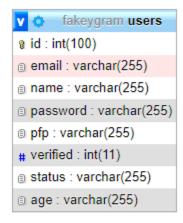
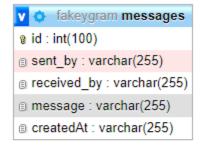
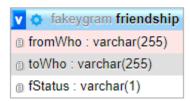
FakeyGram

Entity-Relationship diagram:







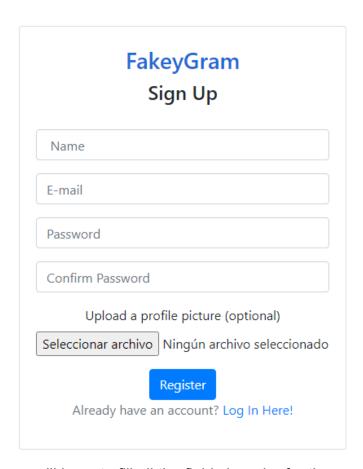
Extensions carried out:

ENLARGEMENT	DESCRIPTION	MADE (Y/N)
A1	Self registration	Υ
A2	Password recovery	N
А3	Multiple messaging	N
A4	Encrypted password	Υ
A5	User avatar	Υ
A6	User profile	Υ
A7	Friendship	Υ
A8	Groups	N

A9	Admin zone	Υ
A10	Attach files	N
A11	Attach images	N
A12	Testing	N
A13	Outbox	Υ
A14	Presentation	Υ

FakeyGram's User Manual:

Registration (A1):

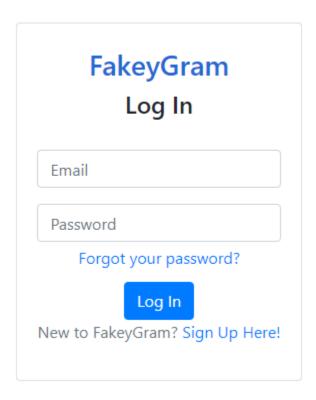


A new user will have to fill all the fields in order for the user to be created, they could also upload a profile picture if they want; the profile picture will be set to a default one if the user ignores this option.

The app will automatically hash the user's password in order to be the safest possible.

If the user already has an account, he can click the link below to get redirected to the Login Page.

Log In:



The user now has to input his email and password in order to log in. They also have the choice to recover their password in case they forget it.

If the user is a new user they can press Sign Up here at the bottom to be redirected to the registration page.

There is also an admin user that can be accessed, more on that later.

Inbox:

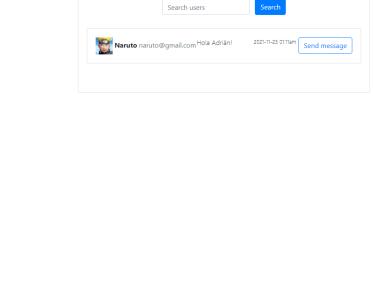


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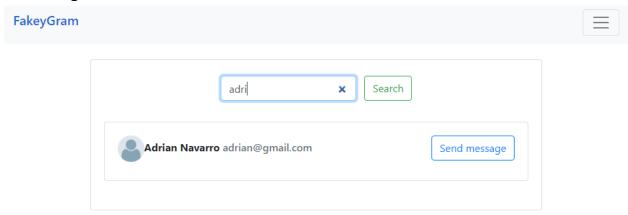
FakeyGram

Once the user logs in correctly, they will be redirected to the inbox screen. On the top side of the screen is the navbar, where the user can go to the inbox, outbox, friend page, log out and to their profile.

If there are no messages the text will show No messages yet! In order to start sending messages the user has to search for users. An example of the inbox:



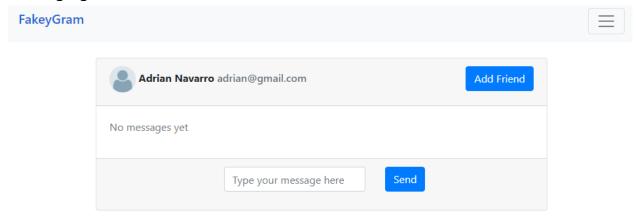
Searching users:



Welcome back

When the user types anything in the search bar, the application will get all users that have a name or email that fits what's written, they can search for their full name, or just a fragment of the name. From here, the user can send a message.

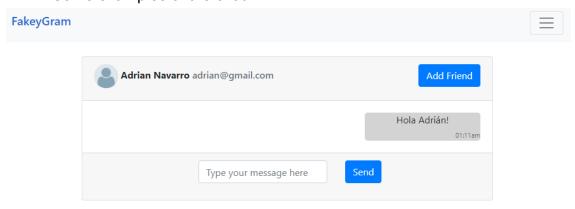
Messaging:

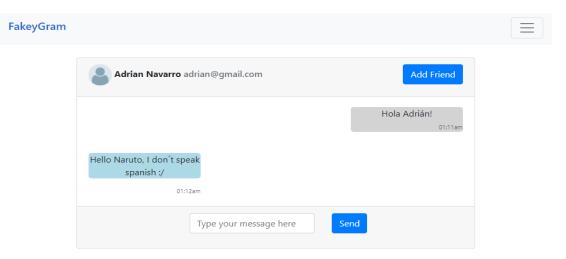


The message screen looks like this, from here the user can type any message and send it, they can also add the user as a friend if they are not already friends or have a pending request.

