

1. Accord

Bare bones, text-only (for now) chat messaging system description:

A web application where a (primary) user can create and then log into their own account, after logging in they can send direct messages to other (secondary) users that are on the same platform. Users can message one another directly if they know the other user's ID (not equivalent to login ID). Users can also create private servers that contain 1 or more unique users. Private servers will require permission to join from the creator of the chat room, or from anybody else who the creator gives the privileges to. The primary user should have access to a log of all messages from other users as well as chat rooms the user is involved in. The private server is saved to a list. The primary user may choose to befriend a secondary user, where the secondary user's ID is to be saved as a contact for the primary user. Similarly, a secondary user can be blocked by the primary user to prevent communication. The primary user can access a list of their contacts or previous private servers at any given moment. Clicking on the respective attributes will lead to their corresponding private servers. The user can leave chat rooms at any time, if the creator leaves then the room is destroyed. Logging out will send the user back to the main screen and they will not be able to view any messages until they log back in.

2. GitHub: https://github.com/thedtripp/cecs575_group4