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Requirement Specs
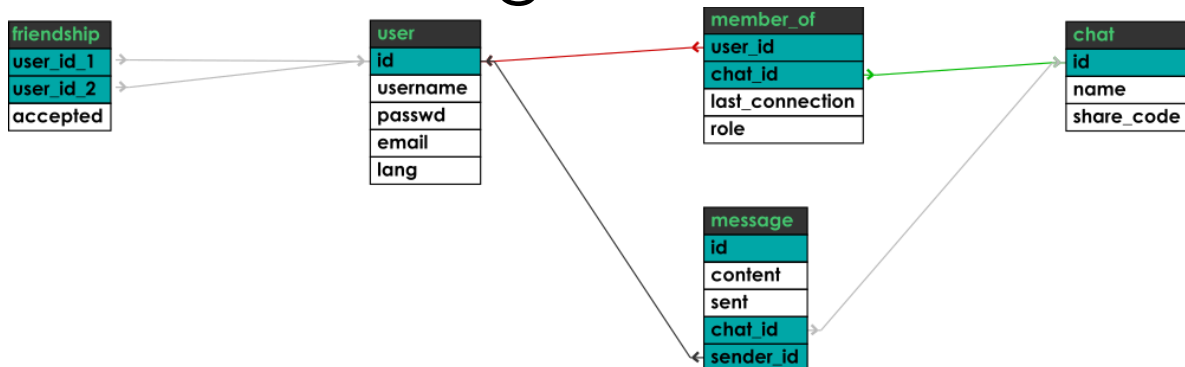
REQUIREMENT	MET (Y/N)
A1	Y
A2	Y
A3	Y
A4	Y
A5	N
A6	Y
A7	Y
A8	Y
A9	Y
A10	N
A11	N
A12	Y
A13	Y

