

ChatHere App

Objective

Using Angular, build the client-side for an application called myFlix based on its existing server-side code (REST API and database), with supporting documentation.

User stories

- As a new user, I want to be able to easily enter a chat room so I can quickly start talking to my friends and family.
- As a user, I want to be able to send messages to my friends and family members to exchange the latest news.
- As a user, I want to send images to my friends to show them what I'm currently doing.
- As a user, I want to share my location with my friends to show them where I am.
- As a user, I want to be able to read my messages offline so I can reread conversations at any time.
- As a user with a visual impairment, I want to use a chat app that is compatible with a screen

User Flow

- **If user is online**
 - User clicks on the app
 - Start page of the app, where user enter her/his name, opens
 - If user enter his name and go on
 - The chat room is displayed in which the previous messages is populated and also an input field is available
 - User can send text messages, share location as well as images, both from camera roll and direct from camera
- **If user is offline**
 - User clicks on the app
 - Start page of the app, where user enter her/his name, opens
 - If user enter his name and go on
 - The chat room is displayed in which the previous messages is populated but no input field is presented

Key features

- A page where users can enter their name and choose a background color for the chat screen before joining the chat.
- A page displaying the conversation, as well as an input field and submit button.
- The chat must provide users with two additional communication features: sending images and location data.
- Data gets stored online and offline.