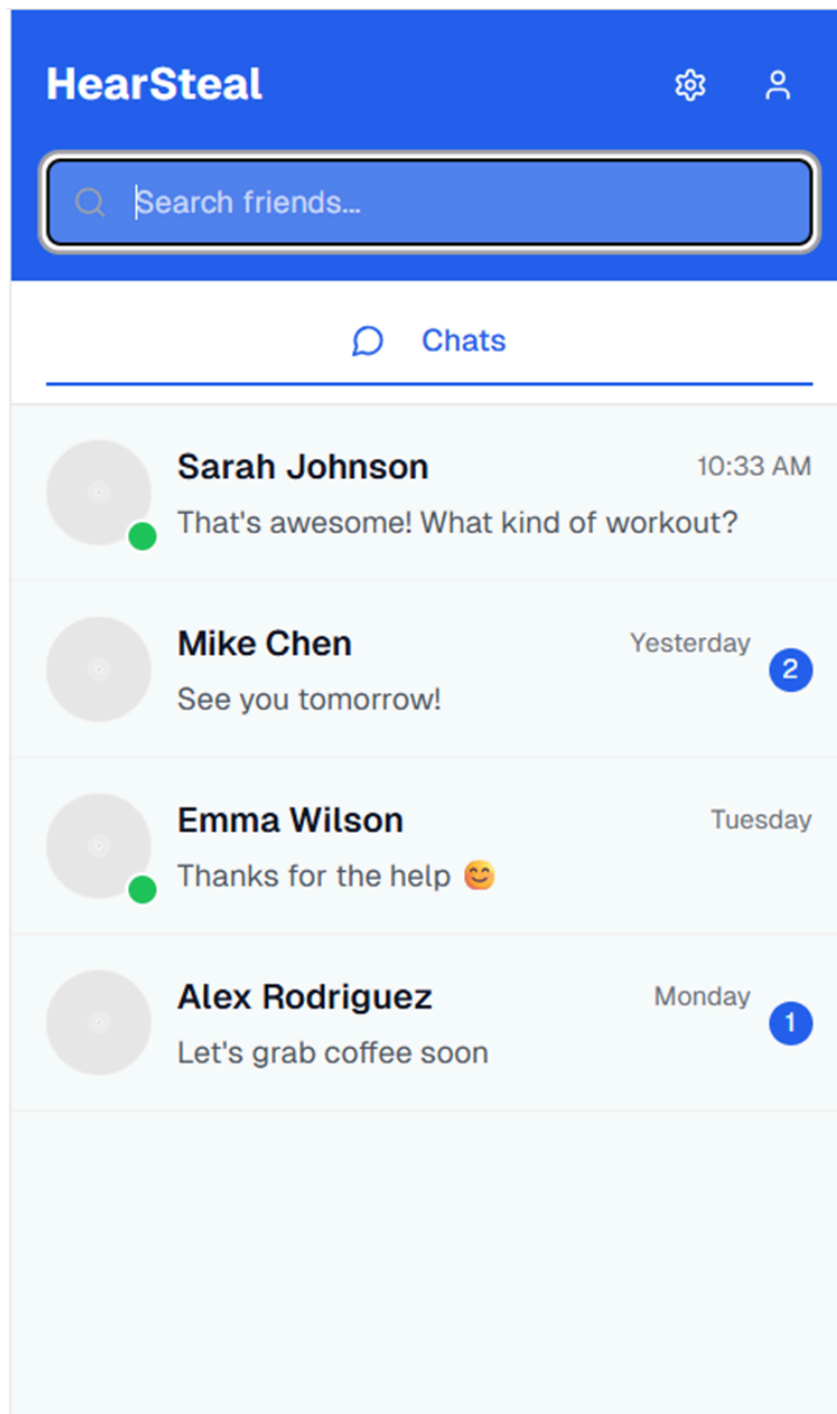
- The user must be logged into the app.
