

Sprint-2 Goals

Base Goals:

1. Working on deployment of the server on AWS EC2.
2. Write Java classes for users, groups and messages in the application. Translate the model for entities into class attributes.
3. Integrate an authentication mechanism for users to login to the service. Work on persisting user data and query DB for authentication and registration of users
4. Design a server architecture that allows for scalability. Maintain a runnable for each instance of the client connected to the server and have message queues for each.
5. Modify the application from working as a chat room to a one to one messaging service to start off. Maintain user identification fields in the runnables and validate the receivers to add the messages into the appropriate queues
6. Integrate a logger to log application events. Change uses of the logger instances in the application to use log4j to help with testability.

Stretch goal:

1. Delete sent messages in one to one chat. Allow soft deletion of messages from the chats but persist it in the tables for future requirements of retrieving user conversations for a user (communication requirements).