



Chat Horizon – Discovery Project

Showcase – Phase 1

Project Description

The Chat Horizon – Discovery project started on 01/08/2019. Due to the project not being delivered on schedule, we are looking for a new programmer to complete phase 1. The project is currently sitting at a completion of 36%. Designs and graphics for all pages listed in this phase have been completed. The programmer must convert the designs to web format and add functionality.

The goal of this project is to create an interactive chat system to allow people to chat from all over the world. Visitors can choose between a text-based interface or avatar-based interface, which both interfaces are linked to the same chat server. Chatters will have the option to create their own chat rooms and stream YouTube videos in real time.

A Linux server has been purchased at [Digital Ocean](#). The programmer will be required to install the existing Chat server and setup an FTP server, Mail server and MySQL database. The chat server requirements are Laravel, MySQL, PHP and will be accessed from our domain <http://chathorizon.net>.

Requirements and Guidelines

The following must be met and abided by at all times:

- Never share or distribute the details of this project or source code
- Code, snippets and images which are redundant or no longer in use must be deleted
- Comments are to be used in the design and code where possible
- Once an agreement is made on the price of the project, the price cannot be bargained or changed
- You must be committed, reply to questions and have a can-do attitude. (More phases of this project will be available at the end of Phase 1)
- Website must function correctly with Microsoft Edge, Chrome and Firefox, and display with a screen resolution of 1366x768 and greater
- Plugins and snippets must be stored on our server and not linked to other websites or services
- The chat server must be fast and able to handle up to 10,000 concurrent connections
- All pages, windows and data must load dynamically with no page refreshes. (The entire site will feel like a web-based application)
- All text and wording must be read from a language file, to allow the system to be available in multiple languages
- Files and images must be stored in suitable folders. (Not scattered all around the place)
- Project must be delivered within the time frame within reason
- Access to the website must be protected by a username and password at all times to restrict unwanted access
- Programmer must update the agile board to respective lanes where a task status has changed
- Pages and windows created by the programmer must look similar to the designs for each task





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Project Tracking

Project files will be available on [Microsoft One Drive](#). To keep track of the completion of the project, we will be using [Atlassian Jira Software](#). You will be required to sign up so we can provide you will access to the Kanban board. Once the status of a task has been updated, the task must be dragged to the respective swim lane. Below is a description of each swim lane:

Tasks – (A complete list of tasks, once read and fully understood this is to be moved to Tasks Understood)

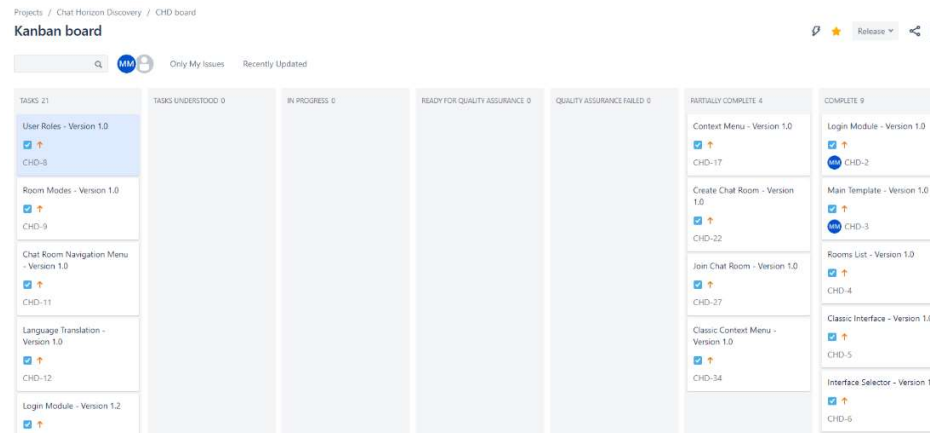
Tasks Understood – (Tasks which have been understood. Once ready to work on the task, the task must be moved to In Progress)

Ready for Quality Assurance – (Tasks which have been completed and ready to be tested by project management)

Quality Assurance Failed – (Tasks which have failed testing by project management and require fixing)

Partially Complete – (Sometimes tasks require completion of other tasks before they can be fully complete)

Complete – (Tasks which are 100% completed and have passed the quality assurance)





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Login - Index

This is the first page the visitor will see. The background image loads in a random order from an image folder. The right side of the login window displays a slide show of images which rotate every few seconds.

The visitor has the options of logging in as a guest or a registered user account using an email address.

