

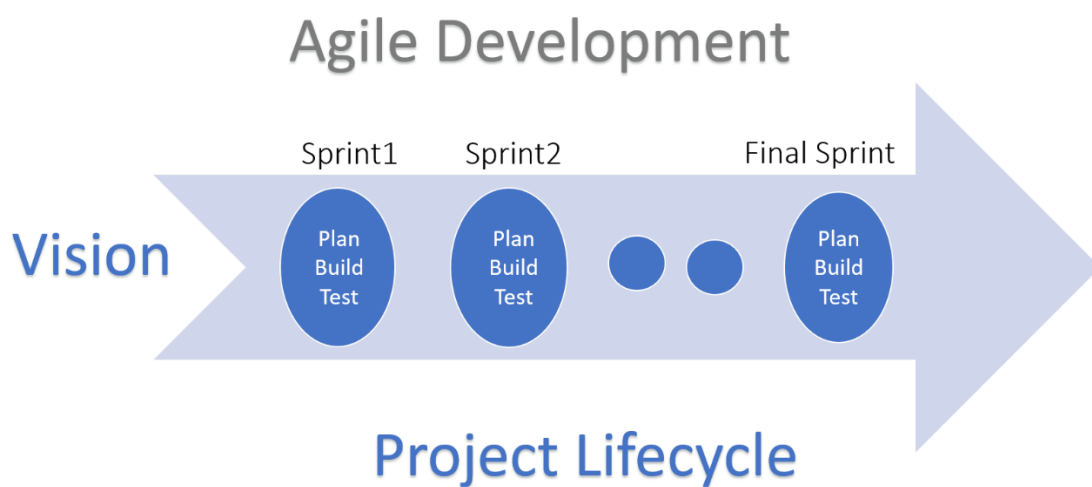
Microsoft Engage 2021 challenge- Build a Microsoft Teams Clone

I have built a video chatting web application- **We Talk** as my submission for the Engage 2021 challenge.

I have applied the **Agile SCRUM framework** while developing this project. Scrum is an agile development methodology used in the development of Software based on an **iterative and incremental** processes.

I organized my work in 4 sprints, each sprint of around 1 week duration. I further divided each sprint in 3 phases:

1. Plan & Design
2. Build
3. Test & Review



During the **plan and design** phase, I fixed the objectives of the current sprint. I researched about the features that I decided to implement in that sprint. I read articles and tutorials from the internet. I designed the layout of the features, and carefully selected the appropriate icons, images and color scheme.

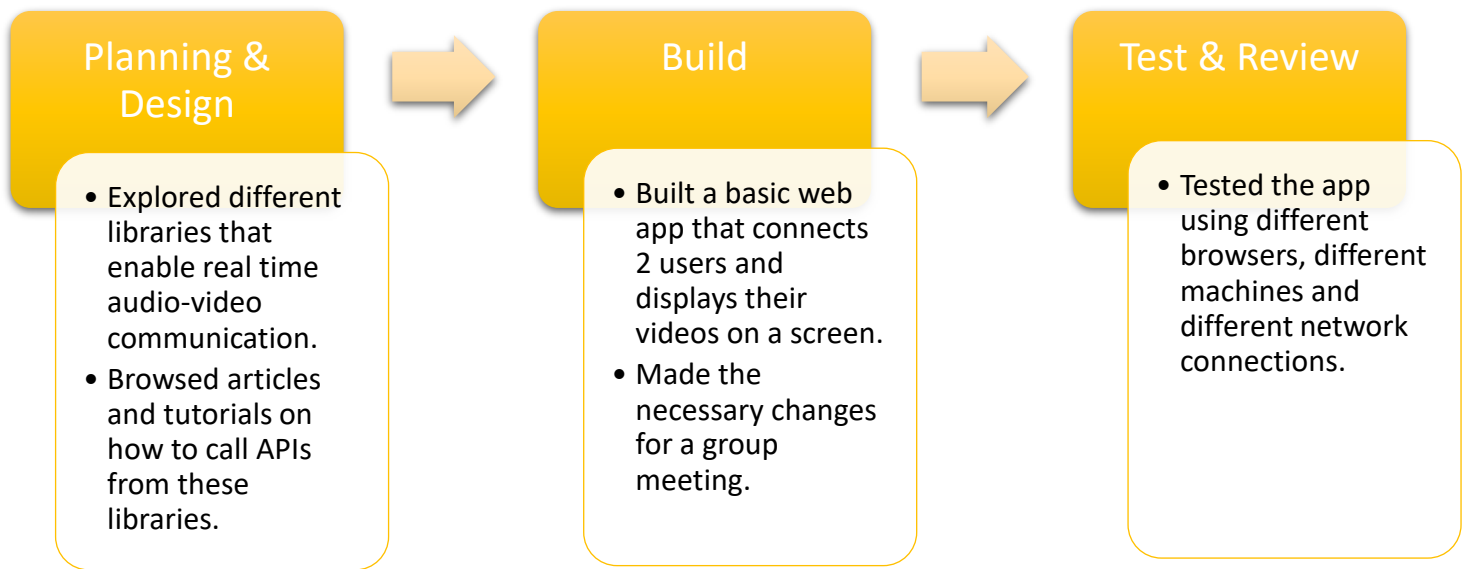
During the **build** phase, I coded up the new features/ enhancements. I also fixed errors detected during the previous sprint to clear all backlogs. Then, I deployed this working version.

