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<th>REVISED DATE AND TIME</th>
</tr>
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<td>Friday, January 28, 2005, 08:25:40 PM</td>
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<tr>
<td>Vinay Mavinkurve</td>
<td>Tuesday, February 01, 2005, 11:33:30 PM</td>
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<tr>
<td>Phuong Luong</td>
<td>Tuesday, February 01, 2005, 12:56:30 PM</td>
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<td>Evangelos Varvarezis</td>
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<td>Vinay Krishnani</td>
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<tr>
<td>Phuong Luong</td>
<td>Wednesday, February 23, 2005, 7:20 PM</td>
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<tr>
<td>Vinay Krishnani</td>
<td>Friday February 25, 2005</td>
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1 Introduction

1.1 Purpose
This requirement document describes the software functional and non-functional requirements for MercuryMessaging (MM), a universal messaging system. This document is intended to be used by the members of the project team that implement and verify the correct functioning of the system, as well as for Project Managers.

1.2 Project Scope and Product Features
The MercuryMessaging - Unified Messenger Software is a combination of various Instant Messaging (IM) clients into one interface. Users can view buddy lists from various services, such as AOL Instant Messenger, MSN Messenger and Yahoo Messenger, and exchange text messages with them instantly. This approach is considered largely because popular IM services do not communicate with each other. As a result, people use different IM services simultaneously on their personal computers to communicate with contacts who reside in different communities which results in a loss of useful system resources.

Figure 1

1.2.1 MercuryMessaging is a Windows-based software application. This version is designed for Microsoft Windows XP.

1.2.2 MercuryMessaging supports no other than the following IM client versions:
   1.2.2.1 AOL Instant Messenger Version 5.9
   1.2.2.2 Yahoo Instant Messenger 6.0
   1.2.2.3 MSN Messenger 6.2
   1.2.2.4 ICQ 4.0
   1.2.2.5 MIRC 6.16
2 Functional Requirements

This section serves to specify the requirements (features) that MercuryMessaging offers. Therefore it is here that the system’s functionality and its limitations are discussed, disregarding how they are implemented in terms of design.

2.1 Network Configuration

2.1.1 MercuryMessaging connects to the different IM Client servers using specific protocols that the clients’ server uses.

2.1.2 MercuryMessaging supports utilities that are available and independent to the various clients which are
2.1.2.1 Global invisibility
An option for the user’s screen name to be hidden from other users’ buddy lists

2.1.2.2 Webcam
Communicate with other MercuryMessaging users visually via webcam.

2.1.2.3 Mobile text-messaging
Send a message to another person’s mobile device from a specific client.

2.1.3 MercuryMessaging supports File Transfer capabilities within specific versions of the client software for users in both sending/receiving parties.

2.2 Built-in Games

2.2.1 System allows users to play a network-able Chess game.

2.2.2 Features include

2.2.2.1 Game on Local Machine
The game is created and executed on the local machine, allowing users to play against an opponent.

2.2.2.2 Game on the Network
Game is created on the network by initializing a port that other users are able to join.

Figure 3
2.3 Mobile text-messaging

2.3.1 System allows users to send text messages up to 160 characters to members of the buddy list.

2.3.2 Features include

2.3.3.1 Idle/Away
By changing their status to 'idle' or 'away' the user has an option to forward text messages to their mobile device.

2.3.3.2 Text messages are free of cost to the sender.

2.3.3.3 There is no means to communicate a reply through the Mobile device to the MercuryMessaging user.

2.3.3 The phone/pager number as well as the phone service i.e Sprint, AT&T of the recipient shall be accessible through a separate, independent module (window).

Use Case for mobile text messaging

![Use Case Diagram]

Figure 4

2.4 Address Book

2.4.1 System allows users to store and retrieve information related to members on their buddy-lists.

2.4.2 Features include
2.4.2.1 Name, Address, Phone Numbers, Email, Mobile Service provider
The user is able to store the above information through a user-friendly module.

