

## User Stories

As a client, I want to be able to get information about the server I am connected to (such as the hostname and port number) so that I can tell my friends what server to get on when I want to chat with them.

**Acceptance criteria** - When I am connected to a server and type `#gethost` the name of the host server is printed, and when I type `#getport` the current port number is printed.

**Size** - S

As a client, I want to see each person's login name when they are sending messages so that I can tell who is speaking

**Acceptance criteria** - When a message is sent in a server with multiple people, before the message is the person's login name. When a message is sent from the server console, the message is prefaced to indicate that the message originated from the server.

**Size** - M

As a client, I want to be able to switch servers so that I can chat with different groups of people

**Acceptance criteria** - When connected to a server, a user should be able to type `#logoff` to terminate the connection to the server, `#sethost` and `#setport` to switch servers, and `#login` to connect to the new server. If the user is not connected to a server, `#logoff` should do nothing but display a message indicating such. If the user is connected to a server, `#sethost`, `#setport`, and `#login` should do nothing but display a message indicating that these operations cannot be completed while connected to a server.

**Size** - L

As a server admin, I want to be able to stop the server cleanly so that I can do maintenance on the server.

**Acceptance criteria** - When the server Admin quits, the server stops listening for new clients, all currently connected clients are notified and disconnected, and the server terminates gracefully.

**Size** - L

As a server admin, I want to be able to limit the number of connected clients to not overload the server and make the currently connected clients experience and lag.

**Acceptance criteria** - When the server Admin requests to stop, the server stops listening for new clients but the currently connected clients are not affected at all.

**Size** - M

As a server admin, I want to be able to start accepting new clients if enough clients leave the server and the server was not accepting new clients.

**Acceptance criteria** - When the server Admin requests to start, the server starts listening for new clients and the currently connected clients are not affected at all.

**Size** - S

As a server admin, I would like to change the port I am currently connected to in order to set up a private chat for clients.

**Acceptance criteria** - When the server is closed, allow the server admin to change the port and

to get the port number to ensure the port is the requested number.

**Size** - S

As a client, I want to be able to block and unblock other chatters so that I can control who's posting is visible to me.

**Acceptance criteria** - When #block <user\_id> is typed into the client console, messages from the specified user's id are no longer visible. When #unblock <user\_id> is typed into the client console, messages from the specified user's id become visible again.

**Size** - L

As a server administrator, I want to be able to block and unblock other chatters so that I can perform server maintenance more easily.

**Acceptance criteria** - When #block <user\_id> is typed into the server console, messages from the specified user's id are no longer visible. When #unblock <user\_id> is typed into the server console, messages from the specified user's id become visible again.

**Size** - L

**Definition of Done** - All acceptance criteria are met, all test execute successfully. 90% Test coverage achieved. Useful messages are returned in cases of invalid syntax or failure.