RAD

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# 1. Introduction

This section gives a brief overview of the project

## Purpose of application

This application aims at creating a chat application for android where users can talk to each other either person to person or as a group of several users.

## General characteristics of application

The application will be a mobile, networked, multi-user application with graphical interface for the android platform.

Each users maintains an account which is needed in order to use the application. Each user may search for other users and add them as contacts which will allow them to communication through the application.

The GUI will be built following the Google material design guidelines for an android application.

## 1.3 Scope of application

## 1.4 Objectives and success criteria of the project

1. It should be possible to create chats with an individual or a group for the purpose of communication primarily through text messaging. The design will follow Google’s material design guidelines.

2. There should be individual accounts for the users and a user should be able to add other people to their contacts.

## 1.5 Definitions, acronyms and abbreviations

* GUI, graphical use interface.
* JAVA, platform independent programming language.
* Firebase, a platform for building mobile and web applications.
* Google’s design guidelines, the application will follow these guidelines.
* JRE, the Java Run time Environment. Additional software needed to run an Java application.

# 2. Requirements

## 2.1 Functional Requirements

1. Login and registration
2. A view of all current conversations
   * 1. in the view you can start a new conversation
     2. you can continue on your current conversations
     3. you can turn of the application
3. If you decide to start a new conversation you can decide to which user
4. If you decide to open a current conversation or start a new you get to the conversation view
   * 1. here you can send messages
     2. here you can read messages
5. Turn off the application while still receiving notifications

## 2.2 Non-functional Requirements

## 2.3.1 Use Case Model

## 2.3.2 Use case priority

## 2.3.3 Analysis model X

## 2.3.4 User interface