Problem statement

Introduction

We want to create an application with three different chat options and built-in music player. Application will have public chat, where every online user can write into. It will have group chat option, so people could discuss important topics in smaller, closed groups. Third option will be private chat between just two users. We want to create private chat, so it would act as a LAN (with peer to peer connection) to raise the level of security.

Problem statement

How can we crate a system that supports three different types of chats?

What happens when user wishes to add more people to group chat, but is kicked out of the group while in process of adding?

What happens when user replies to a post, but post is deleted during replying process?

What happens when a person is accepting invitation to a group chat, but invitation is deleted at the same time?

What happens when a user posts to group chat, while one or more users in this group are inactive, which creates a notification for inactive users, but then the user deletes his/her post?