The sites language file is detected by domain used to access the website:

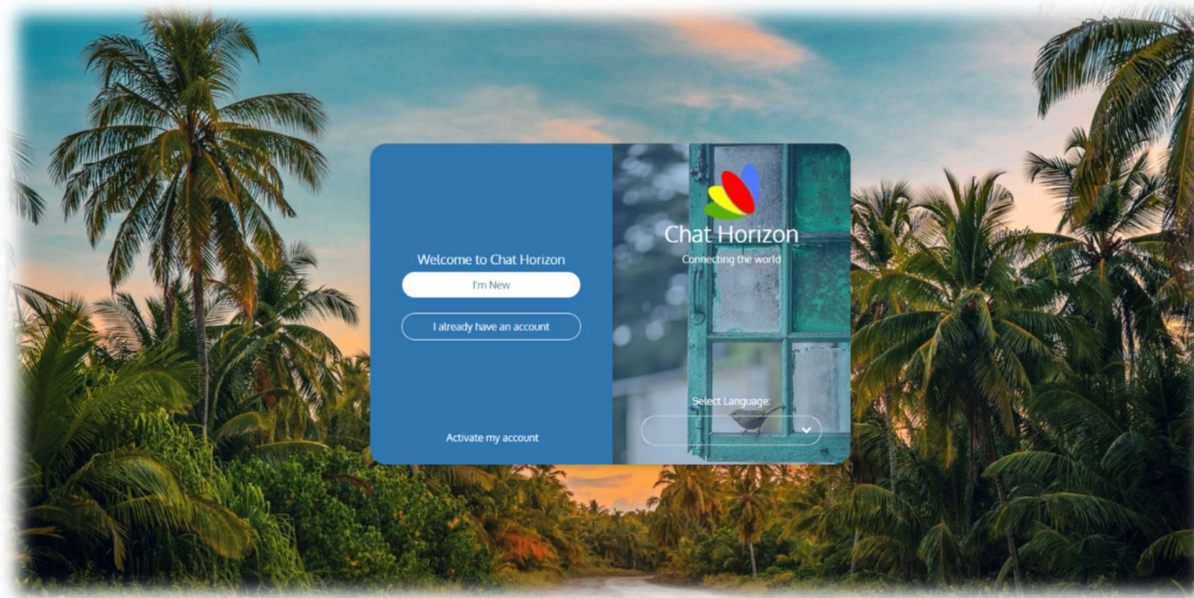
<http://nl.chathorizon.net> – Netherlands (Dutch)

<http://chathorizon.net> - English

The language file can also be changed by selecting a language from the language drop down form, located on the right side of the login window.

Task List

- Background loads random images ✓
- Login image slide show ✓
- Detect and apply language file ✗
- Website to use language file ✗





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Login - Guest

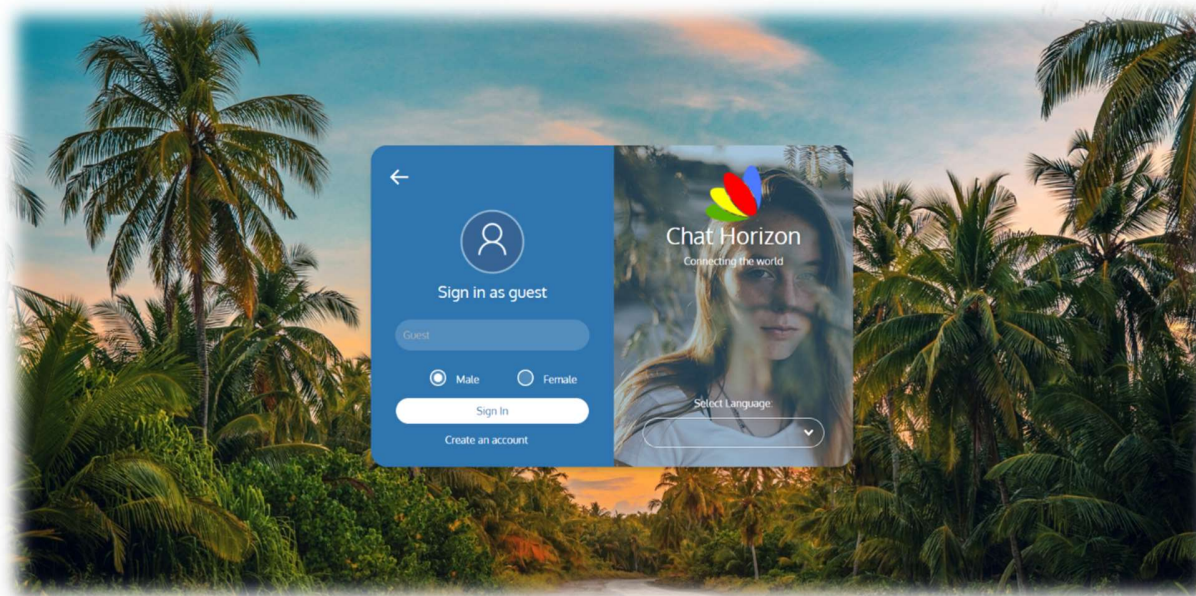
A visitor can enter a user name which is not in use by an online guest. Successful login takes the guest to the chat rooms list page.