In the **test and review** phase, I tested all the features in my web-app under varying conditions such as:

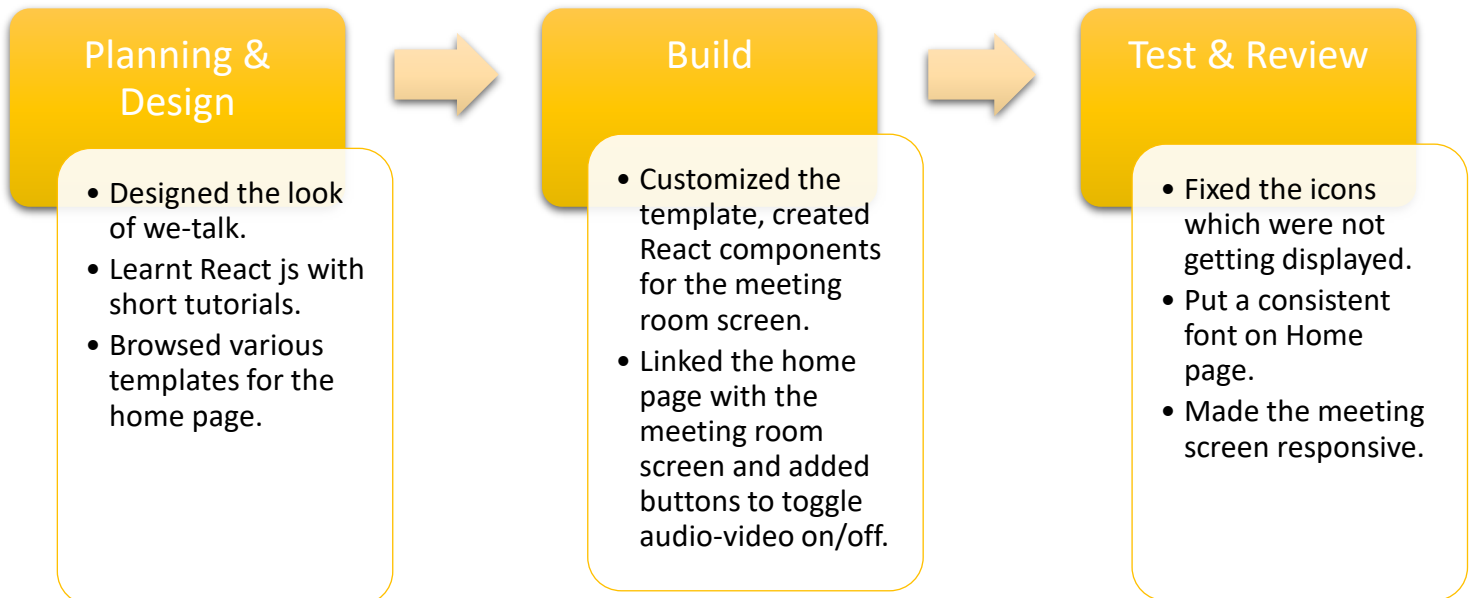
- User denies the camera/audio permissions.
- The host leaves the meeting first.
- More than 6 people try to join the meeting.
- Tried to create multiple rooms (with different meeting names) at the same time.
- Tried to join the meeting from different browsers, different machines and different networks.
- Two or more participants try to share their screen at the same time.
- User enters a very long message in the chat box

