

Discord

Social Communication Application

1. Aim:

Describing and creating a software model like Discord.

2. Problem Statement/Purpose:

To understand the flow of objects and tasks using software diagrams.

3. Scope:

Discord is an online application made for people to easily communicate while playing PC games together. Further, it enables us to voice and video chat efficiently, also allowing us to stream screens while performing other tasks on the PC/laptop. We can create servers, each server has voice channels, text channels that allows users to chat through texts as well.

4. Limitations:

1. does not allow to upload files more than 8MB
2. A server can have up to 50000 members, but if more than 250000 people are online simultaneously, the admin will have to contact Discord for further support.

5. System Functions

a) Login/Signup

1. Each user will have to login while entering the application
2. If the user is new, he/she will have to sign up, using email or phone number.

Input: phone/email

Output: OTP/password Generation

b) Create a Server

Each user can create a server, and has various categories to choose from for example: gaming, education, friends etc.

On creating a server, a separate storage space is allotted to that sever.

Input: Name of the server

Output: Creation of server, Memory Space Allocated to the server, Invite link created.

c) Join a server

We can join various servers using invite links.

Input: Invite Link

Output: Member added to the server

d) Creating a channel

We can create channels where people can talk to each other, share screens, videos etc.

Input: Select the channel type – text or voice, enter the channel name

Output: Voice channel or text channel where people can chat through messages and audio.

e) Add/Remove friends:

We can add different people as our friends and connect with them

Input: Enter username

Output: Friend request is sent/friend removed