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| Use Case ID: | UC002 | | |
| 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: | Moderator | | |
| Description: | A client server chat program where the moderator chooses a unique nickname for themselves and have administrative privileges over chatrooms | | |
| Preconditions: | 1. Moderator must log in with their unique name and UUID  2. Moderator must request to see all available chatrooms  3. Moderator must join a chatroom before they can kick users form said chatroom | | |
| Postconditions: | 1. Moderator can see a list of chatrooms, upon request | | |
| Normal Flow: | 1. Moderator must check the “Moderator” checkbox  2. Moderator will login with their UUID  3. Moderator requests to see active chatrooms  4. Moderator enters the name of the chatroom which they wish to join  i. Moderator can also enter the name of the chatroom which they wish to remove  5. Once joined, the moderator can send and receive messages in the chatroom  i. Moderator can also remove users from the chatroom they have joined  6. Moderator stays in the chatroom until they exit the chatroom or program | | |
| Alternative Flows: | 1a. If the moderator enters a UUID containing invalid characters, such as “;” or “,”, they will be asked to enter another nickname  5a. The moderator 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 a moderator  5. i. a. If the moderator enters an invalid name, they will be sent back to step 5i of normal flow | | |
| Exceptions: | 1a. If the moderator enters a UUID containing invalid characters, such as “;” or “,”, they will be asked to enter another nickname | | |
| Includes: | N/A | | |
| Priority: | High | | |
| Frequency of Use: | At least 3 moderators | | |
| 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 | | |