Project Design

What will the client do?(Registration, what happens after, what it looks like? etc.)

* The client will ask the user for their wartburg email
* The client will then send the user an email containing an access code. This access code will allow them to input a password to use during log in.
* The user will be taken to a screen that contains a friends list and search bar, in which they can find other wartburg students and staff who have registered.
* There will be a green or red icon displaying if the individual you searched is online or offline respectively. You will still be able to message people who are offline. Notifications of a message being sent will be applied later.
* After selecting a student of staff member, you will be taken to their profile page, in which you can simply add them as a friend, and/or start chatting with them. The recipient of the friend request will have to accept the offer sent.

What will the interactions of the user be?

* The chat room will have a small input bar at the bottom, and a large output screen at the top.
* The input bar will allow the user to simply input text and send it to the recipient. The user’s input, as well as the recipient’s input, will display in a top to bottom manner.
* There will be time stamps indicating when a message was sent.

My vision of what the application looks like.