

Title

- Chat App Mockup
- By Jumpros
- Ned Nguyen, Dominic Swaby, Ethan Shin

Change history

- <https://github.com/jimvic37/task-tracking-app>
- <https://github.com/jessicafloreso/task-tracking-app-frontend>

Overview

The Chat App is a collaborative communication platform designed for users to create chat rooms, invite participants, and engage in real-time conversations. The application aims to provide a seamless and intuitive chatting experience, facilitating communication and collaboration among users.

1. **What does the application do?**
 - a. Create Chat Rooms
 - b. Users can create chat rooms with unique names and settings
 - c. Invite Participants
 - d. Room creators can invite other users to join their chat rooms
 - e. Real-time Chat
 - f. Users can exchange text messages in real-time within the chat rooms
2. **Who is the target audience for this application?**
 - a. Individuals and groups seeking a platform for real-time communication and collaboration
3. **How is it useful?**
 - a. Facilitates instant communication and collaboration among users in dedicated chat rooms
 - b. Enables users to create private or public chat spaces based on their needs

Objectives

- Users can register and create accounts
- Users can add, delete, and modify their profiles
- Users can create chat rooms with custom settings
- Users can invite participants to their chat rooms
- Users can send and receive real-time messages within chat rooms
- Graphical UI
- Robust backend API using Spring Boot and MySQL

Success Metrics

- Minimal bug reports
- Reliable delivery of real-time messages
- Intuitive User Experience
- High User Satisfaction Rating

Messaging

- Real-time chat with support for text messages

- *File sharing (TBD)*

Timeline & Release Planning

- *2 weeks for Minimum Viable Product to be available for demonstration*

Personas

- *See attached*

Scenarios

- *Sarah, a project manager, wants a dedicated space for her team to discuss project updates and share files.*
- *Mike, a gaming enthusiast, plans to create a chat room to discuss strategies with his gaming buddies.*

Features In

- *[M] Frontend where users can interact with the application's database*
- *[M] Users can register and log in with a username and password*
- *[M] Users can create chat rooms with custom settings*
- *[M] Users can invite other users to join their chat rooms*
- *[M] Real-time messaging within chat rooms*
- *[M] Each user can view and modify their profile details*
- *[M] The application will use MySQL to store user information and chat room details*
- *[M] Users can send and receive real-time messages within chat rooms*

Features Out

- *Backup Databases*

Designs

See Attached:

- *User flows*
- *Wireframes*
- *Visual design / Mockups*
- *Prototypes*

Open Issues

- *None Yet!*

Q&A

- *Reach out and ask if you have any questions!*