

## **CS 3110: Final Project Milestone 0**

**Members:** Joshua Sones (js2572), James Gan (jg893), Ruixin Ng (rn279), Xianyi Han (xh87)

### **Regular Status Meeting:**

- Time: Wednesdays 8:30 and Thursdays 8:00
- Location: 407 College Ave, 1A2 (Xianyi's Apartment)

### **System Proposal:** A Chat System

**Core vision:** We intend to build an application that supports both private and group chats.

### **Key Features:**

- Private chat with a single person
- View and start public group chat
- Access to chat history of current session
- Customizable usernames
- List of ongoing chats
- Simple games through chats (e.g. Chopsticks, Tic Tac Toe, Rock Paper Scissors)

### **Description of system:**

Our chat system provides a platform for individuals to chat with one another. We will provide a client-server architecture: server will be hosted locally while the client would probably be interfaced through the command line. Users can make a username and create private chats with other users on the server through their usernames. Otherwise, they are provided with a command to view all active group chats, and join any public group chats. Users should also be able to access a list of their currently ongoing chats, and be able to switch from one to another or exit the chats. They will be provided with a command that allows them to access the chat

history of a previous chat, for both group and private chats. In addition, users may play simple two-player games in private chats.