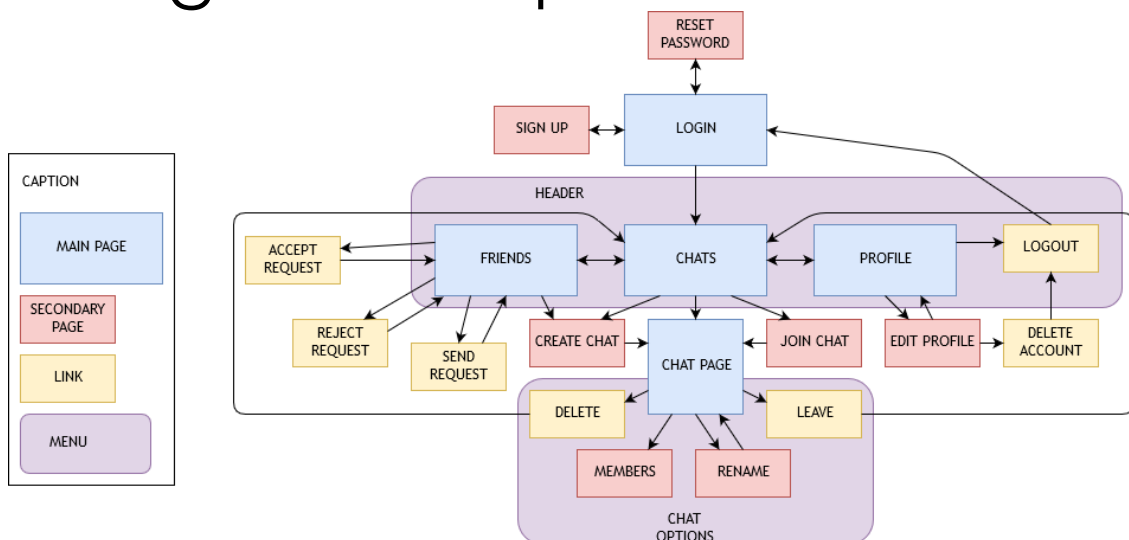## Entity-Relationship diagram
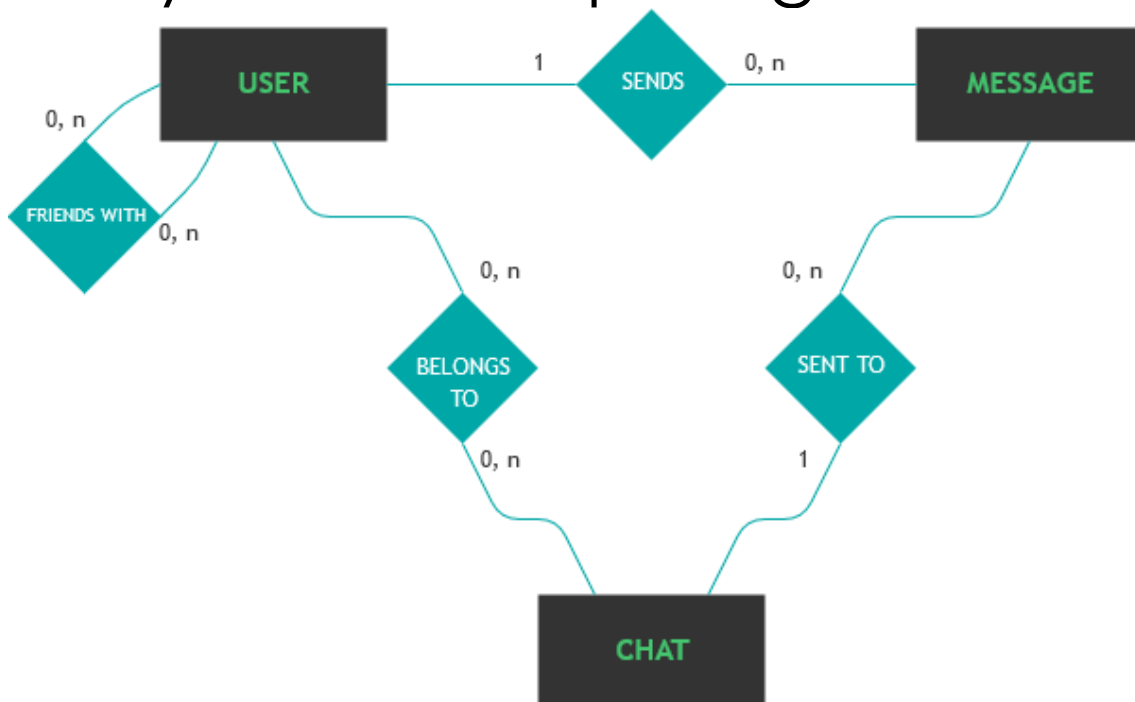
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Database diagram

Navigation map

App files: a summary

The application was structured following a Model-View-Controller design. For each table in the database, there is a collection of methods in a Database class (/db/Database.php). This class works directly with the predefined .sql queries (stored in /db/sql).

Using the static methods provided by Database.php, the Model layer operates. User.php, Message.php and Chat.php (located in /model) define classes for the different objects that will be used to represent the respective objects in the application. They contain methods for creating, selecting, modifying and deleting these objects as specific pieces of information stored in the database.

On top of the model layer, the controller classes are used as a way of communicating the objects with which the app will work, with the front-end methods the user will interact with. The controller classes will process user inputs and ask the model classes to act accordingly.

The View.php (/view) class contains the methods necessary for displaying the information given by the controller layer, and show the pages in which the user will interact with the rest of the

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app. These pages are displayed using templates (/view/templates), with JavaScript and PHP scripts also stored in their respective folders to set up properly the behaviour of the different pages, along with language files to adapt the pages to the user's preference.

