SuperChat is to be a chat program for Linux computers that utilizes a ncurses GUI (R001, R026). It will be able to chat with other versions and instances of itself on the same network or computer (R022). SuperChat will use the OpenSplice Pub/Sub middleware to enable this interoperability (R023). When launched for the first time on a system, SuperChat will ask the user to enter a nick along with some information about themselves (R015, R018). Users will be able to view other users’ information and nick while chatting (R014, R019). Users can chat in one of ten maximum chat rooms by sending messages of at most 144 characters and all users with that chat room selected will receive those messages (R002, R004, R005, R011). Any user can rename any chat room, except for the default “Public” chat room, and if no user selects a chat room for more than 15 minutes its name is blanked out indicating it is open (R010, R012, R013). All users will be able to see a list of all users that have used SuperChat and what chat room they have selected (R006). All users that have ever used SuperChat will stay on the list of users but will be labeled as “Offline” when they are not running SuperChat (R007, R008).

The Stakeholders of this project are as follows:

Prof. Jimmie Davis

Use Cases:

1.

* User Launches SuperChat
* User Joins Chat Room
* User presses <F4>
* SuperChat Closes

2.

* User Launches SuperChat
* User enters their Nick
* User enters their User Information
* SuperChat generates User’s UUID
* SuperChat sets User’s Chat Room to Public
* User joins Public Chat Room
* User clicks <F2>
* SuperChat displays list of all current Users
* User clicks <F2> again
* SuperChat closes the list of all current Users