I discussed the progress with my mentor on a regular basis and improved my app based on his inputs and feedback.

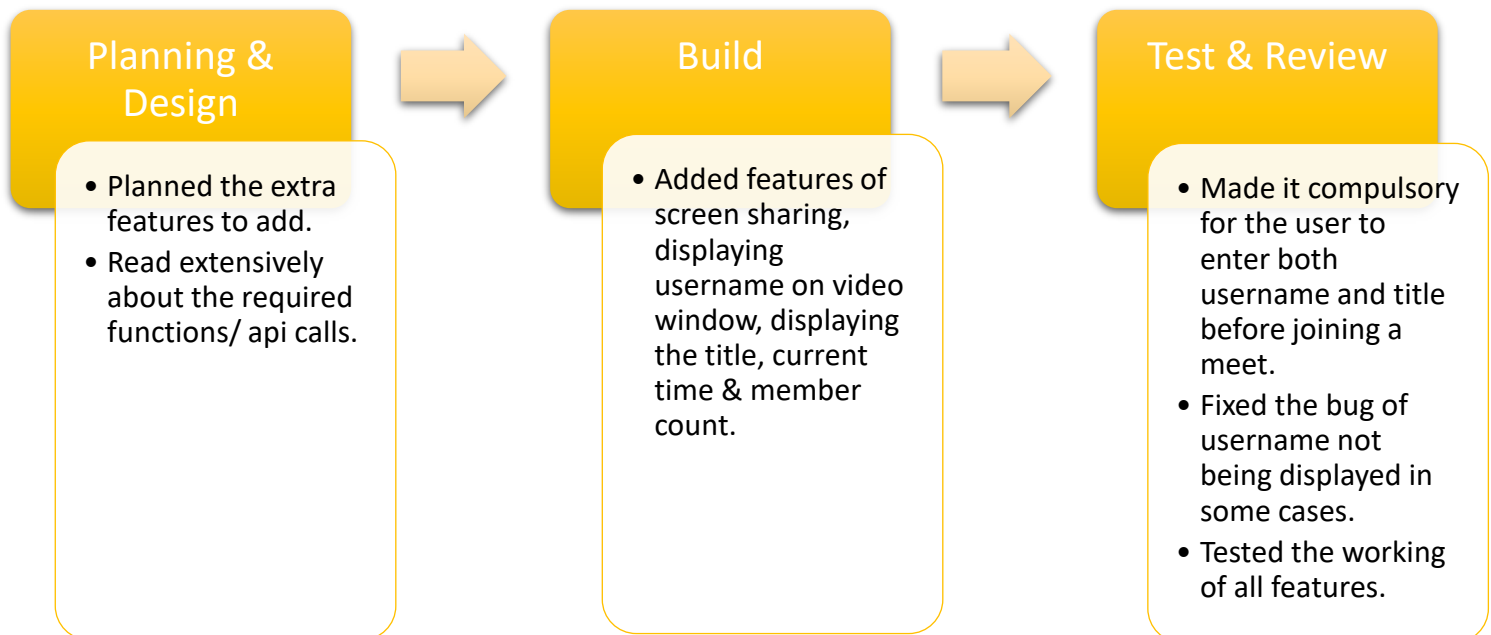
Sprint 1:



Sprint 2:



Sprint 3:



Sprint 4:

