

## Department of Computer and Software Engineering – ITU

### SE202T: Software Requirement Engineering

Course Instructor: Dr. Asif	Dated: 13th December, 2025
Teaching Assistant: Muhammad Saqib Baig	Semester: Fall 2025
Session: 2024-2028	Batch: BSSE2024

## Assignment 5:

### Title:

**“AI Virtual Meeting Attendant”**

Group Members:	Roll number:	Obtained Marks:
1. Zakki Ullah Baig 2. Rameen Zahra	1. BSSE 24062 2. BSSE 24047	

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Signature: \_\_\_\_\_

# Task 1:

## Storyboarding:

### User Persona

#### Primary Persona:

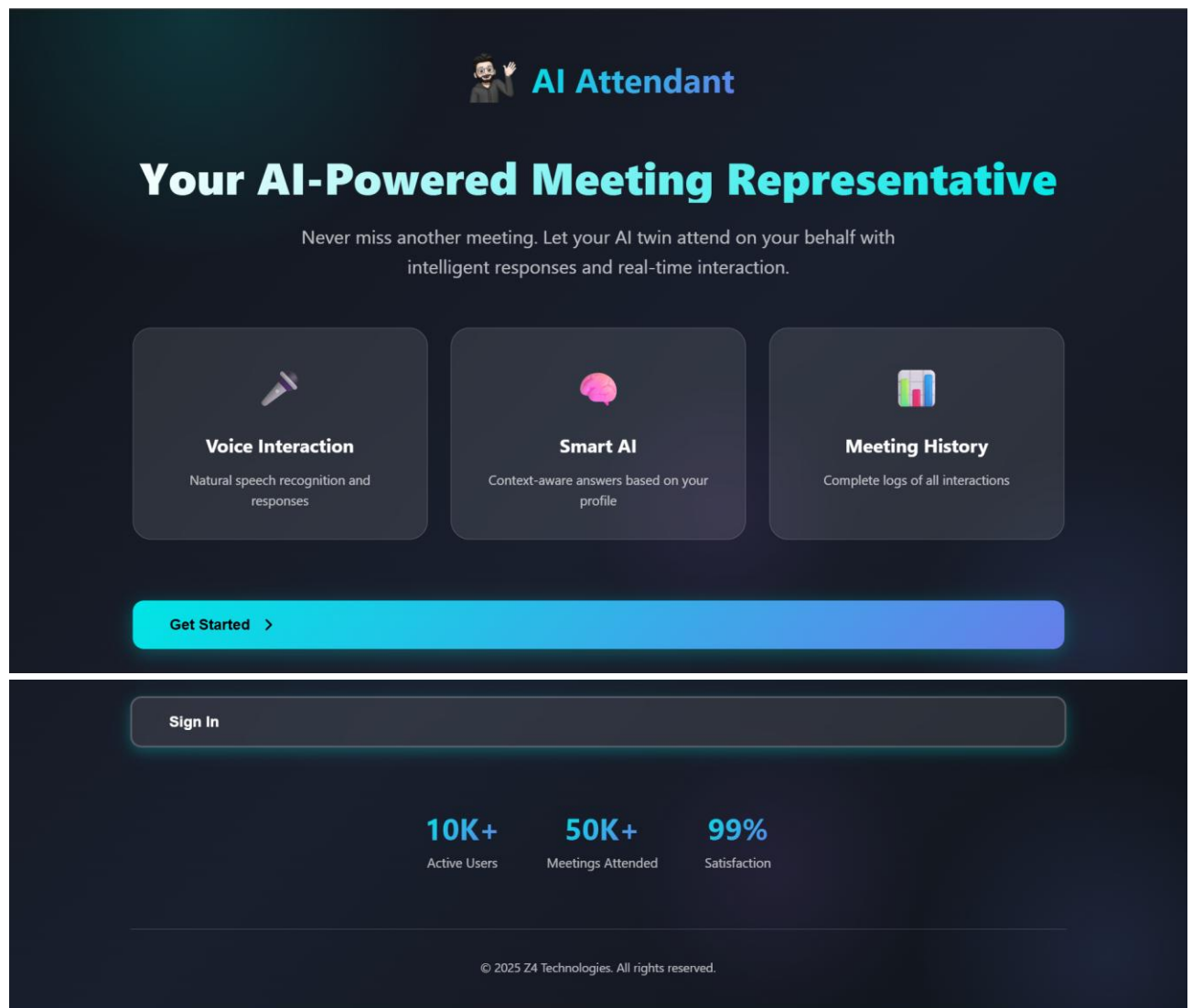
- **Role:** Meeting Owner (User)
- **Description:** A university student or professional who wants an AI agent to attend meetings on their behalf and respond to other participants.

