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Ping.Me

documentations

1. **Application Features**
   1. AUTH – Login (enable external login features like OAuth2 of FB or Google)
   2. AUTH – Register (New Account)
   3. AUTH – Forgot Password / Password Reset
   4. APP – Add Friend / Send a Friend Request
   5. APP NOTIFICATION– Add Friend (Send a Ping)/ Receive a Friend Request (Receive a Ping) and show notifications of all requests received.
   6. APP – Create a Group of Friends
   7. APP NOTIFICATION – Send notification to all the friends being added to the group
   8. APP – See all messages (recent and unseen) in the Chat History (ordered by the most recent date).
   9. APP MESSAGE (Personal Chat) – Read receipts feature:
      * + - ✓ - Message sent to the recipient
          - ✓✓ - Message received by the recipient (as unseen message)
          - ✓✓ - Message seen by the recipient
   10. APP MESSAGE (Group Chat) – Read receipts feature:
       * + - ✓ - Message sent to the group chat recipients (group members)
           - ✓✓ - Message received by ALL (but NOT read by ALL) of the group members
           - ✓✓ - Message seen by ALL the group members
   11. APP NOTIFICATION – After login, see notifications for all unread messages
   12. APP – Display LIVE status (online, offline and last seen) of all the friends (move online friends to the top, and offline to the bottom) – When a user logs in, the user’s online status is sent to all the user’s friends who is online.
2. **Ping.Me User Functionalities**
   * + Registration – Create New User

New user created in the user\_auth\_credentials table (only for authentication purposes)

New user created in the chat\_user table (only for chat purposes – to keep authentication data logically separate)

New user can now add a friend(s) and start chatting, or create a new group/room for group chat.

* + - Adding new Friend – Sending a friend request

User searches for a friend from the list of registered users.

User finds the friend and sends a friend request.

User then waits for the request to be accept.

\*\* FEATURE – User can see all the friend requests sent to the users.

\*\* FEATURE NOTIFICATION – The friend to whom the request was sent is able to see the request as a notification. Then the friend accepts the request.

* + - Adding new friend – After accepting a request

Friend accepts the request.

\*\* FEATURE NOTIFICATION – Then a return notification is sent to the User saying that the friend has accepted the request.

The new Friend is added to the User’s list of friends. The User is also added to the Friend’s list of friends (vice-versa).

Then a new chat thread is created in the chat\_thread table for the User and the Friend with a unique chat id.

This chat id is then assigned to the {friend’s id, chat id} mapping for both User and Friend.

* + - Create New Group by User

User creates a new Group.

User specifies a list of group members among the user’s friends list.

A new group is created in the chat\_group table with the list of members specified by User (including User).

A new chat thread is created in the chat\_thread table for the group with a thread id. This id is assigned to the new group created.

The new group is added to groups list of all the members of the group (including the User).

\*\* FEATURE NOTIFICATION – A notification is sent to the remaining members of the group informing that they have been added to the Group.

1. **Application Behavior**
   1. When User Logs into the application
   2. Chat Home Page (After Login) Use Case Scenarios
      * Scenario I – User logs in and receives text from a Friend who is either online/offline
   3. Personal (One to One) Chat Use Case Scenarios
      * Scenario I – User is online and sends a chat text (chat thread opened by default in order to send a text) to a Friend (Receiver) who is offline.
      * Scenario II – User is online and sends a chat text to a Friend (Receiver) who is online.
      * Scenario III – User is online and receives a chat text from a Friend who is offline.
      * Scenario IV – User is online and receives a chat text from a Friend who is online.
2. **Types of Notifications [Real Time + Stored in database]**
   1. New Friend Request received
   2. Friend accepted request
   3. User was added to a new group
   4. New incoming message (as unread messages) – Group Message + Friend Message
   5. Removed from a group
   6. Group was deleted (revoked)
3. Backend valid routes list:
   1. Authentication Routes-
      * /login
      * /logout
      * /register
      * /account-verifier (2-factor authentication)
      * /password-reset or /forgot-password
      * /passport-login-google
      * /passport-login-facebook
      * /passport-login-twitter
   2. User Routes (After Successful Login)
      * /my-profile-fetch
      * /my-profile-update
      * /my-data-usage
      * /my-notifications
      * /my-friends-listing
      * /my-groups-listing
      * /friend-search
      * /my-chats-listing
      * /friend-chat-thread
      * /group-chat-thread
   3. Admin Routes
   4. Chat Service