The user is restricted from logging in if:

- The user's credentials are incorrect
- The guest user name is in use by another guest
- The user has been recently kicked from a chat room
- The user's IP Address has been banned

Task List

- Login credentials authentication ✓
- Restrict access to disabled accounts ✗
- Restrict access to accounts kicked from chat ✗
- Restrict access if IP address is banned ✗





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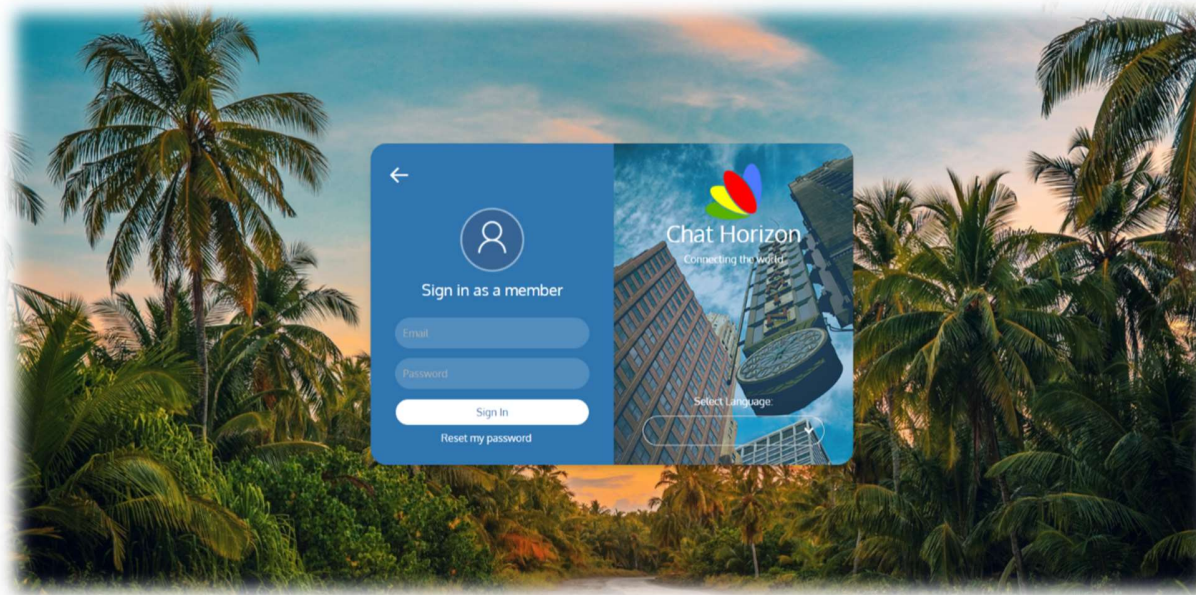
Login - Member

A visitor can login with email address and password. Successful login takes the registered user to the chat rooms list page. The user is restricted from logging in if:

- The user's credentials are incorrect
- The user's account has been disabled by an administrator
- The user's account has not been activated
- The user has been recently kicked from a chat room
- The user's IP Address has been banned

Task List

- Login credentials authentication ✓
- Restrict access to disabled accounts ✗
- Restrict access to accounts kicked from chat ✗
- Restrict access if IP address is banned ✗
- Restrict access if user's account not is activated ✗





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Rooms List

The rooms list displays a list of official and public chat rooms which automatically updates on changes such as:

