SW Engineering CSC667 Section 01 Spring 2019

Final Project Proposal

Team: AspiringDEV

Project: DEVchat

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4/12/19: Version v.01

Content and structure for Milestone 2 document for review:

1. **Introduction**

2. **Data Definitions**

3. **Functional Requirements**

4. **UI Mockups and Storyboards**

1. Introduction

DEVchat platform is designed to provide unique online chat experience. As computer science seniors, we are passionate for software development as well as problem-solving. We believe DEVchat is in a uniquely qualified position to solve the boredom related with online chat experience. Therefore, we believe DEVchat project will position us to showcase our skills.

2. Data Definitions

2.1   Unregistered_User:

The user has not registered. The Unregistered_User can only browse the web pages on DEVchat platform.

2.2   Registered_User:

The Registered_User shall have all privileges unregistered user. The Registered_User shall be able to post and edit profile information, upload images, send and receive a message from other Registered_User.

2.3   Administrator:

The Administrator shall have all the privileges of the Registered_User. The Administrator shall be able to moderate the Registered_User's activity. The Administrator shall be to remove users that violate the DEVchat platform terms and conditions.

2.4   User_Dashboard:

The Registered_User can view and edit their profile, saved favorite and posted messages on the dashboard.

    2.4.1 **User_Profile**:

We shall collect basic user profile such and first name, last name, and email from the registered users. Registered_User can update the information as they wanted.

    2.4.2 **Favorite**:

The platform shall store the registered user's favorite chats.

    2.4.3 **Post_Message:**

The platform shall store the messages posted by the Registered_User, and shows the status of pending, approved, available or unavailable.

    2.4.4 **Message:**

The platform shall store the information of messages between the registered users. Only the associated senders and receivers can read the messages.

2.5 **Admin_Dashboard**:

The Administrator can view, delete, and approve messages.

2.6 **Login:**

For registered user and administrator to log in.

2.7 **Logout:**

For login registered user and administrator to log out.

2.8 **Register:**

For an unregistered user to register as the registered user. The registration process shall allow the unregistered user to create an account by creating the username, password and filling out the valid first name, last name, and email.

2.8.1 **User_Name**:

A name created by the user.

2.8.2 **User_Password**;

The password created by the user.

2.8.3 **User_FirstName:**

User's first name.

2.8.4 **User_LastName:**

User's last name.

2.8.5 **User_email:**

User's email address.

2.9   Message:

A messaging system that enables communication among Registered_Users and Administrator to communicate.

1.11.1 **Sender**:

A person who sends the message.

1.11.2 **Receiver**:

A person who receives the message.

1.11.3 **Content**:

A message that is communicated between sender and receiver.

1.11.4 **Timestamp**:

The time when the message is sent.

1.11.6 **Reply**:

The message sent in response to the sender by the receiver.

3. Functional Requirements

Priority 1:

3.1   Unregistered Users:

3.1.1   Unregistered users shall be able to browse the platform on the website without being registered.

3.1.2   Unregistered users shall be asked for registration only when they decide to join the platform.

3.1.3   Unregistered users shall be able to sign up by creating username and password and providing email first name, last name, and address.

3.1.4   Unregistered users shall be required to accept terms and condition upon signing up.

3.2   Registered Users:

3.2.1   Registered users shall have all the privileges of Unregistered users.

3.2.2   Registered users shall be able to sign in by providing their username or email and password

3.2.3   Registered users shall be able to contact other registered users.

3.2.4   Registered users shall be able to access the dashboard with the list of items they have posted.

3.2.5   Registered users shall have the privilege to edit the items they have posted.

3.2.6   Registered users shall be able to receive messages from other registered users.

3.3   Administrator:

    3.3.1   Admin shall have all the privileges of Registered users plus the following

           privileges.

    3.3.2   Admin shall be required to censor and delete inappropriate items.

    3.3.3   Admin shall not be able to edit items posted by the Registered users.

    3.3.4   Admin shall be able to delete Registered users who post inappropriate

           items.

Priority 2:

3.4   Registered Users:

    3.4.1   Registered users shall be able to delete chat history.

    3.4.2   Registered users shall be able to share images.

    3.4.3   Registered users shall be able to delete messages.

    3.4.4   Registered Users shall be able to reset password
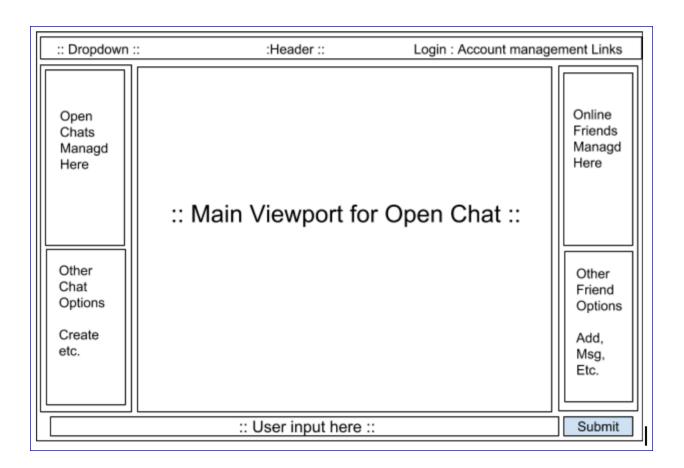
Priority 3:

3.5   Registered Users

    3.5.1   Registered users shall have access to their recently viewed messages.

3.5.2   Registered users shall be able to favorite and rate other registered users.

4. UI Mockups and Storyboard:

4.1 Use Case – Sarah:

Our user is browsing the site, looking to chat online. She finds chat group in DEVchat platform. She clicks on the description to see the history of chat group that she wants to sign up to. She gets interested so clicks sign up. She is then taken to the page where she finds other registered user to chat real time basis after registration process.

5. Frontend Technology

- React with redux

6. Backend Technology

- Node.JS Express

- MongoDB