#### Secondary Persona:

- **Role:** Meeting Attendee
- **Description:** Other participants who ask questions during the meeting.

Frame 1:


Landing Page:



Whenever user starts the application, they will land on this page where they would be able to login or signup for the application.

Frame 2:

Get Started Page:



Z4 Technologies

Create Your AI Profile

Set up your virtual attendant in just a few steps

Full Name \*

Email Address \*

Your Role (e.g., Software Engineer)

Professional Bio (Help your AI represent you better)

Create Password \*

Confirm Password \*

☐ I agree to the Terms of Service and Privacy Policy


Create Account

Already have an account? [Sign In](#)

Then comes the Get started page which is only for those users who are new to our system. They will create accounts here and then they will proceed to the login page.

Frame 3:

Login Page:



Z4 Technologies

Welcome Back

Sign in to access your AI attendant

Email Address

Password

☐ Remember me

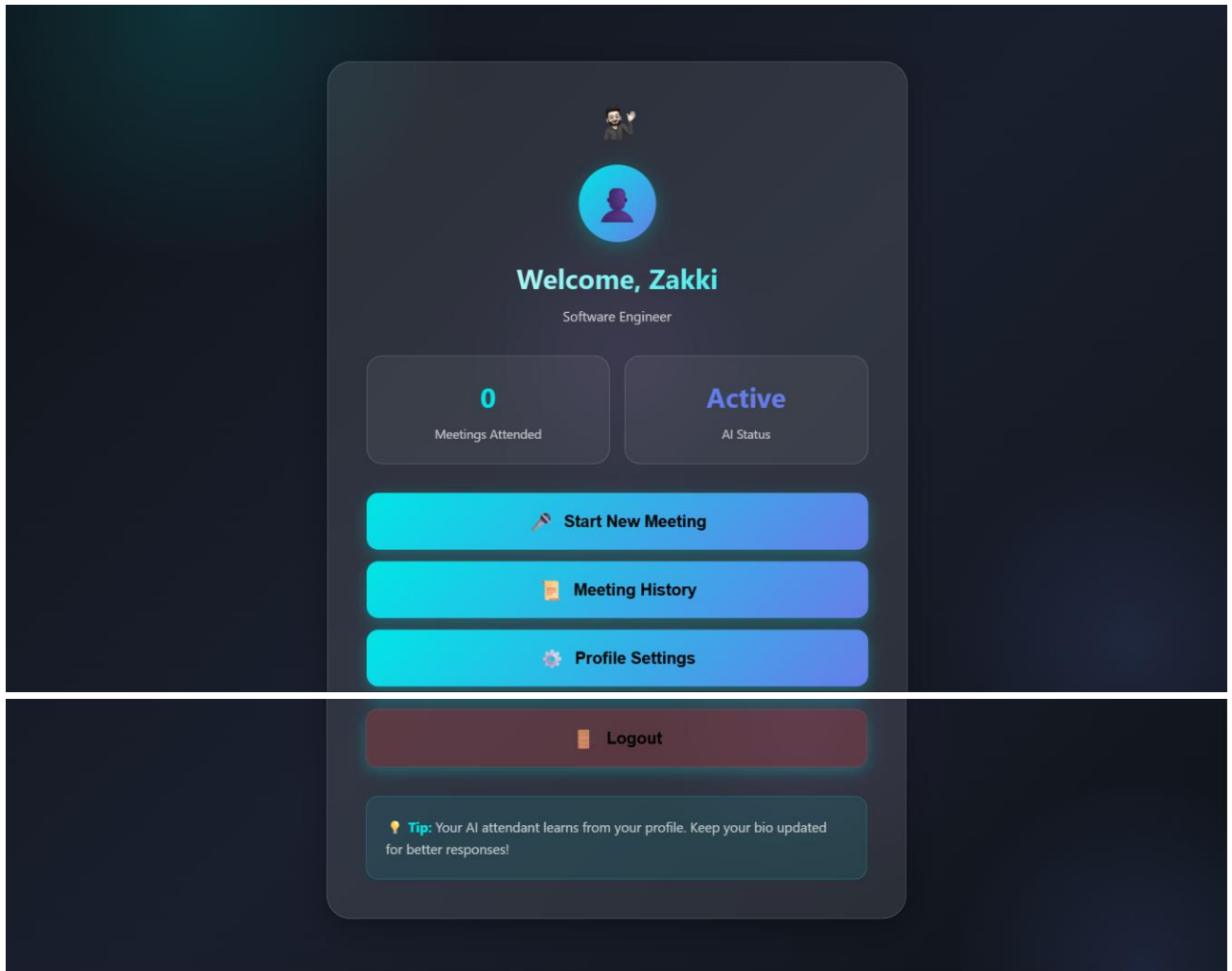
[Forgot Password?](#)

