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| Title: User Requests Connection with Valid User |
| Acceptance Test: validRequest Priority: 1 Story Points: 3 |
| Given the User is logged in  And the Desired User exists and is logged in  When the User requests a connection with Desired User  Then send a request to Desired User |

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| Title: User Requests Connection with Invalid User |
| Acceptance Test: invalidRequest Priority: 1 Story Points: 3 |
| Given the User is logged in  And the Desired User does not exist or is not logged in  When the User requests a connection with Desired User  Then notify the User that the Desired User does not exist or is not logged in, as appropriate |

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| Title: User Receives Connection Request |
| Acceptance Test: requestReceived Priority: 1 Story Points: 3 |
| Given the User is logged in  And someone has requested a connection with them  When the connection request arrives  Then create a popup allowing the User to accept or decline request  And open a stream with requester if the User accepts  And send the requester a notification if the User declines |

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| Title: Connection Lost During Stream |
| Acceptance Test: lostConnection Priority: 2 Story Points: 2 |
| Given two Users already have a stream established  When a User loses Internet connection or closes the application  Then close the stream  And notify the other User that connection was lost |

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| Title: User Disconnects During Stream |
| Acceptance Test: invalidRequest Priority: 2 Story Points: 2 |
| Given two Users already have a stream established  When a User chooses to disconnect  Then close the stream  And notify the other User that their partner has disconnected |