

## YACA Vision and Tech Requirements

### \*\* User Story: InviteFriends

#### Definition

As a User, I want to invite my Friends on my Friend List to join YACA by sending an email so that we can start chatting on YACA.

#### Wireframes

Friend list page

#### Acceptance Criteria

##### \* InvitesAFriend

Given:

- The User is on the Friend List page.
- The User's Friend List has a row for a previously added Friend with a valid email and an unchecked checkbox.

When:

- @Invite: The User checks the Friend's checkbox...

Then:

- @EmailPrep: YACA opens a pop-up window on the browser using the phone's default email app to create an invitation email to the Friend.
- The email's Subject is pre-populated with the text "I am inviting you to YACA".
- @EmailBody: The email's Body is pre-populated with the text "Please visit <http://yaca-myandrewid.onrender.com> to register and invite your own Friends."
- @EmailSend: The User optionally adds a personalized message and clicks on Send to send the invitation, and closes the pop-up window.

##### \* ReInvitesAFriend

Given:

- The User is on the Friend List page.
- The User's Friend List has a row for a previously added Friend.
- The row's checkbox is checked.

When:

- The User clicks on the Friend's checkbox...

Then:

- YACA pops up an alert message: "You may have already invited this friend! After unchecking this checkbox, you can re-invite this friend by rechecking it."
- The User clicks on Ok.
- The checkbox for the Friend becomes unchecked.

- The User InvitesAFriend@Invite.