

Java Instant Messaging Service: First Draft

For our first approach at developing a messaging service in Java, we deemed it essential to start working out a broad concept of our product. This entailed coming up with the general user experience we want to enable and brainstorming unique features our software might have. We also discussed how our work together can be streamlined and fruitful.

In general, users need to have some way to interact with the software, this is where the user interface comes into play. We decided to focus on the functionality at first and keep it command-line-based. This interface will need to enable the user to choose a recipient, submit either a text message, file, or image, and send it. The other user will need to be able to receive the message via their corresponding user interface.

As a unique aspect of our messenger, we thought about focusing on privacy and data protection - a need that isn't sufficiently met by many messengers at the moment. This could be made possible by using strong end-to-end encryption or self-deleting messages.