Requirement Specification

Live Collabrative Text Editor V1.0

Requirement	Type	Summary
Server_setpassword	Functional	Sets a password for the server to be connected to with. Preventing unauthorized use of the server.
Server_modifyFileGroup	Functional	The server needs to be able to create an delete a filegoup in addition to setting a user for a newly created filegroup.
Server_modifyUsers	Functional	Allows removing and adding of users to the server. If a user is not on the list the only action they can do is request access. Until their access has been approved by an admin they can do anything. If a user is deleted they must not be the leader of any filegroup and if they are the groups need to be deleted or a new leader must be asigned to the filegroup.
Server_modifyUserRights	Functional	A user can be set as an admin only on the server side of the system. If a user is an admin then they can modify filegroups and approve people to the server. This can only be done server side as there will only be one level of admin.
Server_confirmUser	Functional	Once a user sends a request, the request can be handled server side or remotely handled by an admin.
Admin_modifyFilegroup	Functional	This requirement is the same as "Server_modifyFileGroup". However, it must be able to do so remotely from a client.
Admin_modifyUser	Functional	This requirement is the same as "Server_modifyUsers". However, it must be able to do so remotely from a client gui.
Admin_confirmUser	Functional	This requirement is the same as "Server_Confirm". However, it must be able to do so remotely from a client gui.
Client_connect	Functional	The user of the client gui must be able to connect to the server.
Client_login	Functional	Once connected the user must be able to login and logoff in addition to requesting access if it hasnt already been granted.
Client_connectFilegroup	Functional	The user of the client gui must be able to connect to a filegroup to have access to any files.
Client_sendText	Functional	Users can send text messages to the server where they will be distributed to everyone labeled as connected.
Client_receiveText	Functional	In addition to sending text, the user must able to receive and have messages displayed.
Client_openFile	Functional	Any connected user that is authenticated through the server and has access to a filegroup must be able to open a file in the document editor.

Client_closeFile	Functional	Once a file is open, the user must be able to close it.
Client_changeFile	Functional	If a file is not locked a user must be able to move, delete or rename the file.
Client_create	Functional	Any connected user that is authenticated through the server and has access to a filegroup must be able to create a file from scratch.
GUI_client	Functional	The client gui must be able to edit, open, delete, move, and create files. In addition it must be able to perform all functions list above for "Client_"
GUI_client	Functional	The client gui must be able to handle all items list above under "Admin_" as a entity seperate from the client gui.
GUI_admin	Functional	The client gui must be able to edit, open, delete, move, and create files. In addition it must be able to perform all functions list above for "Client_"
Time	Constraint	There is no oppurtunity to extend or modifiy the deadline in anyway, barring unforseen cirsumtances (meteor destroying the world, second coming, etc)
Network	Constraint	The network code needs to be able to handle input from many users and handle a network that is slow or unusable.
Syntactic highlighting	*Risk*	Text highlighting for C# will be implemented if time permits. However, the deadline is not worth missing over colored text.