Finally, the /app folder contains the basic .php pages that give access to the different View methods and templates, being the only part of the app that the user should interact with directly.
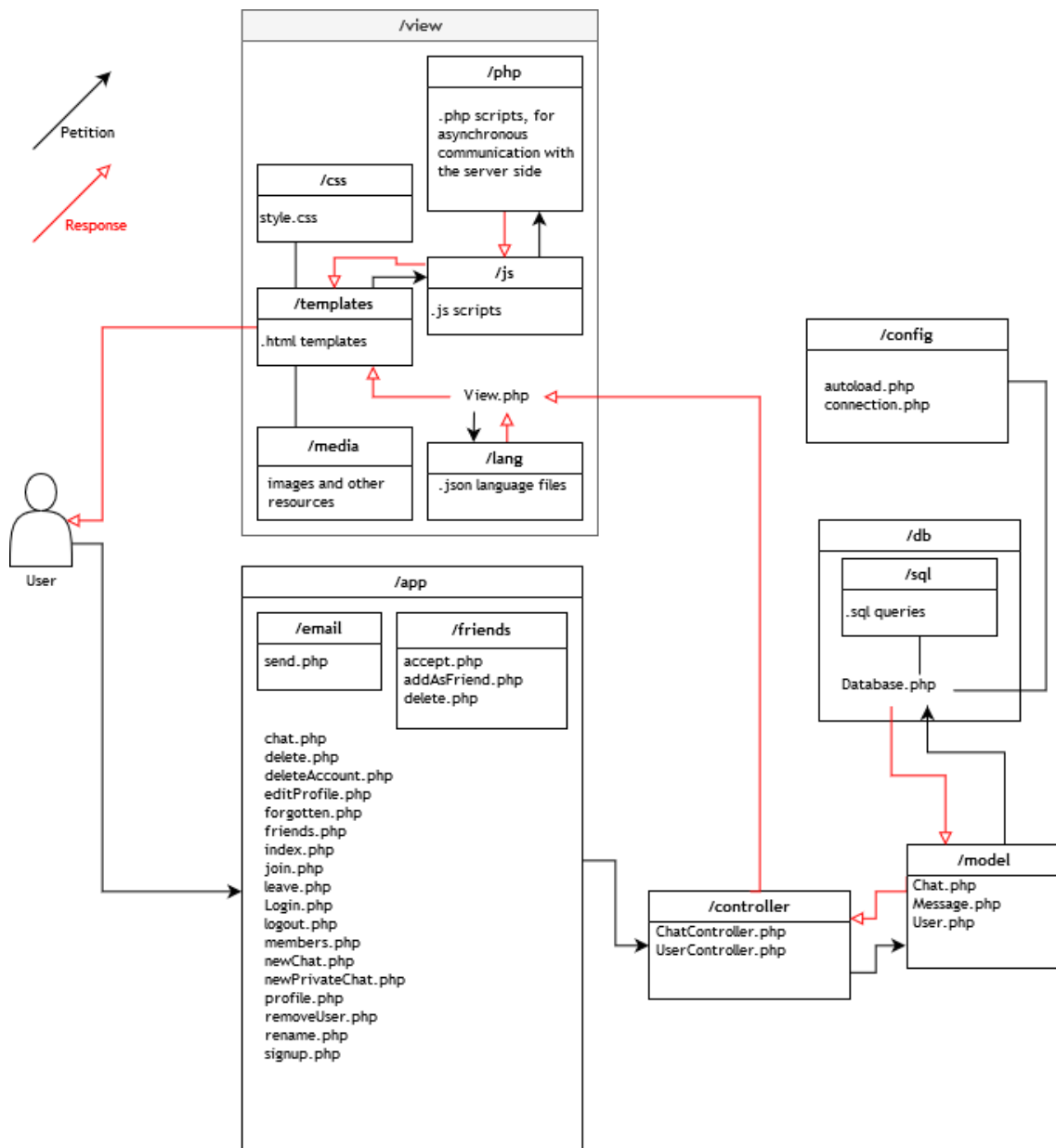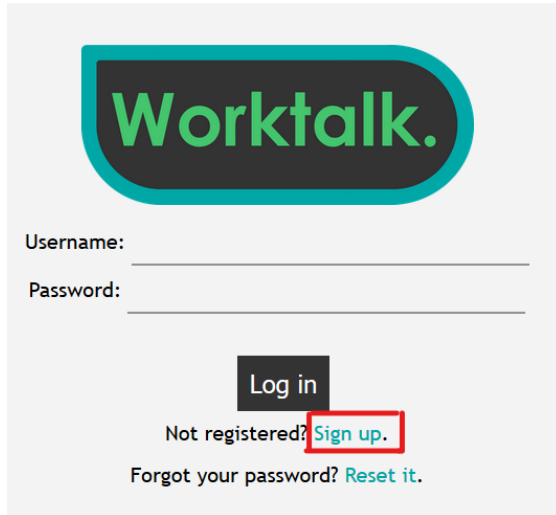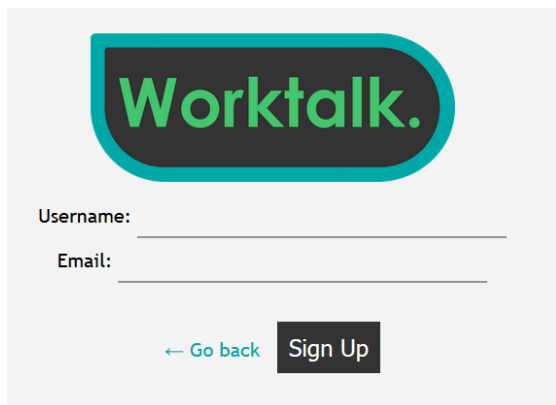
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User manual
Setting up your account

