

CS 402

Robbie Gill

Sina Khajeh pour

Tavi Kohn

# Chat Application

## Design Document

### Login & Signup

The application entry point is the login screen, which shows a simple form for entering an email address and password. Clicking on the orange Sign Up link opens the signup page, which can be used to create a new account. Tapping the arrow the top left corner will return to the login page.

The image displays two side-by-side wireframes for a mobile application's authentication screens. The left wireframe is titled 'Login' and features a light gray background. It contains two text input fields: the first is labeled 'Email address:' and the second is labeled 'Password:'. Below these fields is a blue button with the text 'LOGIN'. At the bottom, there is a link that says 'Don't have an account?' followed by 'Sign Up' in orange text. The right wireframe is titled 'Signup' and has a light gray background. It includes three text input fields: 'User Name:', 'Enter Your Email:', and 'Enter Your Password:'. Below these is a blue button labeled 'Create Account'. Underneath the button is the text 'Already Have an account?' followed by a blue button labeled 'Login' in orange text. Both wireframes have a black bar at the very bottom, representing the mobile home indicator.

Login

**Email address:**

**Password:**

LOGIN

Don't have an account?  
Sign Up

← Signup

User Name:

Enter Your Email:

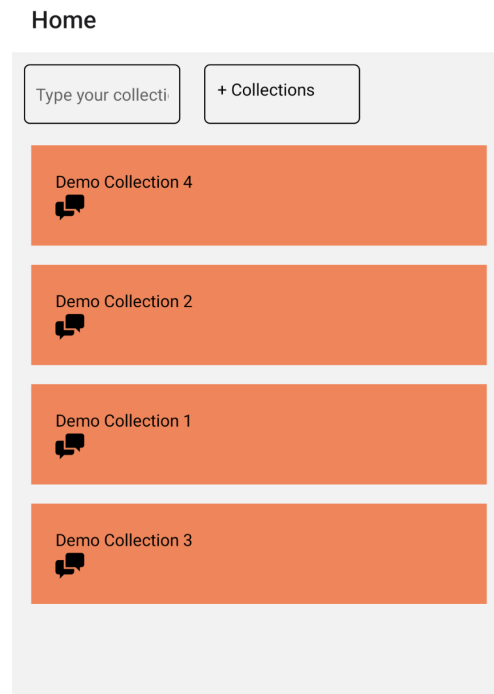
Enter Your Password

Create Account

Already Have an account?  
Login

# Conversations List

Conversations are displayed as a simple list populated from the database labeled with the name of the conversation. Tapping a conversation in the list navigates to the chat page for that conversation.



# Chat Room

Displays a realtime list of messages different users of the chatroom have sent. The top left corner allows you to navigate back to the Conversation List. The messages are displayed in real time and are uniquely identified with each user account. Typing a message into the input box displays a send button that will send the message.

