Sprint 4 Goals

1. User visibility
   Ability for the user to mark themselves openly available to be found by anyone in that server or to remain visible only to the friends and circles and those who have been messaged(sent/received) at least one
2. Group visibility
   Ability for the group moderator to make the group private or a publicly available one where the former can only be seen by the members while the latter allows anyone in that server to know that such a group exists.
3. Messaging a subset of users
   The option to respond to a specific user (or a set of users) in a group
4. Time Zone
   Rendering appropriate time stamps for the user
5. Timeout messages
   Messages with a limited time stamp after which it is not valid to be shown, like impromptu events and RSVPs
6. Load messages on request
   Pulling out old messages batch by batch upon request from the user
7. Government Purposes
   Pulling out data for use by Government upon request.
8. Author message tracking
   Ability for the author to track their message being forwarded

Stretch Goal
Filtering content - Filtering flagged and inappropriate content from being delivered
Translating the message base on user preference