2.4.2.1.1 This information is fully editable to the user.

2.4.2.1.2 The aforementioned information is stored by means of a .CSV (comma separated value) file stored on the user's machine.

2.4.2.1.3 The user has the ability to search for contacts through a feature that scans the length of the user's address book.

2.4.3 Exporting Contact Lists

2.4.3.1 Mercury messaging allows exporting of the contact list in “.CSV” format. Other major into any e-mail client / address book such as Microsoft Outlook can import this file without interference configuration.

2.5 Conversation Logging

2.5.1 System logs the instant messaging conversation in all five instant messenger clients,

2.5.2 Features include

2.5.2.1 Search
User is able to search the activity of one contact by date.

2.5.3 Conversation History
The system allows the user to see his/her previous conversations, which were logged on MercuryMessaging. This utility provide a visual timeline of the conversation from start until end (the closing of the IM chat window).

2.5.4 Browse by Contact List
User is able to view the entire list of contacts and open the contacts’ activity history.
2.6 MercuryMessaging Email Client

2.6.1 This feature enables the user to have advanced POP3 email checking/sending abilities.

2.6.2 Features include typical POP3 email functionality

2.6.2.1 Email Client has a folder view to sort out incoming email into folder for organization.

2.6.3 Additional features

2.6.3.1 Spam Prevention

2.6.3.1.1 System utilizes a third party automatic mail classification tool to filter the unsolicited bulk emails.

2.6.3.1.2 This feature is a proxy which sits between the Email Server and MercuryMessaging Personal Email Client. This feature has the ability to classify and quarantine messages.

2.6.3.1.3 This feature is a part of the initial install.
2.7 Look and Feel

2.7.1 After initial installation, the system has two skins available for users to choose from. The default is the MercuryMessaging skin.

2.7.2 System allows users to change the Look and Feel features by direct manipulation.

2.7.3 Features include

2.7.3.1 Individual modifications of

   2.7.3.1.1 Truetype fonts and font size
   2.7.3.1.2 Text effect such as bold, italics, or underline
   2.7.3.1.3 Color
       2.7.3.1.3.1 Background of windows
       2.7.3.1.3.2 Components’ individual color
   2.7.3.1.4 Border of components in window
   2.7.3.1.5 Bevel of components

2.7.4 System allows users to change the entire user interface by adding pluggable skins through a separate window the skins window.

2.7.4.1 Skins shall collectively modify the following

   2.7.4.1.1 Font
   2.7.4.1.2 Foreground Color of windows (32-bit color system)
   2.7.4.1.3 Background image of windows
   2.7.4.1.4 Icon images of components
   2.7.4.1.5 Menu
   2.7.4.1.6 Buttons
2.7.5 Manipulation is easily accessible through a separate independent window - the Look and Feel Options window.

2.7.5.1 Stand-alone window allows users to edit and save options changes.
2.7.6 System display refreshes when a skin is chosen without having to restart the system.

2.8 Live Webcam

2.8.1 System allows a user to view another user via Webcam.
2.8.1.1 Users can send a Webcam invitation to a buddy.
2.8.1.2 Buddy accepts the invitation in order to start a Webcam session.
2.8.2 System allows users to send their own captured image to their buddy, while instant messaging

2.8.2.1 Users are able to save the image in JPEG or BMP format.

2.9 MercuryMessaging Audibles

2.9.1 There is a set of twelve different default audibles included with the system.
2.9.1.1 Users have the capability to click on icons in their messaging windows enabling them to play a variety of sound files on their buddy's computer.

2.9.1.2 Preferences allows configuration of these feature.
2.9.1.2.1 Volume (including mute)
2.9.1.2.2 Hidden / visible toolbar in messaging window.