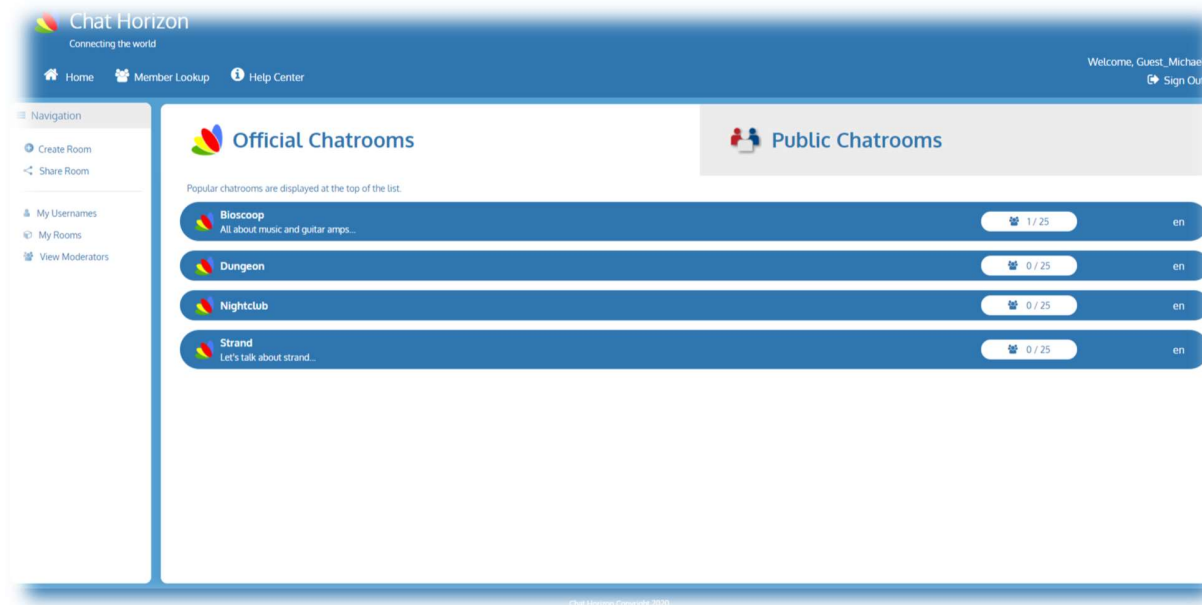
- New created rooms
- Deleted rooms
- Room name changes
- Room user limit and number of users online per room

Rooms with the most users online are displayed at the top of the list and can be filtered to display from which language is selected. Users are restricted access to a room if:

- The user has recently been kicked from the room
- The room is full (Staff can bypass this restriction)
- Room modes (Which can be set as staff only, registered users only, invite only etc.)

Task List

- Display room list ✓
- Display correct order of each room ✓
- Restrict access to recently kicked accounts ✗
- Restrict access to room when full ✗
- Restrict access to room (modes) ✗





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Interface Selection

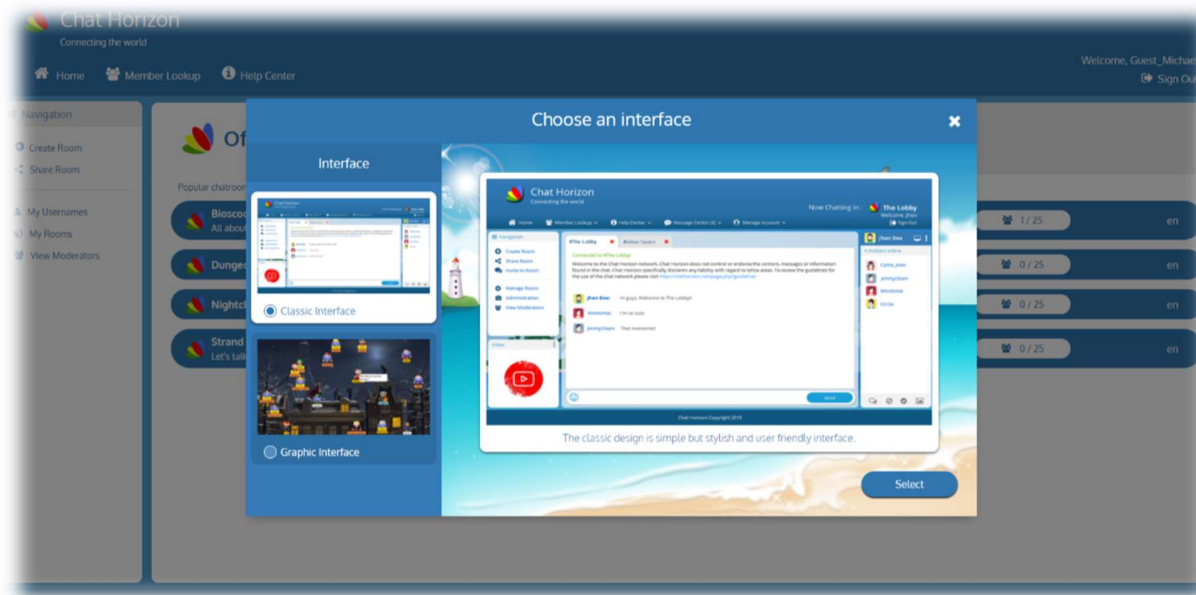
When selecting a room to join, the interface window displays. This gives the user 2 interfaces to choose from which are:

- Classic Interface (Text Based)
- Graphic Interface (Avatar Based)

Registered users have an option of remembering their interface choice, so the window does not always appear.

Task List

- Create interface selection window ✓
- Remember registered user's selection ✓





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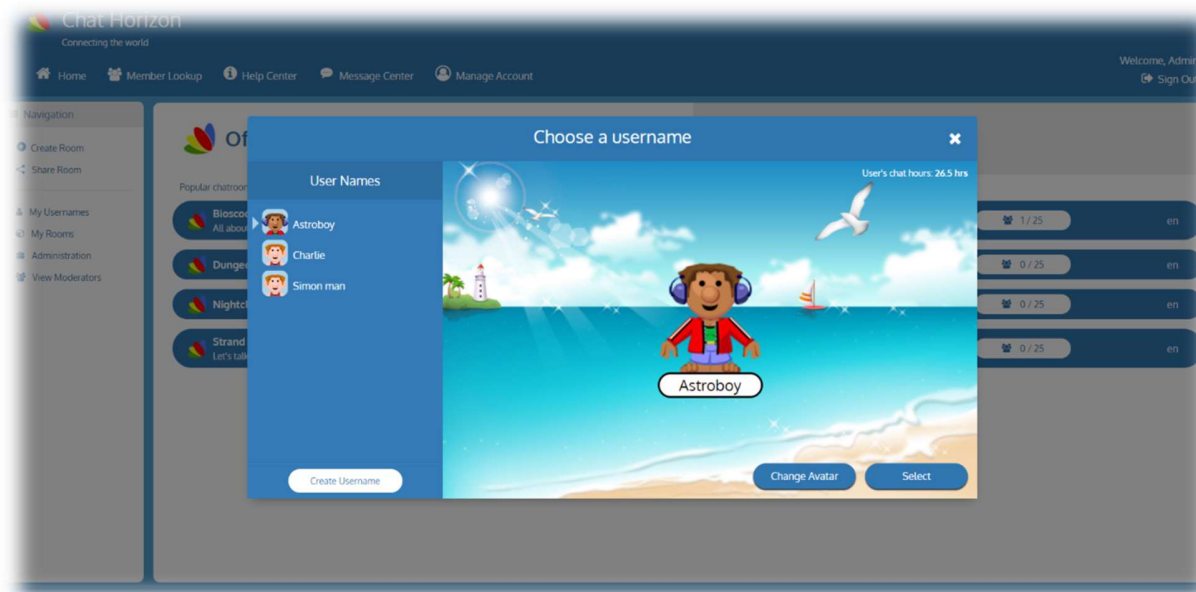
User Name Selection

After selecting an interface, the select username window appears. Registered users can create multiple user names only if their previous user name has reached a minimum of 24 hours. The system records and stores how long each user name is inside a chat room.

Guests can only contain 1 user name, which is the same name they used to log in.

Task List

- Create user name window ✓
- Create user name function ✓
- Allow user to create user name after 24 chat hours ✓
- Record users chat hours ✗