Sign In

Don't have an account? [Sign Up](#)

Frame 4:

Dashboard:



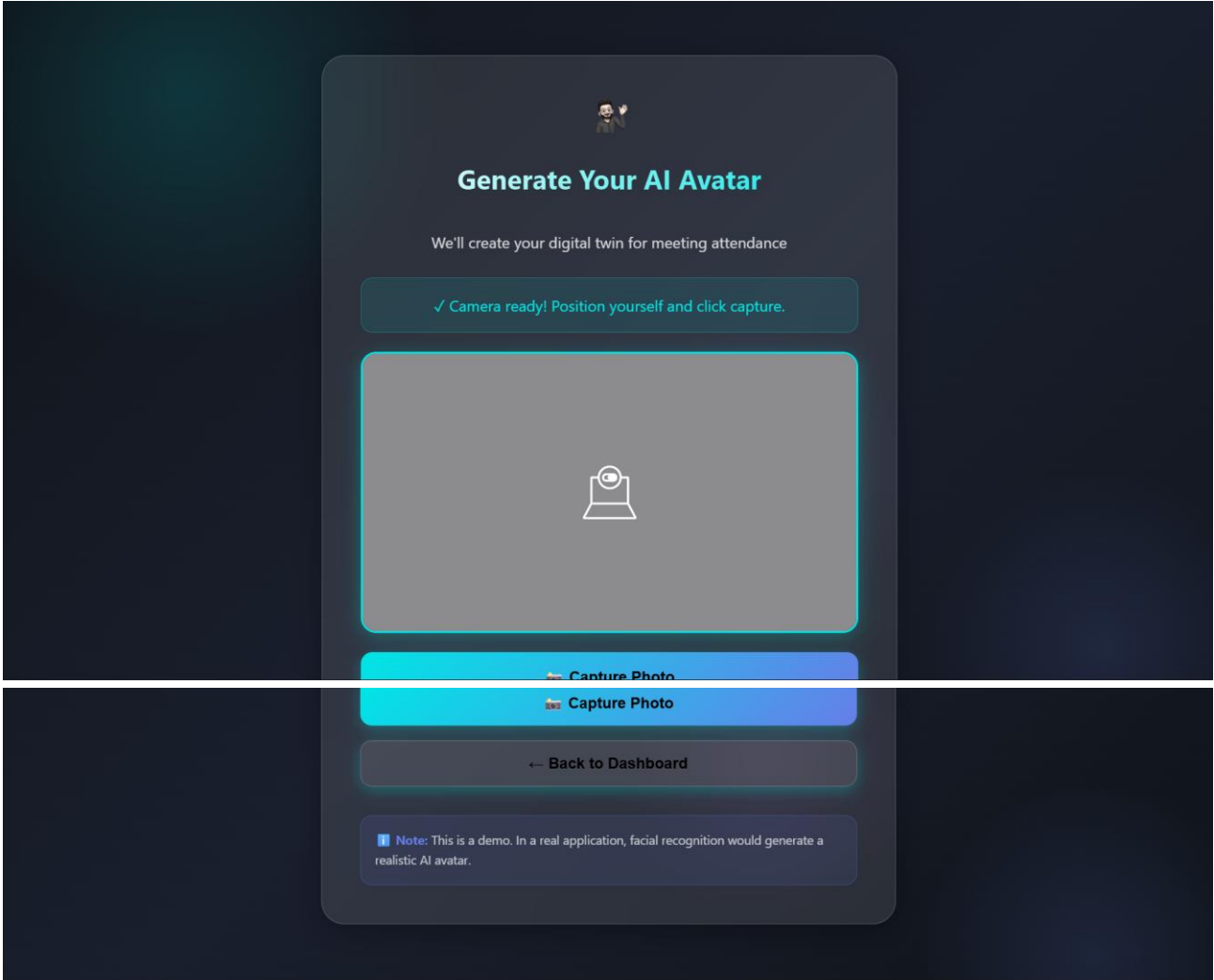
On the Dashboard, the user will be able to start a new meeting, check the previous meeting history, update their profile and logout.