2.10 File Transferring

2.10.1 The system follows specific packet configuration for each of the systems.
2.10.1.1. AIM- This is defined from the Oscar protocols.
2.10.1.2. ICQ- This packet is defined by ICQ’s protocols.
2.10.1.3. Yahoo Messenger- This packet is defined by YCHT protocols.
2.10.1.4. MSN- This packet is defined by Microsoft protocols.
2.10.1.5. IRC- This packet is defined by the basic TCP/IP protocols.

2.10.2 MercuryMessaging retrieves the sender’s and recipient’s IP addresses connecting them directly.

2.10.2.1 Sending a file.
2.10.2.1.1 The user first chooses the recipient they wish to send the file to
2.10.2.1.2 Then the user has the option of sending a file or directory (including all contents of the directory).
2.10.2.1.3 After clicking ‘OK’ there is a progress screen that comes up, where the sender or recipient can cancel at any time.
2.10.2.1.4 After the Process is completed, or cancelled the process window is removed.

2.10.2.2 Receiving files
2.10.2.2.1 MercuryMessaging checks the preferences to see where the files will be stored (by default, in the user profile directory)
2.10.2.2.2 Auto Accept – accepts file with no pop up conformation.
2.10.2.2.3 Prompt Accept – pops up an accept or decline screen on users screen.
2.10.2.2.4 Block – blocks all file transfers sent to user with no pop up.

![Use Case for file transferring](image)

**Figure 12**

2.11 Anti-Virus Software
2.11.1 The system utilizes third party anti-virus software for downloaded files.
2.11.1.1 User has the ability to turn this feature on or off.
2.11.1.2 This feature only works on files that have been downloaded via MercuryMessaging.
2.11.1.3 The feature runs internally, by default.

2.11.2 Process for running the anti-virus.
2.11.2.1 After accepting the download the file is stored into a folder – either the default user profile folder, or another folder as specified by the user.
2.11.2.2 Once the download has completed the anti-virus initiates its scan.

2.11.2.2.1 If the file is found to be a virus it prompts the user a choice to still save the file or delete it.

2.11.2.2.2 If the file is clean of any virus it stores the file in the download folder specified under MercuryMessaging preferences.

2.11.2.3 After determining what is to be done with the file, the download process is completed and the screen is returned back to normal.

3 Non-Functional Requirements

3.1 Look and Feel

3.1.1 System requirements
3.1.1.1 System must have at least 32 MB of RAM free, devoted for the system's graphics.
3.1.2.2 32-bit color capable monitor.

3.2 Built-in games
3.2.1 Any user with Internet access can easily download the client program provided by MercuryMessaging.
3.2.2 Installation
The client program by default installs under the user's profile directory
3.2.3 Playing
3.2.3.1 User plays in single-player mode with a Java enabled web browser with or without Internet access.
3.2.3.2 User can plays in the online two-player mode with a Java enabled web browser (internet access required).
3.2.4 System requirements
3.2.4.1 CPU - Pentium III 450 MHz or equivalent system
3.2.4.2 Memory - 64 MB
3.2.4.3 Video Card/VGA Monitor
3.2.4.4 Sound Card / Speaker
3.2.4.5 Internet access speed (for two-player mode) dial-up with at least 56 Kilobytes per second speed
3.2.4.6 Input devices - Keyboard/Mouse

3.3 Conversation Logging
3.3.1 Write Permissions
The user's system must allow the MercuryMessaging application to create and edit files.
3.3.2 Activity History must have at least 32MB of RAM free for log files storage.

3.4 MercuryMessaging Email Client
3.4.1 User have access to their mail account via dial-up networking or using a modem or a TCP/IP broadband network connection

3.4.2 A POP3 or IMAP4 mail account via an Internet Service Provider or a network connection
   3.4.2.1 Yahoo mail or Hotmail will not be accessed by MercuryMessaging because these email servers have not been set up for POP3 access.

