USE CASES

Use case	*Register*
Primary Actor	User
Goal in Context	User should be able to register to the system by giving username and password.
Preconditions	User should not be previously registered to the system
Trigger	User runs the application and inputs a non-registered username
Basic Flow	1. User puts username when prompted "what username would you like?" 2. User puts password when prompted "what password would you like?" in the format ":register <password>"
Exceptions	Username already registered in the system by another user
Priority	High

Use case	*Login*
Primary Actor	User
Goal in Context	User should be able to login to the system by giving username and password.
Preconditions	User should be previously registered to the system
Trigger	User runs the application and enters a previously registered username
Basic Flow	1. User puts username when prompted "what username would you like?" 2. User puts password when prompted "Enter: authenticate your password" in the format ":authenticate <password>"

Exceptions	Wrong password for the given username
Priority	High

Use case	*Send a Direct Message*
Primary Actor	Sender, Receiver
Goal in Context	Sender should send message to the receiver.
Preconditions	1) Sender and receiver should be present in the system. 2) Sender and receiver are friends in the system.
Trigger	The user types "/dm <username>"
Basic Flow	1. User switches to the dm channel using the "/dm <username>" 2. User then sends the message
Exceptions	1) The sender and receiver are not friends. 2) The receiver does not exist in the system.
Priority	High

Use case	*Send Group Message*
Primary Actor	Sender, Users in the group
Goal in Context	The sender should send message to the group

Preconditions	Sender and group users should be present in the system. Sender should have the group as his active channel.
Trigger	User sends a message to their current group chat window.
Basic Flow	1. Sender changes his active channel to the group using "/group \<groupName>" format 2. The user types and sends a message 3. System accepts message and sends to all the users in the group.
Exceptions	1. When switching to the desired group, the group does not exist 2. When switching to the desired group, the user is not a member of that group
Priority	High

Use case	*Receive/Read Direct Message*
Primary Actor	Receiver of a Message
Goal in Context	A direct message that is sent to a user should be visible to them.
Preconditions	A direct message must have been successfully sent to the user
Trigger	A user sends another user a direct message.
Basic Flow	Receiver changes his active channel to the direct message channel using "/dm \<sender username>" format and receives the message.
Exceptions	N/A
Priority	High

Use case	*Receive/Read Group Message*
Primary Actor	Receiver
Goal in Context	A group message that is sent to a user should be visible to them.
Preconditions	A group message must have been successfully sent to a group with the receiver in that group.
Trigger	A user sends a message to a group.
Basic Flow	Receiver changes his active channel to the group using "/group <group name>" format and receives the message
Exceptions	N/A
Priority	High

Use case	*Delete a Sent Message*
Primary Actor	User
Goal in Context	User should be able to recall a message after sending it.
Preconditions	User successfully sent a message
Trigger	The user types "/recal <number-indexed message>l" with the number 1 being the most recent message.
Basic Flow	1. User switches to the channel using "/dm <username>" or "/group <groupname>" from which he wants to recall the message 2. User then uses "/recall <number-indexed message>" to recall specific number of latest message.

Exceptions	The user has not sent the specified number of messages to the desired dm or group
Priority	Medium

Use case	*Create a Group Chat*
Primary Actor	User
Goal in Context	User should be able to create a new group in the system.
Preconditions	User should be logged in the system
Trigger	The user types "/createGroup <group name> <optional Password>"
Basic Flow	User types "/creategroup <groupname> <optionalPassword>" to create a new group
Exceptions	Group with the desired group name already exists in the system
Priority	High
Extended Use Cases	1) Inviting a user to a group 2) Adding a new moderator 3) Kicking members from a group 4) Removing oneself from being a moderator

Use case	*Invite User to Group*
Primary Actor	Inviter, Invitee
Goal in Context	Inviter should be able to invite the invitee to the group
Preconditions	Both the inviter and the invitee are registered in the system.

Trigger	The inviter types "/invite <invitee username> <optional group name>"
Basic Flow	1. Inviter sets the group as his active channel using "/group <groupname>" format 2. Inviter sends the invite using "/invite <invitee username>" to Invitee (which sends an invite for the current group)
Alternate Flow	1) Inviter sends the invite using "/invite <invitee username> <group name>"
Exceptions	1. Inviter is not the moderator of the group 2. Invitee is already sent an invite to join the group
Priority	High

Use case	*Search for Users*
Primary Actor	User
Goal in Context	User should be able to search for other users registered with the system.
Preconditions	User should logged into the system
Trigger	The user types "/search <search term>"
Basic Flow	The user types "/search <search term>"
Exceptions	No users exist with the username starting with the search term
Priority	Medium

Use case	Manage Friend Requests
Primary Actor	Inviter, Invitee
Goal in Context	Users should be able to send and accept friend requests.

Preconditions	The user should be logged into the system
Trigger	The user types "/friend <desired friend>"
Basic Flow	User types "/friend <desired friend>"
Exceptions	1) The two users are already friends 2) The desired user does not exist in the system 3) A friend request has already been sent
Priority	High

Use case	**View Online Friends**
Primary Actor	User
Goal in Context	User should be able to see which of their friends are online.
Preconditions	The user should be logged into the system
Trigger	The user types "/circle"
Basic Flow	User uses "/circle" format to find online friends
Exceptions	N/A
Priority	High

Use case	**Translate Text**
Primary Actor	User
Goal in Context	User should be able translate text messages which are foreign to him.
Preconditions	User should be logged into the system

Trigger	The user types "/translate <language> <text to translate>"
Basic Flow	The user types "/translate <language> <text to translate>" format to translate the text to language given
Exceptions	Language is not supported by the system
Priority	Medium

Use case	Wiretap Users
Primary Actor	Government, wiretapped user
Goal in Context	Government should be able to receive the message transactions of a specific user in between a time period
Preconditions	Government should be logged into the system as a governmental user.
Trigger	The government types "wiretap <username <start date> <end date>".
Basic Flow	Government uses "/wiretap <username> <start date> <end date>" format with username of the user to be tapped, and messages to be retrieved in between the start date and end date. Date is in format "mm/dd/yyyy"
Exceptions	User is not registered with the system
Priority	High