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| **REQUIREMENTS** | | **Type of Test**  (I:Integration Testing, S:System Functionality Testing, O:Operational Acceptance Testing, UN:Unit Testing, US:Usability Testing, A:Acceptance Testing) | **Pass or Fail**  (P: Pass, F:  Fail) | **Contributor**  (SS: Saheer Shoaib, GE: Gerard Escolano, CR: Caleb Reurink, DA: Davit Abrahamyan |
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| **Functional Requirements** | |  |  |  |
|  | |  |  |  |
| 1.1 | The system must be able to host multiple chat servers | S, I | P | SS, GE |
| 1.2 | The system will authorize each user before allowing them access | S, I | P | SS, GE, CR, DA |
| 1.3 | The system will allow password recovery | ------ | --- |  |
| 1.4 | The system will store the information of the users accounts | S, I | P | SS |
| 1.5 | The system will share the activity status of users to their friends | ------ | --- |  |
| 1.6 | The system will store a friend list for each user | S, I | P | SS |
| 1.7 | The system will support group chats | ----- | --- |  |
| 1.8 | The system will send notifications to the user | ----- | --- |  |
| 1.9 | The system is able to remove people from servers | S, I | P | GE |
| 1.10 | Servers can be deleted from the system | S, I | P | SS, GE, CR |
| 1.11 | The system can host multiple servers | S, I | P | SS, GE, CR |
| 1.12 | The system allows for live chat | S, I | P | SS, GE |
| 1.13 | The system allows editing account information | S | P | SS |
| 1.14 | The system allows multiple friends per account | S, I | P | SS, GE, CR, DA |
| 1.15 | The systems navigation bar is accessible from all pages | S, I | P | CR |
|  | |  |  |  |
| 2.1 | The user must be able to view their active servers | US | P | GE |
| 2.2 | The user will be able to message each other through direct messaging | US | P | SS |
| 2.3 | The user will be able to recover their password | --------- | --- |  |
| 2.4 | The user will be able to edit their account information | US, UN | P | SS |
| 2.5 | The user will be able to check the activity status of other users | -------- | --- |  |
| 2.6 | The users are able to access group chats from servers | US | P | SS, GE |
| 2.7 | The user will receive notifications | ------- | --- |  |
| 2.8 | Server admins can remove people from the server | --------- | --- |  |
| 2.9 | Server admins can delete the entire server from the system | US, UN | P | GE |
| 2.10 | The user must be able to get the invite link for a server | US | P | SS |
| 2.11 | The user must be able to leave a server | US, UN | P | DA |
| 2.12 | Only the admin of a server can delete the server | US | P | GE |
| 2.13 | The user is able to check their active friend requests | US, UN | P | SS |
| 2.14 | The user can send friend requests | US, UN | P | SS |
| 2.15 | The user can delete friend requests | US, UN | P | SS |
| 2.16 | The user can delete their account | US, UN | P | DA |
| 2.17 | The user can move around via the navigation bar | US | P | CR |
| **NON-FUNCTIONAL REQUIREMENTS** | |  |  |  |
| **1 6 General** | |  |  |  |
| 1.1 | Application is web-based |  |  |  |
| 1.2 | System will use Relational databases |  |  |  |
| 1.3 | The system will be written in HTML, CSS, JavaScript, jQuery, React and PHP |  |  |  |
| 1.4 | All sensitive information will be encrypted and stored safely. Not shared with any third parties |  |  |  |
| 1.5 | The system will be maintained consistently |  |  |  |
| 1.6 | A single instance of each server / chat |  |  |  |
| 1.7 | The system will be deployed with docker. |  |  |  |