

REPORT NO. 01: OVERVIEW OF DISCORD

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LABORATORY

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1. OBJECTIVE

Discord is a community-building tool for open communication. It allows users to engage real-time voice, video and text-chats. It's become a flexible tool that's utilised by many different communities, such as those that are interested in business, education, social connection, or hobbies.

Discord makes short meetings and conversations possible without requiring formal scheduling, making it ideal for urgent problems, brainstorming sessions, and every-day stand-ups. It allows private conversations between specific team members for the specific purpose. It is specially useful for different development teams like front-end development, back-end development, SQA, etc. because it has dedicated channels, which help organise the discussions by project, team, or topic-keeping conversations. It facilitates to easy sharing of documents, code snippets and other resources directly within the relevant channels.

Discord has collaboration tools for integration. It connects with other tools like Google drive, Trello, Github to streamline workflows and reduce the needs to switch between multiple platforms. By using Discord, a software company can enhance its internal communication, improve project management, support remote work, and foster a strong company culture, all while maintaining cost efficiency and ease of use.

2. PROBLEM STATEMENT and SOLUTION

2.1 Problem Statement

One member wants to achieve the highest standard possible for the project. Other members want to limit the amount of time they spend on it, so they can work on other subjects and have some time to themselves. Is this possible? If so, how could it be achieved?

2.2 My Opinion

I say that I want to provide a general time window for everyone to complete their work in order to solve this problem.

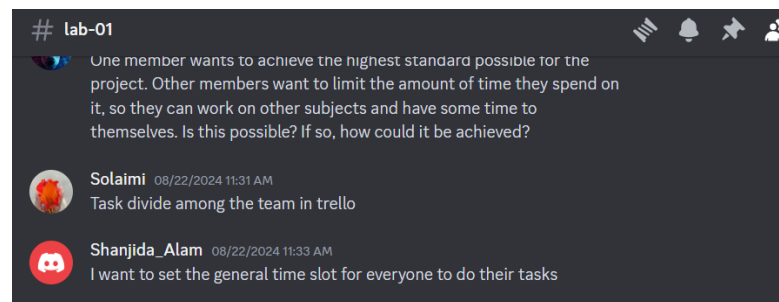


Figure 2.1: Screenshots of My Opinion

2.3 Final Solution

The final solution to the given problem is having a mutual understanding of how a general and flexible time frame for everyone for consistency should be allotted and dividing sub-tasks to reduce team pressure, and anyone who wants to achieve the highest understanding should supervise and revise others' provided solutions.

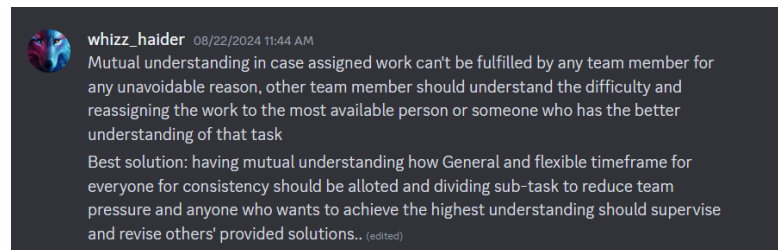


Figure 2.2: Screenshots of Final Solution Agreed by Everyone