

System Integration: ChatX

Anders Munkgaard, Jackie Engberg Christensen, Michael
Dolatko, Patrick Petersen
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University College Nordjylland

Teknologi og Business

Sofiendalsvej 60

Phone: +45 7269 8000

Fax: +45 7269 8001

<http://www.ucn.dk/>

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Author(s):

Names

Supervisor: Christian Bøtker Høj

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This rapport covers the development of a online multiplayer game taking place in the real world by using a smart phone. We will talk about other Alternative reality or virtual reality games taking place in the real world, describe some general ideas behind the games and our own game. We will also talk about how the phones hardwares could be used in such games, and which implementations we have included and which we could have included to have made the game better. The game is implemented in Java using the Android API and Google play services. The server side is also made in java but runs on a computer and uses socket to communicate with the clients playing the game.

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1 Overview

1.1 Introduction

This report has been worked on as part of the system integration course, with the purpose and learning and trying to develop an application that makes use of multiple technologies. The application is known as ChatX, a chatting system that provides encryption for it's users and will make it difficult for unwanted third party listeners to understand the messages. The report will describe how the process was planned, how the application was designed, its implementation and lastly conclude the project, alongside with thoughts and considerations of what could be improved on in the application and the process.

2 Process

3 System Design

3.1 Business case

ChatX is a chatting system which will allow users to communicate with each other from where ever they are and without fear of the messages being read by unwanted users, as long as they use a platform that supports the application and have a internet connection.

3.1.1 What issue will ChatX solve?

It will be possible to integrate the system with other systems where users could have need of communication with other users on a secure connection that will be hard for others to sniff data from. Thus making sure that messages are private and only seen by the intended users.

3.2 Architecture

ChatX's architecture will be a client-server architecture. The client will call the server whenever a user requests to use the system and the server will keep track of how many users are online and where each user messages is suppose to be sent to.

4 Implementation

5 Test

6 Conclusion

6.1 Future Work

7 Apendix