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| Use Case: | User Creation |
| Primary Actor: | System user |
| Preconditions: | User is not logged into the system |
| Scenario: | 1. User signs up to create a user in the system 2. User enters his/her details in the sign-up form 3. System displays all mandatory fields 4. User submits the form 5. System confirms the user creation |
| Exceptions: | 1. User did not fill the mandatory fields, system should display appropriate error 2. User uses a user name or email that already exists, system should display appropriate error |
| Priority: | Essential, must be implemented  High |

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| Use Case: | User SignIn |
| Primary Actor: | System user |
| Preconditions: | User is not logged into the system |
| Scenario: | 1. User enters the credentials in sign in form 2. User gets signed in and ready to use chat app |
| Exceptions: | 1. User provided incorrect, credentials, system should display appropriate error 2. User never signed up |
| Priority: | Essential, must be implemented  High |

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| Use Case: | Forgot Username or Password |
| Primary Actor: | System user |
| Preconditions: | User is not logged into the system |
| Scenario: | 1. User selects the “forgot username or password” option 2. System asks the security questions and email 3. User enters the required details 4. System asks to create new password 5. User enters new password 6. System confirms the new password |
| Exceptions: | 1. User entered wrong security answers, system shows the error 2. User enters the wrong email Id, system shows the error |
| Priority: | Essential, must be implemented  Medium |

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| Use Case: | User Search |
| Primary Actor: | System user |
| Preconditions: | User is logged into the system |
| Scenario: | 1. User enters name of user or username or email of the user in search 2. Systems shows the matching users with username, name and email or displays none in case of no match 3. System also shows the status of the user: online / offline |
| Exceptions: |  |
| Priority: | Essential, must be implemented  High |

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| Use Case: | User to User online chat |
| Primary Actor: | System user |
| Preconditions: | Both users are online and actor user is signed in |
| Scenario: | 1. User enters name of user or username or email of the user in search 2. Systems shows the matching users with username, name and email. 3. User selects the particular user to chat with 4. System shows the chat box which is private to both user 5. User enters a text message and selects send 6. Message to another user should be sent 7. The other user should also be able to do the same |
| Exceptions: | 1. The other user is not online. This issue would be addressed in user to user offline chat 2. The other user gets deleted before sending the message. The message never gets delivered and system shows the message. 3. The user exceeds the message length limit, system shows the error message |
| Priority: | Essential, must be implemented  High |

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| --- | --- |
| Use Case: | User to User offline chat |
| Primary Actor: | System user |
| Preconditions: | Both users are in the system and only actor user is online |
| Scenario: | 1. User enters name of user or username or email of the user in search 2. Systems shows the matching users with username, name and email. 3. User selects the particular user to chat with an offline user 4. System shows the chat box which is private to both user 5. User enters a text message and selects send 6. Message to another user should be sent 7. The other user should be able to see the messages when he/she comes online |
| Exceptions: | 1. The other user gets deleted before sending the message. The message never gets delivered and system shows the message. |
| Priority: | Essential, must be implemented  High |