- The user and the selected friend must be in each other's friend lists (unless the feature supports chatting with strangers).
- The user must have an active internet connection.

5. Postconditions

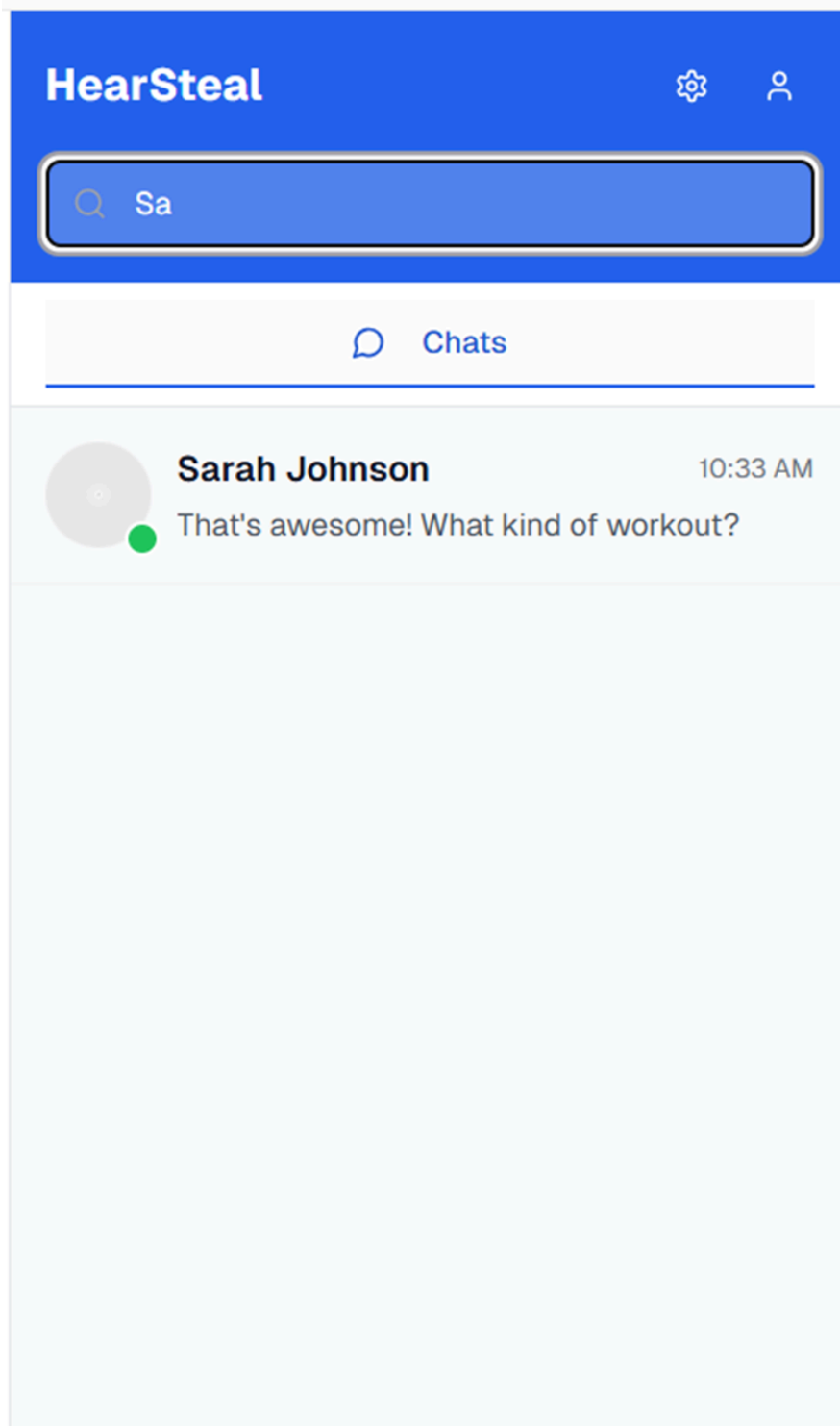
- If successful, the message is stored in the conversation history of both users.
