

Demo Plan

Time Length: 12 minutes

Group Number: 45 Tutorial Section: 04

Use Cases:

1. Connection to Server

Upon successful connection to the server, AgniMessenger will run on the client side.

- a. Successful connection
- b. Unsuccessful connection

2. Registering a User

Create a new user by using the register function.

3. Log In

Log in with to the system with valid and invalid credentials.

- a. Unsuccessful User Login
- b. Successful User Login

4. User Logout

Log out of the system

5. Add Friend

- a. Pending - Sending a pending friend request
- b. Mutually added - Both users have added each other

6. View Friends & Statuses

View all friends and whether they are online or offline.

7. Group Chat

- a. Create Chat - Making a new group chat
- b. Join Chat - Joining an existing group chat
- c. Chat - Talking to all users in the chat
- d. View users in chat - Listing out the names of users in the chat
- e. Leave chat

8. Server Information

- a. Get server name, ip, port
- b. All available chats
- c. All users online