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| Use Case ID: | UC001 | | |
| Use Case Name: | UberChat | | |
| Created By: | Muhammad Siddiqui | Last Updated By: | Muhammad Siddiqui |
| Date Created: | 10/13/2017 | Date Last Updated: | 10/16/2017 |
| Actors: | User | | |
| Description: | A client server chat program where the User chooses a unique nickname for themselves and they join chatrooms, by requesting a UUID. where they are able to send messages to the chatroom. Once they have joined, the user can then leave the chatroom and join other chatrooms. | | |
| Preconditions: | 1. User must have a unique nickname and a UUID to join a chatroom 2. User must enter a chatroom before they can view or send messages in that chatroom | | |
| Postconditions: | 1. Once requested, user will receive a UUID 2. User will make a username upon entering the program 3. User can request to and then subsequently join a chatroom | | |
| Normal Flow: | 1. User enters a unique nickname 2. User enters the home screen of UberChat 3. User requests to view all active chatrooms 4. User enters the name of the chatroom they wish to join 5. Now the user is able to view and send messages in the joined chatroom 6. User stays in the chatroom until they exit the program or exit the chatroom | | |
| Alternative Flows: | 5a. The user may leave the chatroom they joined at anytime and be sent to step 3 of normal flow  5b. User can be kicked from a chatroom at any time by an administrator   * User will be sent back step 3 of normal flow   5c. If the user enters an invalid name, they will be sent back to step 4 of normal flow  5d. If the user sends a message that exceeds 1000 characters, they will receive an error and be sent back to step 5 of normal flow | | |
| Exceptions: | 1a. If the user enters a nickname containing invalid characters, such as “;” or “,”, they will be asked to enter another nickname  1b. If the user enters a nickname that exceeds 10 characters (or leaves the nickname field empty), they will be asked enter another nickname | | |
| Includes: | N/A | | |
| Priority: | High | | |
| Frequency of Use: | At least 10 users per chatroom | | |
| Business Rules: | * Nothing will be stored on the users’ computers * Program will not access anything on the users’ computers | | |
| Special Requirements: | N/A | | |
| Assumptions: | * Client and server are connected to a network * Server has enough memory to store all user UUIDs and to store last 10 messages | | |
| Notes and Issues: | * Pre-production use case subject to change | | |