3.5 Live Webcam (external webcam required)
   3.5.1 System requirements
      3.5.1.1 User’s computer
         3.5.1.1.1 CPU must be at least Pentium III 600MHz
         3.5.1.1.2 128 Memory is required.
         3.5.1.1.3 1Gb free hard disk space should be available to save short videos and images.
         3.5.1.1.4 Video card should have at least 64Mb video memory.
      3.5.1.2 Speed of User’s Internet connection
         3.5.1.2.1 Bandwidth of Internet has to be sufficient (i.e. DSL) for smooth video signal transmission.
   3.5.2 Installation requirements
      3.5.2.1 Webcam is setup and functioning appropriately.

3.6 MercuryMessaging Audibles
   3.6.1 System Requirements
      3.6.1.1 Both users must have MercuryMessaging Software installed and running.

4 System Evolution

4.1 Overview

As any other major software system, MercuryMessaging requires revisions in the future. Errors within the original release, revised or newly formed requirements, and changes in the system's external environment are some of the reasons why such upgrades might be necessary. It is imperative that MercuryMessaging is designed to accommodate such changes to the system. These changes must be carried out as efficiently as possible. With that in mind, MercuryMessaging adheres to certain guidelines that are geared to minimize monetary cost as well as the loss of man hours.

4.2 Updates to the system

Before an update to the MercuryMessaging system is made, changes will be well documented.

A change will not be made to the system until the consequences of the change are fully researched and documented. Essentially, the individual/s that are responsible of any changes made will be fully aware of the consequences those changes might have on other portions of the system as well as the system environment i.e Windows, AOL servers. It is imperative that no changes be performed on the system unless its impact is thoroughly examined and well understood.
4.3 Extensibility

4.3.1 Extensible design

*MercuryMessaging shall be designed in such a manner such as to allow implementation of a wide range of new features.*

As discussed in the following section, it may be deemed necessary that new features be added to the MercuryMessaging system that will allow of a more robust, versatile system. At present this requirements document maps out the general features that are a part of MercuryMessaging. However, in the future one may feel the need to add to it's already numerous features.

4.3.2 Future work

*The ability for the system to easily meld itself with any new plug-ins in the future.*

If the following features were to be implemented the future they should be added on to the system in the form of plug-ins. These alterations serve to make this system more user-friendly as well as more versatile:

4.3.2.1 Receivers of text messages from MercuryMessaging system user shall be able to reply through their mobile device to the user.

This essentially is an add-on to the Mercury mobile text messaging feature that allows the user to broadcast a message straight to the mobile device of a member of his/her buddy list. The system returns such messages directly from the mobile client of the receiver and back to the senders personal computer.

4.3.2.2 Future versions will support voice chat between two users.

This feature will coincide with the web-cam feature that is currently supported by MercuryMessaging. As such, the users of MercuryMessaging will be able to communicate with each other through a sound broadcast that will be made possible by sending such information packets over the web.

5 User Interaction

5.1 Overview

MercuryMessaging is an interactive system, which required many inputs from the user. By the same token, users also expect appropriate outputs from the system. The user interaction for this system is too comprehensive to show all of the inputs and outputs. Therefore, this section serves to provide several examples of input/output involved in performing some of the features this system offers.

5.2 Input/Output

<table>
<thead>
<tr>
<th>5.2.1 Login into a specific instant messenger client of MM for the first time</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Input:</strong></td>
</tr>
<tr>
<td><strong>Process:</strong></td>
</tr>
<tr>
<td><strong>Output:</strong></td>
</tr>
</tbody>
</table>

| 5.2.2 Instant message a buddy |
### 5.2.3 Access the built-in chess game

**Input:** A click on the Built-In Game window by the mouse.

**Process:** MercuryMessaging recognizes that the user wants to play a game.

**Output:** Displays the Built-In chess game window for game configurations.

### 5.2.4 Sending text message(s) to mobile devices

**Input:** +1 followed by Phone number for mobile text messaging.

**Process:** Mercury Messenger recognizes the +1 and relays the message to the mobile phone number.

**Output:** The message as typed by the MercuryMessaging user to the mobile device up to 160 characters.

### 5.2.5 Set up e-mail client

**Input:** Email address typed into the email client for POP3 email functionality.

**Process:** MercuryMessaging connects to the email server provided by the inputted address.

**Output:** A message whether the address is valid or not. If valid, then output continues by means of enabling the email client for further user interaction. If not valid, a message informs the user of the wrong address.