- The recipient receives the message in real time.
- Message status updates (e.g., "seen") are handled by the system.

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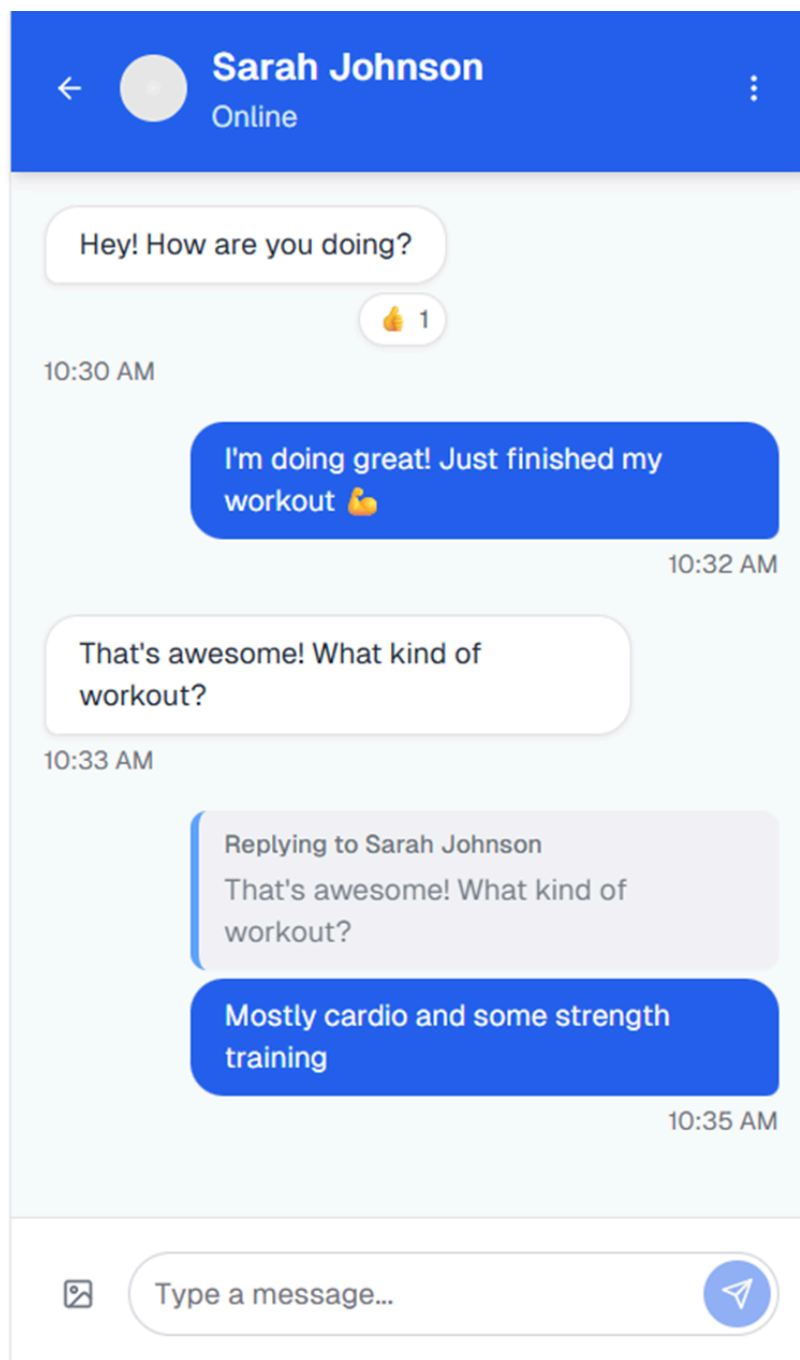
6. Prototype



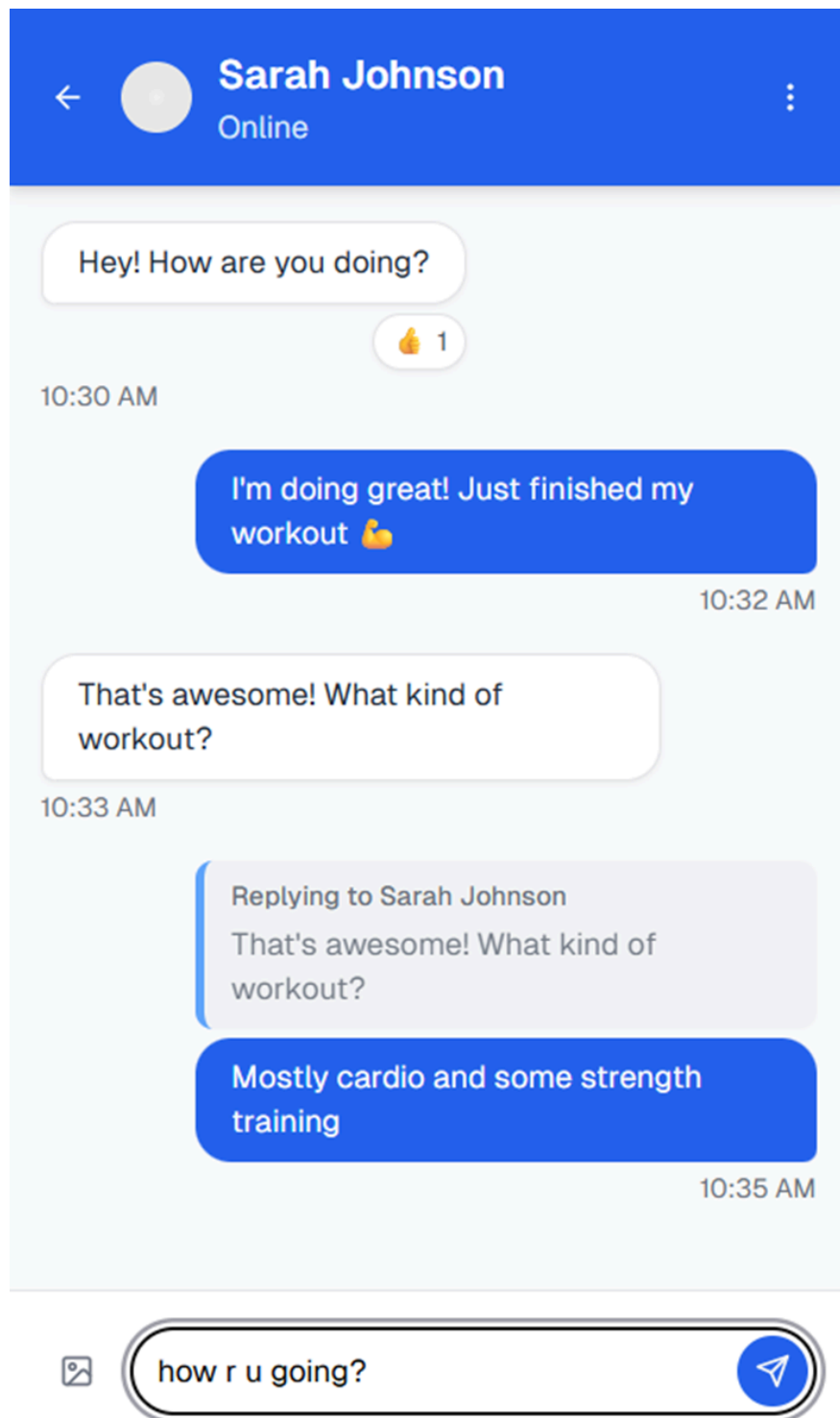
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