The message will only show the hour it was sent if it was sent the same day, the day if it was sent the same month, the month if it was sent the same year and all info if it was sent a different year.

Some examples of the chat:





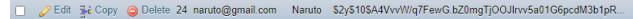
Log Out:

When pressing the log out button, the session is ended and the user is redirected to the login screen.



Encrypted password(A4):

In order to guarantee the safety of the user's passwords, they are encrypted when saved into the database. For example: Naruto has to log in as naruto@gmail.com and his password is alumno, however in the database, we will see this:



This is done in the login and register pages with the password.hash and verify password functions.

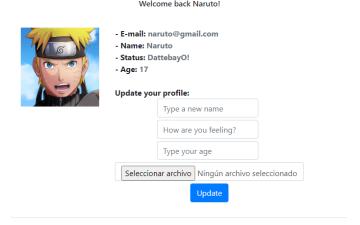
User avatar (A5):

When the user registers, they can also upload a profile picture, if the user doesn't upload any picture during the registration process, they will be given the default



picture, which is this one.

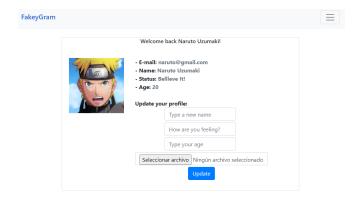
If the user wishes to update their picture, they need to go to the profile tab in the top right corner of the screen to access their profile.



On this screen they can update their picture with the form.

User Profile(A6):

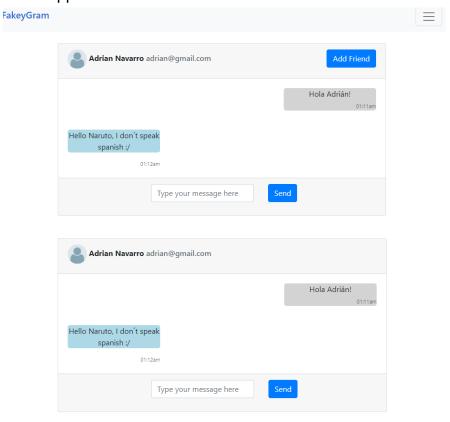
All users (except admin) have their own personal profile, which shows their email, name, status, age and profile picture. All of this data can be changed, except for the email by filling the fields they wish to change and pressing update



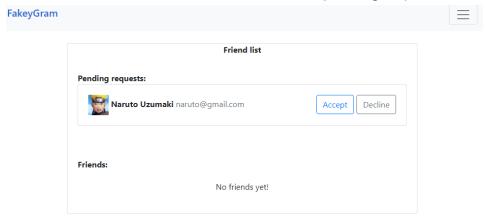
Your profile was succesfully updated!

Friendship (A7):

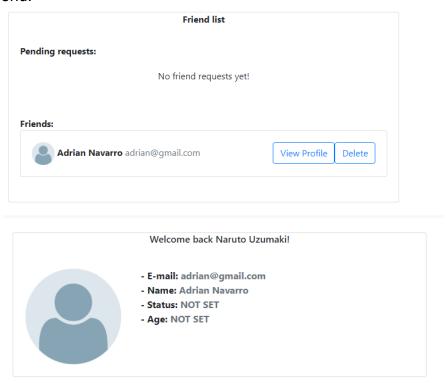
Users can also send friend requests to each other, they can do this from the message screen when talking to an user, after sending the friend request they the option will disappear.



Now from Adrian's friend tab we can see the pending request from Naruto.



From this screen Adrian can decide whether to accept or decline Naruto's friend request. If he accepts it, Naruto will now appear in his friend list, if he declines it, they can resend the friend request. When you are friends with someone, you become able to see their profile and you can also remove the user as a friend.



After deleting Adrián as a friend, Naruto can now try adding him again.

Administration zone (A9):

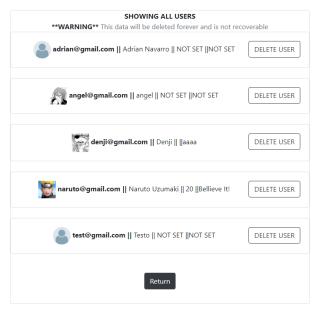
The administrator can access the admin zone by logging in as: admin@root.com with the password set as admin.

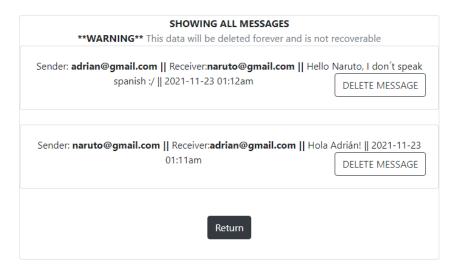
When logging in as the admin, you won't see the standard layout of the app, instead the admin will see this.



Welcome back Boss!

The admin has access to data of all users (except passwords) and to all messages from the database, when accessing the data, he also has the option to delete any of the data.





When deleting anything, the data is lost forever, so it is not encouraged.

Outbox (A13):

The user can also see all of their sent messages in order of most recent by going to the outbox tab in the navbar.

He can see, just like in the inbox, the profile picture, name, email, timestamp and fragment of the message of the receiver. He also has the option to access the chat from here.