### 5.2.6 Search through logged conversations

**Input:** Provide the date range and/or screen name to search for a logged conversation.

**Process:** MercuryMessaging parses through the logged files.

**Output:** A separate window shows the results of the search and the user can expand each result for further viewing.

### 5.2.7 Make individual changes to the look and feel of MercuryMessaging

**Input:** User clicks on the Look and Feel option menu item on the menu.

**Process:** Mercury Messenger’s user interface event handler triggers or this event.

**Output:** A separate window opens up for the user to change individual options for the Look of the application. Manipulations of these options require the use of the mouse as additional input.

### 5.2.8 Save contact(s) information

**Input:** Enter contact information by the keyboard into the required fields and use the mouse to click the SAVE button.

**Process:** Mercury Messenger’s address book saves the contact information into a .csv file.

**Output:** The name of the newly added contact appears in the list of contacts in the address book.

### 5.2.9 Change skins
5.2.10 Capture and send image taken by webcam

**Input:** User clicks on the menu to choose record and send an image.

**Process:** Mercury Messenger records the image and try to connect the current user to the other end-user in the same port.

**Output:** If connection succeeds, then the other end-user receives the image file and the sender receives a message that sent is succeeded. If not, the system informs the user of the specific problem encountered by a message box.

### 6. Technology Decisions

#### 6.1 Data Storage

Data Storage is an essential part of software systems as MercuryMessaging stores data to user’s personal computer. MercuryMessaging creates a directory in user’s computer for storage of important data.

**6.1.1 Profile**
Users of MercuryMessaging have their own profile which stores their information such as contacts, address book, conversation log in a directory.

**6.1.2 User Password**
The user is given the option to save his/her password. If the user chooses to save the password the information is stored in their profile using a letter shift encryption.

**6.1.3 Address Book**
All the information the user stored in the Address Book is saved to text file using a CSV format under that user’s profile.

**6.1.4 Conversation Logging:**
The user has the option to have his/her messages logged for the purpose of referring back to previous conversations at later times. The conversation text is saved in a (.log) file in the MercuryMessaging user directory, unless otherwise specified by the user. This feature is turned on by default.
Figure 14
Appendix A. Glossary

Anti-virus: A program that provides a layer of security to protect the user’s computer from a computer virus.

Audibles: Sounds that are associated with an emoticon. For example, a smiley grin emoticon has a joyous sound assigned to it and is played whenever the smiley is chosen by the user. The sound is an audible.

BMP: The standard graphics file format on Windows-compatible computers. Poorly supported by other operating systems and with limited support for color.

Broadband: A transmission facility having a bandwidth sufficient to carry multiple voice, video or data channels simultaneously over the Internet.

Buddy: Client users that the MercuryMessaging user communicates with.

Buddy list: A window that shows all your buddies’ screen names (friends, family, coworkers and others) from all the five instant messengers supported by MercuryMessaging.

CSV: CSV stands for “Comma Separated Values.” It’s a type of file usually created with a spreadsheet program: each line (or row) consists of one record, and each field of the record is separated by commas.

Contacts: Address book type entry containing personal and business information, names, addresses, mail addresses, and other information related to individuals.

E-mail client: An application that runs on a desktop computer and enables you to send, receive and organize e-mail.

Global invisibility: The user’s ability to change his availability status from visible to invisible. When he is in invisible mode, his status online is log off to all the contacts in his list.