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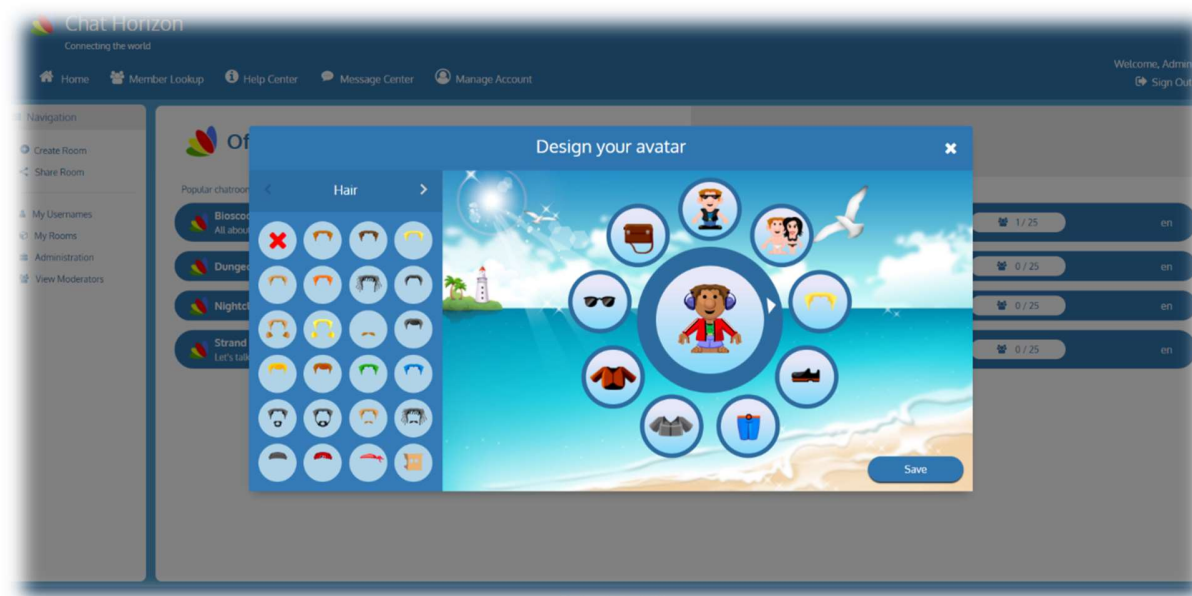
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Avatar Creator

Users can customize their own avatar. Each item has their own image. The system stores the avatar selected for registered users.

Task List

- Create avatar window ✓
- Store registered user's avatar selection ✓
- Modify avatar item position ✗





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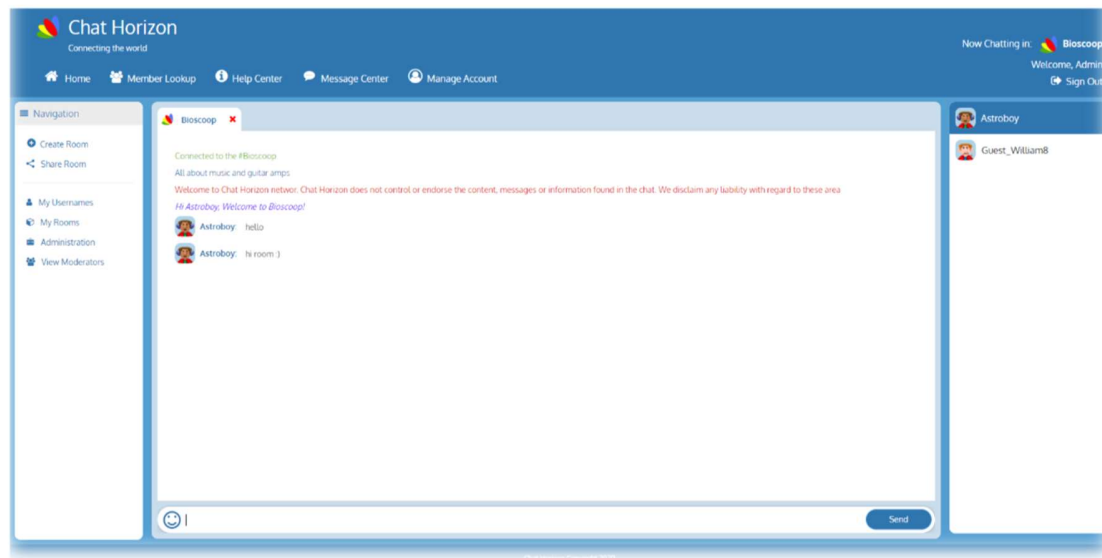
Classic Chat Interface

Users can chat with each other in the room regardless of which chat interface is selected. Users can chat in multiple rooms at 1 time and use any of their user names associated within their account. Staff can kick and ban users from a room as well as other functions such as display user's local time.

Chatters can select a smiley from the list or enter the function code to display the smiley to the chat room.

