

Rocket.Chat Customization

DB

Exposed DB so that we can access it externally.

API documentation

- Setup token
- Creating a new user
 - POST api/v1/users.create
- Update metadata on existing user
- Add user to a private channel.
- Remove a user?

Phase 1

1. Users should all come from our DB (including password). Only certain users will have access to chat.
2. Usernames need to be the same as our system - We don't want to allow changing of username (must be server-side - because mobile apps would allow it...).
3. Messages data (and other media shared) should be stored in our DB in a way that we can view if needed.
4. Disable video chat (we can allow it may be for certain users).
5. Disable the OTR feature.

Phase 2

- ~~1. Limited users should only channel and they can only direct message moderators.~~

2. Have special private channels for premium users (permissions should be set based on data from external DB).
3. Update user detail area to show some additional info with info from our DB, see illustration of rough idea:



Sia

Age	19
Member Since	1/2/19
Marriage Status	Single
Days Clean	90
Posts	1111
Forum likes	328




Passed the GYE
Basic Certification


4. ~~Show icons near special users (based on special roles):~~


ADMINISTRATORS—1



 **Matt** 

MODERATORS—4


 **Coffee**  

 **Jura**

 **Murtag**

 **TheRaddestBro** 

MINECRAFT STAFF—24

 **Alexandre**

Members are shown under special headings

Special icons for some users