Idle: The computer is inactive and the user is not currently using the computer.

IM: Instant Messaging, a real time textual communication over the Internet.

JPEG: Joint Photographic Experts Group (also abbreviated jpg) and pronounced jay-peg. JPEG is compression technique for color images and photographs that balances compression against loss of detail in the image. The greater the compression, the more information is lost (this is called Lossy compression).

Letter shift encryption: Shifting the letters of the Alphabet by constant number. i.e. 5 shift to get A would be f.

Local machine: the user’s personal computer.

Logs: A record of actions and events that take place on a computer. Logging creates a record of actions and events.
<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
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<tbody>
<tr>
<td>Microsoft Outlook</td>
<td>A feature-rich email client from Microsoft designed specifically to work with the Exchange server. This client provides group calendaring with the new email system. Outlook runs on Power Macintoshes and Windows machines.</td>
</tr>
<tr>
<td>Mobile text messaging</td>
<td>The ability to send text messages between mobile phones, or send text messages from computer to mobile phone</td>
</tr>
<tr>
<td>Network-able</td>
<td>The ability of two or more computers or devices to be connected for data sharing or remote control of devices</td>
</tr>
<tr>
<td>PC</td>
<td>Personal computer</td>
</tr>
<tr>
<td>Pluggable skins</td>
<td>Allows applications to run with a different look than that originally envisioned by the application's designers</td>
</tr>
<tr>
<td>POP3</td>
<td>Post Office Protocol - a protocol used to retrieve email from a mail server.</td>
</tr>
<tr>
<td>Port</td>
<td>&quot;Port&quot; is used to describe more than one thing on the Internet, but the most common use of the word you'll probably encounter is this: the plugs on the back of your computer where you connect peripherals such as printers or modems. Each piece of software on a server (for example, FTP, e-mail, Web, etc) is assigned a port number (e.g. telnet is assigned port number 23). Generally, the port number is not required when accessing a Web page.</td>
</tr>
<tr>
<td>Profile</td>
<td>It is the user of the system. It also contains all about the user's information stored either in personal computer or database.</td>
</tr>
<tr>
<td>Protocols</td>
<td>A protocol is a standardized means of communication among machines across a network. Protocols allow data to be taken apart for faster transmission, transmitted, and then reassembled at the destination in the correct order.</td>
</tr>
<tr>
<td>Proxy</td>
<td>Refers to a special kind of server that functions as an intermediate link between a client application (like a web browser) and a real server. The proxy server intercepts requests for information from the real server and whenever possible, fills the request. When it is unable to do so, the request is forwarded to the real server. Proxy servers have two main purposes: improve performance and filter requests.</td>
</tr>
<tr>
<td>Skin</td>
<td>An alternative graphical interface for an operating system (OS) or a software program. A skin customizes the look of the OS or program but does not affect its functionality. Programs that allow the use of skins usually make standards available for the creation and distribution of new skins.</td>
</tr>
<tr>
<td>Status</td>
<td>An Instant Messenger indicator which used to show if a user is currently online, offline, idle or away</td>
</tr>
<tr>
<td>Term</td>
<td>Definition</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Text messaging</td>
<td>The ability to send text messages between two compatible devices</td>
</tr>
<tr>
<td>Unsolicited bulk email</td>
<td>Any e-mail message sent to multiple target e-mail addresses simultaneously wherein, loosely speaking the targets are people who have little or no direct prior relationship to the topic of the communications. UBE is usually but not always spam.</td>
</tr>
<tr>
<td>Webcam</td>
<td>A digital camera designed to take digital photographs and transmit them over the Internet</td>
</tr>
<tr>
<td>MS Windows XP</td>
<td>Microsoft Windows XP is an operating system developed by Microsoft Corporation for desktop computers, workstations, and network servers. Windows provides a standard interface based on drop-down menus, windowed regions on the screen, and a pointing device such as a mouse.</td>
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