

Team 105 – Sprint 3 Goals - (Base and A Level)

- Implement console functionality thoroughly.
- Re-examine communication initialization flow between client and server. IE, determine order of messages like register and login.
- Clean up and fix multicast, unicast, and message interaction between client and server ensuring that all features work perfectly.
- Allow for targeted message opening on Client, only open Messages that the client user wants, not every message that was sent to the client all at once
 - An initial Message would contain from whom the User has messages from, and options for opening them individually
- Add more Group functionalities
 - Remove Members
 - Finish up backlog items
 - Adding Moderators
- Make client send out JSON Objects to be processed by the server - to allow the client to be as generic as possible
 - Send JSON by Client
 - Process client JSON in Server Side
- Complete data persistence, so everything that needs to be persisted such as messages is.
 - Handle “deleted” messages by marking them as Deleted, but not actually deleting them.

Extra Reach Goals (Beyond A, If time Permits)

- Add Profile section per User
- Add Profanity Filter
- Add Parental Control to Groups (Profanity Filter Enabled / Disabled)