

## functionality-criteria-1

<u>Feature</u>	<u>Points</u>
<b>Overall Program Structure</b>	<b>20</b>
<ul style="list-style-type: none"><li>• File "gui.py" that loads without error</li><li>• Correct "main" handling</li><li>• Determine current user and display (e.g., in title bar)</li><li>• Ability to "fake" current user</li></ul>	5 5 5 5
<b>Basic GUI Functionality</b>	<b>80</b>
<ul style="list-style-type: none"><li>• Working online user list</li></ul> <p><i>Good layout</i></p> <p><i>Can "fake" list of online users</i></p> <p><i>Should handle many users correctly (scale, scroll, etc.)</i></p>	20
<ul style="list-style-type: none"><li>• Working chat invitation control</li></ul> <p><i>Should retrieve selected user(s) from list</i></p> <p><i>May launch an "invitation pending" window</i></p> <p><i>May just launch the chat window directly</i></p>	20
<ul style="list-style-type: none"><li>• Working chat window</li></ul> <p><i>Provides chat transcript</i></p> <p><i>Provides mechanism for entering new text</i></p> <p><i>Text entered locally is displayed in the transcript</i></p> <p><i>Window is dismissable</i></p> <p><i>Should show list of current members</i></p>	20
<ul style="list-style-type: none"><li>• Multiple simultaneous chats should be supported</li></ul>	10
<ul style="list-style-type: none"><li>• Working invitation window</li></ul> <p><i>Should provide controls to accept or reject an invitation</i></p> <p><i>Accept should launch a chat window</i></p> <p><i>Reject should close window</i></p> <p><i>NOTE: since this first version won't use the network, there should be some way to explicitly trigger the appearance of the invitation window. This could be a separate function in the gui.py file that I can call, or a button that launches it, etc.</i></p>	10
<b>Bonus</b>	<b>20</b>
<ul style="list-style-type: none"><li>• Allow icons to be associated with users</li><li>• "Buddy List" management</li><li>• GUI richness/novelty</li></ul>	5 5 10