When you enter the site for the first time, you may need to create a Worktalk account before using the service. In order to do that, you can user the correspondent link below the login form:

In order to create the account, you will need to create a username and provide a valid email address. When you have entered the necessary data, click on "Sign up".


After clicking, the app will make sure that the email address is valid and that the username is available (it will also inform you as you type your new username choice). If everything is ok, an email will be sent to the specified address, providing the new password for your account, which should be changed after logging in for the first time.

Log in with your new password and your chosen username.

On logging in for the first time, this text will appear.

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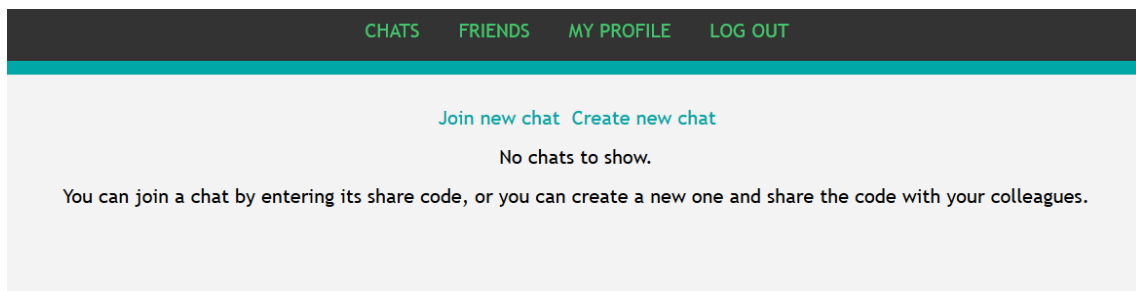
Go to: "My profile" -> "Edit my profile". There, you may change your automatically assigned password, as well as other user preferences.

