FUNCTIONAL SPECIFICATIONS FOR THE GBSNchat

Introduction

1.1 Purpose

Create a simple group/private chat application that works real-time, bidirectional and event-based communication.

1.2 Scope

Create a web app that works in any device

Give the possibility of users chat only with friends

Create a login system

Store information in the database

Connect the webpage with a database

Create an interactive interface

1.3 Intended Audience and Reading

The document is for developers and project managers

General Description

1.4 Product Context

The product will allow communication bilateral in real-time

1.5 Product Context

Ability to login or signup
Ask for login only and only if the user logged out or never logged in
Login with Facebook to use the product
Delete the account
Chat in a specific group or person
Add friends or groups
Create own groups
Send and receive messages in real time
See old messages in chat
Open the chat in any browser

1.6 User Classes and Characteristics

Anyone: any person from any range of age can use this application to have a conversation with anyone of his/her preference

1.7   Overview of Functional Requirements

Must be able to be accessed by different types of devices
Must be accessed by a browser and need internet for connection to the services

1.8   Resources

Flask (python framework)
Socket IO (real-time engine)
SQLalchemy (python SQL toolkit)
Dreamweaver (web development tool)
Spyder (python compiler)

1.9   Overview of Data Requirements

01/08/2019 – planning the project (requirements)
01/09/2019 – Initiate the project (code)
01/11/2019 – Error testing

1.10   Operating Environment

The application will be hosted by # and user will be able to have access from any web browser

1.11   General Constraints, Assumptions, Dependencies, Guidelines

Constraints: Define the layouts
Assumptions: Finish the project on time, that is, the project will pass the first phase
Dependencies: The company # will provide the information necessary to register in the application
Guidelines: None

1.12   User Documentation

Later, a separated PDF document will be delivered providing information on how the product can be maintained.

System features

1.13   Login

The user will be asked to log in using his/her Facebook account or username account in our system

1.14   Logout

Anytime the users want to terminate their session; they only need to click in the "logout" link

1.15   Chat

Users can chat with anyone clicking on the contact they are interested in talking

1.16 Add contact
Users can add a new contact by having the username

1.17 Add group
Users can add new groups by having the group name

1.18 Create a group
Users can create their group and share the group with friends

1.19 Remove group
Users can remove and not delete any group in their contact list