**User Stories**

As a client, I want my username to be unique so that people know they are talking to me and only me.

**Acceptance criteria** - When logging on with a username, the server requests a password from the client. If the password provided by the user matches the password matched with the username, the server lets the client logon. If they do not match, the server rejects the logon attempt and sends a message to the client indicating that the password did not match a known username.

**Size** - L

As a client, I want to be able to send a message to only one person so that I can communicate privately with that person.

**Acceptance criteria** - When I type #private <userid> <message>, a message is sent to userid indicating that it is a private message, and the message is only visible to userid

**Size** - M

As a client, I want to be able to create a channel so that only members of that channel can view messages in that channel.

**Acceptance criteria** - When a user types #channel <name> a new channel is created and the user who created it joins the channel. In addition, a message is displayed indicating the channel has been created.

**Size** - L

As a client, I want to be able to join and leave a channel, so that I can chat with a subset of people in the server.

**Acceptance criteria** - When a user types #join <channel>, they join the specified channel and receive all messages sent to that channel. When a user types #leave <channel>, the user leaves the channel and no longer receives messages from that channel.

**Size** - L

As a client, I want messages sent to me while I’m away to be forwarded to another user so that I don’t miss any messages.

**Acceptance criteria** - If a user sets up message forwarding, whenever they are busy/away and receive a message they automatically send the message to another user

**Size** - S

As a client, I want to be able to check the status of other users so I can tell who will receive my messages.

**Acceptance criteria** - When a client types #status <userid>, the status of userid is displayed. If the user is logged in, active, and willing to chat the status is shown as “Online”. If the user is logged in, inactive for the past five minutes, and willing to chat the status is shown as “Idle”. If the user is logged in but unwilling to chat the status is shown as “Unavailable”. If the user is not logged in the status is shown as “Offline”.

**Size** - L

As a client, I want to be able to set my status so that other users will be able to know if I will receive their messages.

**Acceptance criteria** - When a client types #available, their status changes from unavailable to available. When a client types #unavailable, their status changes from available to unavailable. When a client is inactive for five minutes, their status changes to away.

**Size** - S