

Chatroom Project Documentation

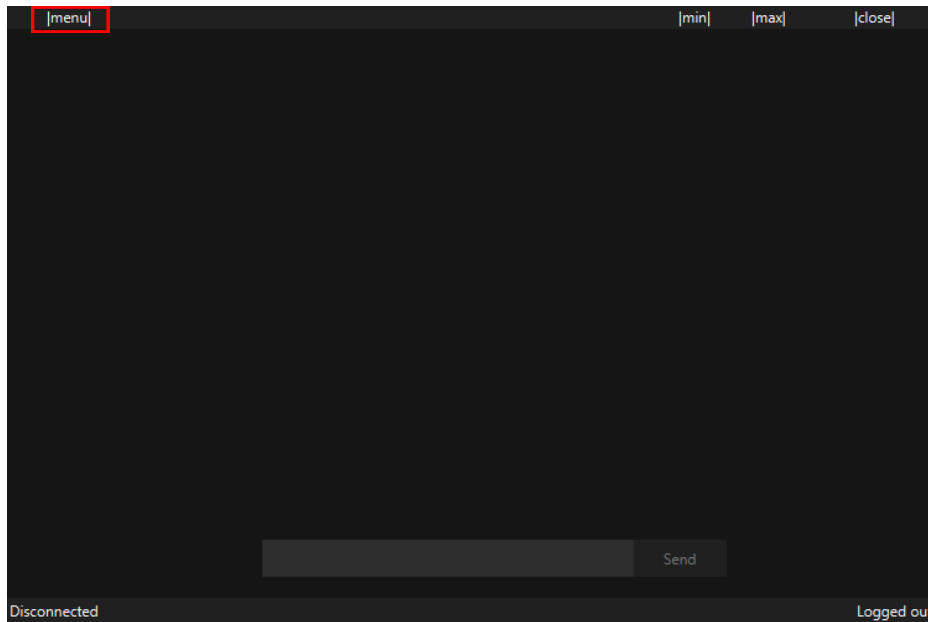
Info:

This project was a lot of fun. But i heavily underestimated the effort and time of the project. Looking back, i wish i had started earlier. None the less, i am happy with the result.

The software should be robust and very usable. All required functionality has been implemented. I sadly had not enough time to implement additional features.

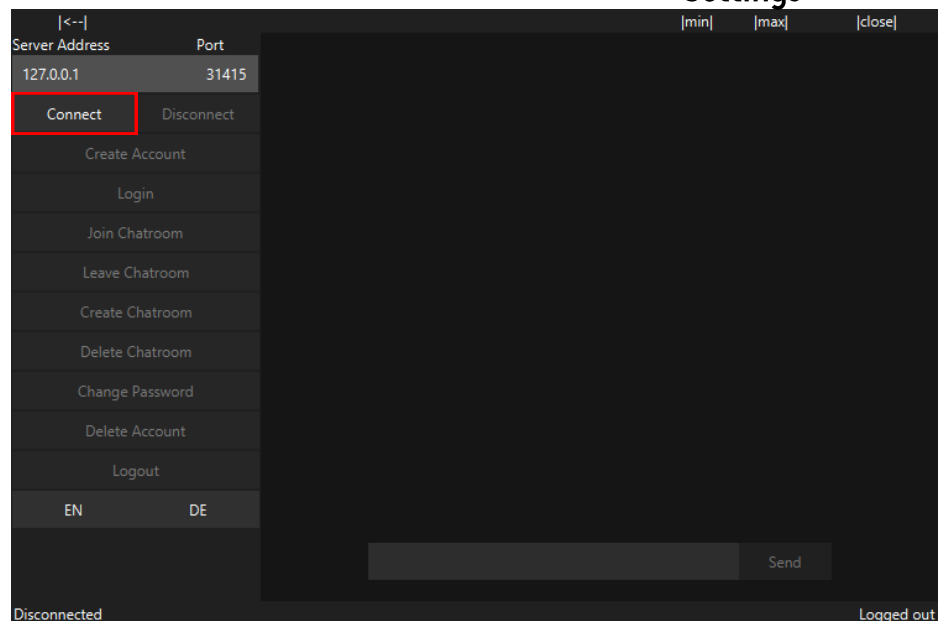
There are still a few bugs and quirks (like resizing contents when maximizing the window or certain error messages)

Start Screen



To connect to a server, the user has to open the settings menu located in the upper left corner of the window.

Settings



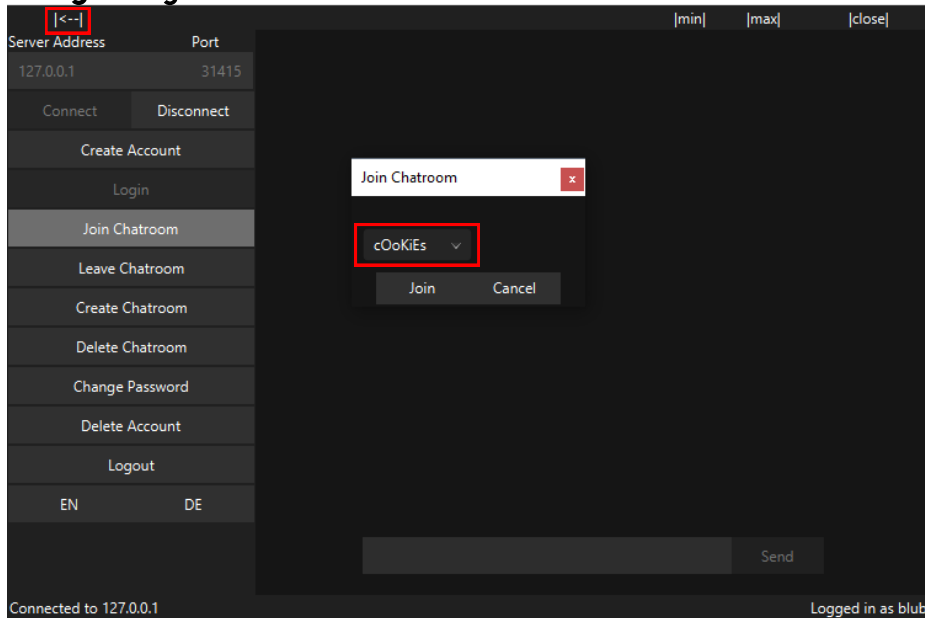
From here, the user can enter the desired IP and Port of the Server.

All actions the user can not yet perform, are disabled.

The user flow is as follows:

Connect -> Create Account / Login
-> All Actions situated in the Settings Menu

Joining Chatroom



A popup window opens and the user can select a public chatroom to join from a dropdown menu.

To enter a chatroom, the user **MUST** go back to the overview (click the button with the back arrow).

Now, in the main menu, the user can select from all joined chatrooms. Notice that the selected one becomes disabled to click again.

Settings