Adding friends

You can add friends in the "Friends" section. Friends are added via friendship requests, which can be sent through the other user's username or email address.
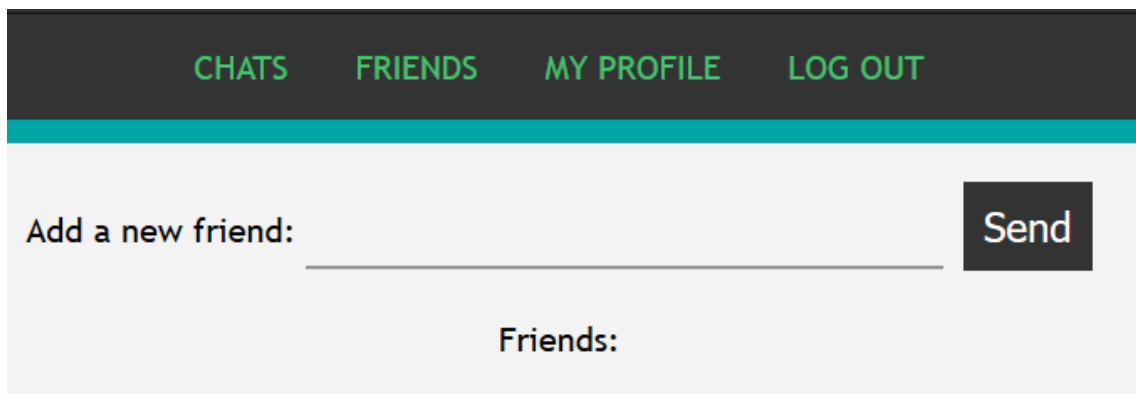
When a friendship request is received, it will appear below this form. You can either accept or reject the friendship request. If accepted, the friendship will be created and your new friend will appear below the friendship requests:
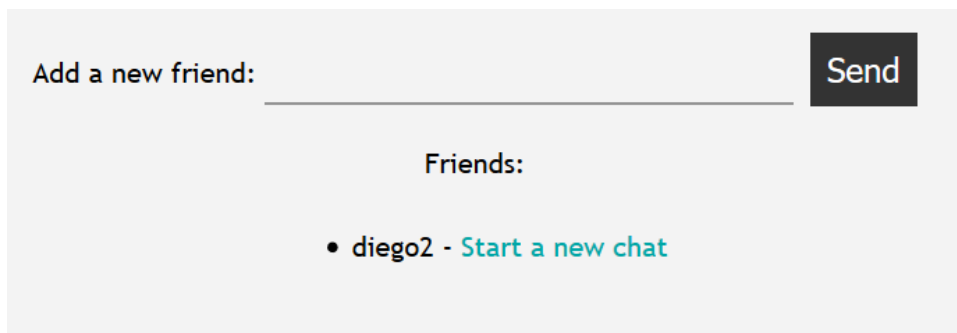
Next to any friend's username, an option for starting a new private chat will appear. This will create a new chat with both friend users as members and admins, even if another chat exists between them.

Creating and joining chats

In the "Chats" section, you will find links to create and join chats. To create a new chat, you only need to provide a new name for the chat. The creator of the chat will be automatically added to the chat as an admin. Admins can rename the chat at any time, as well as delete the chat or kick other users (non-admins) from the conversation.

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To join an already existing chat, you need its share code. Enter the "join new chat" link and provide the share code. If a chat is found for the specified share code, you will be automatically added to the chat as a regular user (non-admin).

User settings

In the "profile" section you will find a link for editing your profile. There, options for modifying your username, password, email and preferred language can be found. You can also delete your account from here.

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Other notes

Users can access the application with their username or email, and a password. All the data is stored in the database.
Messages can be sent to chats, which can be created by any user. Those chats can be started between two friends or by any individual, then sharing the chat share code with other users.
The user's inbox is the main page of the application. This page contains a list of all the chats the user is in, indicating which ones have unread messages as well.
All messages are clickable. Clicking on them will show additional information about them, mainly the date and time in which they were sent. In addition to that, admins will be shown an option to kick a user from the chat in the message details. Only non-admin users can be kicked from the chat.
Users can create their own accounts, choosing their username at will, with only an email address. Usernames and email addresses are unique, so each email may only be associated to just one account, due to how the password recovery process works.
Users can reset their passwords if they forget them; only an email address is needed. If the email address given by the user is linked to an account, an email will be sent to that address with a newly generated password.
The application allows sending messages to several recipients given its chat-based nature. Users send messages to a chat, which may contain zero, one or many users, apart from the sender.
Passwords are always automatically hashed when stored in the database.
Users can access a profile settings page, being able to change their username, email address, password or preferred language in the application.
Friendships may be stablished between two users. This allows them to start a new private chat at any time they want. Friendships are started when a user sends a friendship request and enabled when the request's recipient accepts said request.
Given its chat-based nature, groups are part of the core of this application.
Every chat has an admin from the moment it is created. When the chat is created by a single user, they will automatically become admin of the chat. When the chat is started as a private chat between two users, both will be assigned the role of chat admins.
While not every part of the application is a single-page app, the chat is. The navigation between the various pages of the application is done by visiting different pages, while the chat page refreshes automatically, sending messages, updating the chat and performing other tasks via AJAX. Asynchronous communication is also used for the chat list page, updating the list when new messages arrive, sorting the chat by the last message and indicating which of them have unread messages.