Task List

- Create classic interface ✓
- Chat messages to room ✓
- Join and exit room ✓
- Display user's avatar ✓
- Users online list ✗
- Chat smileys ✗





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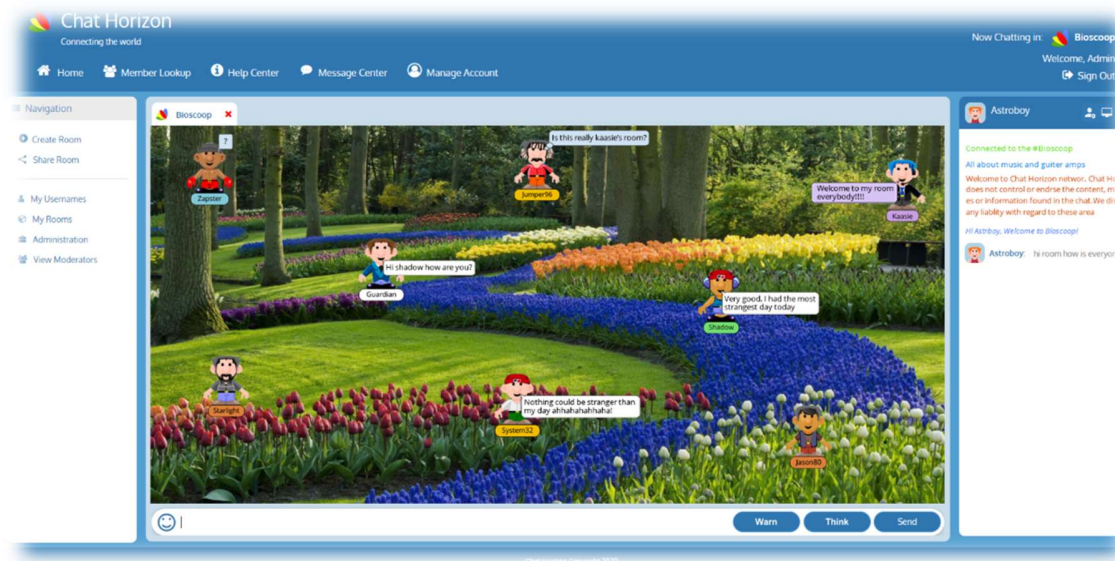
Graphic Chat Interface

Chatters are represented by their avatar. The users name plate displays their username and the colour represents their user role. Chatters can move around the room by dragging their avatar to a location or by simply clicking inside the chat window. Chat messages are displayed inside a chat bubble, which disappear after a few seconds.

Chat messages for the user's session are displayed inside the history window, which is part of the classic interface located to the right of the screen. Chatters can use facial expressions by typing a function code during a message.

Task List

- Create graphic interface X
- Create history window X





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User Roles

The following user roles will exist between guest and registered user names in each room, which are:

- **Spectator** (If room is set to moderated, spectators cannot send chat messages)
- **Participant** (If room is set to moderated, participants can send chat messages)
- **VIP** (If room is set to moderated, VIP's can change a user from spectator to participant)
- **Host** (Can kick / ban spectators and participants. Available in user created rooms only)
- **Manager** (Kick / ban users, alter settings and appoint hosts. Available in user created rooms only)
- **Owner** (Kick / ban users, alter settings and appoint hosts and managers. Available in user created room)

The following user roles will exist site wide for each registered account user name, which are:

- **Premium** (Paid member which will have access to more features later in the project)
- **Moderator** (Kick users from the chat server. Available in official rooms only)
- **System Operator** (Kick / ban users from the chat server, appoint moderators and alter any user's room)
- **Administrator** (Kick / ban users from the chat server, appoint system operators and alter any user's room)
- **System Administrator** (Full access to the chat server)

