Use case: Send Private Message

Steps:

Actor actions	*System Responses*
1. Start Chat Client	2. Chat client logs in correctly
3. Type: "#private *RecipientName MessageText*"	
4. Submit command by typing enter	5. Only the recipient and sender receive: "senderId> (Private) MessageText"

Test Case Ideas (DELETE THIS LATER):

Send normal pvt msg.

Send pvt msg to yourself.

Send pvt msg to nonexistent user

Use case: Set another user to receive msgs while client is in a meeting

Steps:

Actor actions

Actor actions	*System Responses*
1. Start Chat Client	2. Chat client logs in correctly
3. Type: "#meeting *monitorId*"	4. Client and monitor receive notification that monitoring has begun.
	5. Monitor receives all client's messages in the form "Clientid > SenderId> Message Text"
6. Type: "#endmeeting"	7. Client and monitor receive notification "ClientId has returned from their meeting and will now receive their own messages."

Test Case Ideas (DELETE THIS LATER):

Set monitor to client that exists

Set monitor to client that does not exist

Set monitor to client that self

Set monitor to someone who blocks you

Different mixes of channels