Task List

- Create user roles **X**





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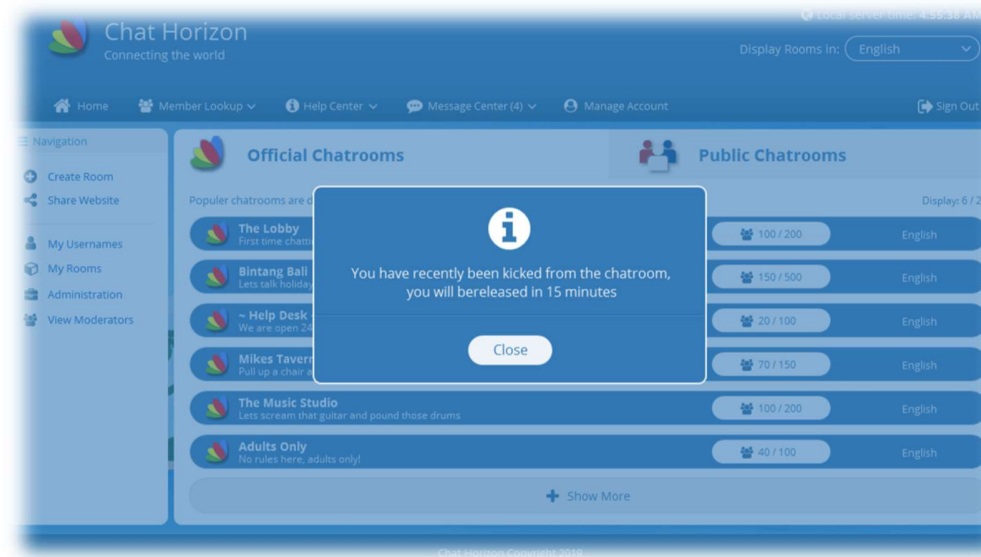
Room Modes

Different room modes are applied to a chat room. These are:

- **Temporary Room** (User created room, which self-deletes when the last user leaves the room)
- **Registered Room** (The room will be removed from the server when the room's owner requests to delete)
- **Official Room** (Same as a registered room but room is managed by the server's moderators)
- **Invite Only** (Users can only join who are invited to the room. This is bypassed for host roles and above)
- **Spectator Mode** (Enables the spectator user role, which restricts spectators from sending messages)
- **Room Limit** (Restricts users from entering the room once the limit has been reached. VIP roles and above can bypass the room limit)
- **All Users** (Any user role can enter the room)
- **Members Only** (Guest accounts cannot enter this chat room)
- **Premium Only** (Premium member, VIP and host roles and above can only enter this chat room)
- **Moderators Only** (Moderators and above can only enter this chat room)

Task List

- Create room modes **X**





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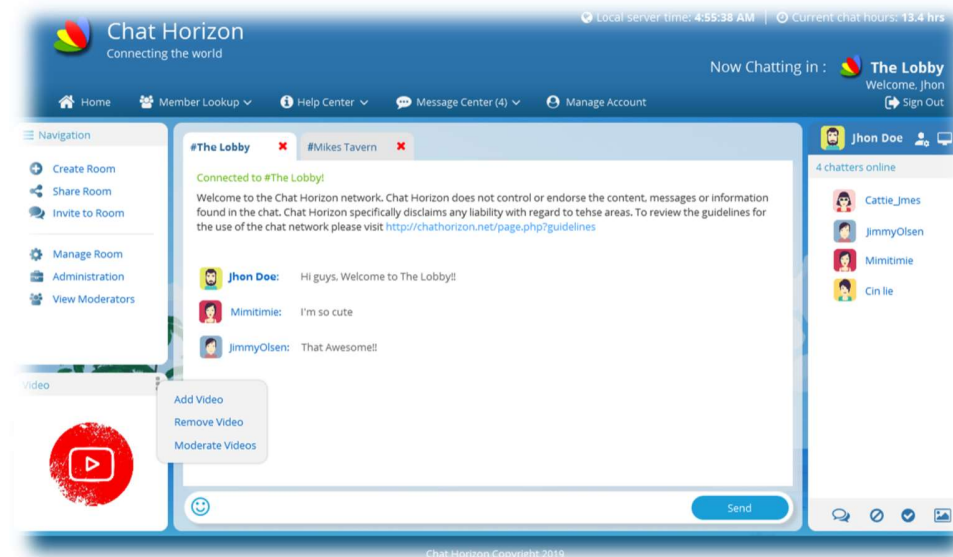
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Video Player

Each chat room has the option of enabling the YouTube video player. The video player allows users to add YouTube videos to the video que, which will stream the video to all users inside the chat room. Host roles and above can remove user's videos.

Task List

- Create video player X





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Create Chat Room

A chat room can be created by any user role. The amount of chat rooms created are restricted by each user role listed below:

Guests (1 chat room per guest)

Registered User (1 chat room per account)

Premium Member (3 chat rooms per account)

System Operators and above (Same amount of chat rooms listed above, but unlimited official rooms)

Task List

- Create chat room **X**



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Register User Account

Visitors have the option of creating a registered user account from the login screen. On completion of the form, an email will be sent out to the user's email address providing them with an activation code. Once the activation code has been entered correctly, the user's account will be active and the user can login.

Task List

- Create register account **X**
- Create account activation **X**
- Create activation email **X**