Frame 5:

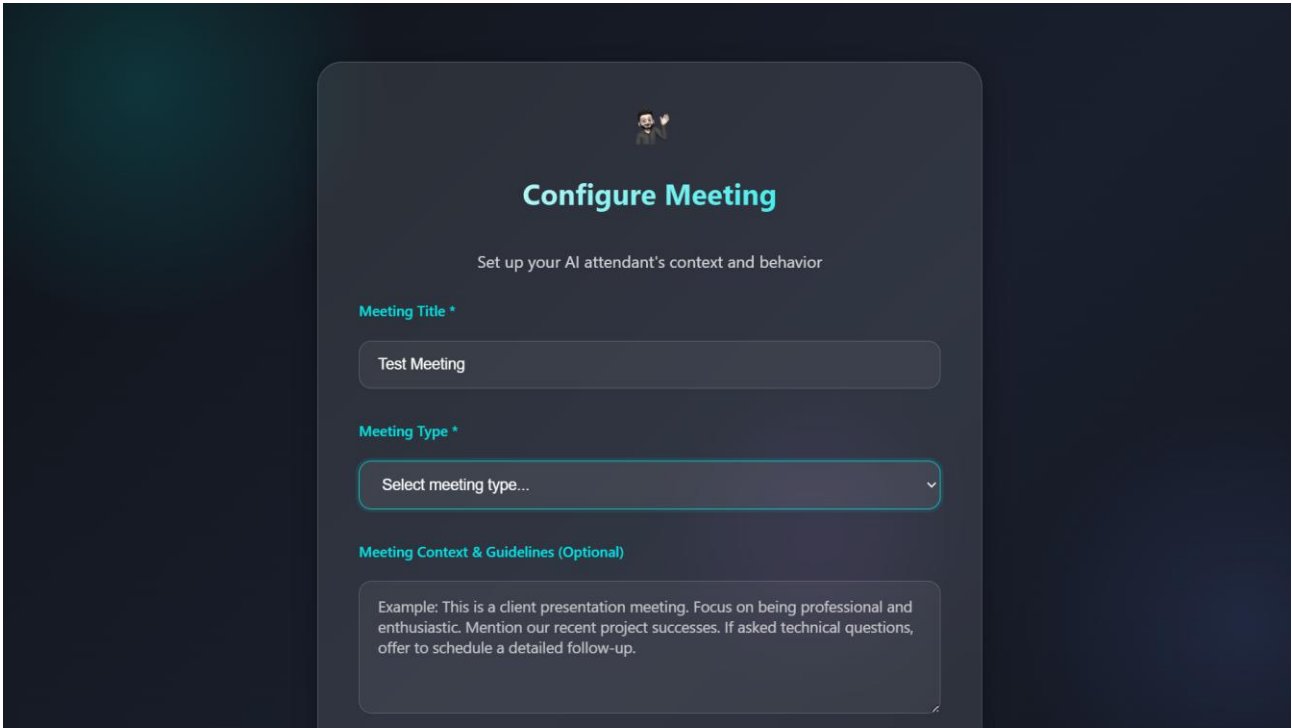
Generate Avatar:


Here the system would request the user to take their picture to generate their avatar.

This avatar would be displayed to all the meeting attendees.



Frame 6:  
Meeting Details:





### Configure Meeting

Select meeting type...

Introduction Meeting

Project Discussion

Client Meeting

Team Standup

Performance Review

Brainstorming Session

Training/Workshop

Other


Select meeting type...


▼


#### Meeting Context & Guidelines (Optional)


Example: This is a client presentation meeting. Focus on being professional and enthusiastic. Mention our recent project successes. If asked technical questions, offer to schedule a detailed follow-up.


Quick Templates:


 Introduction

 Status Update

 Discussion

 **Tip:** These guidelines help set the tone and context. Your AI will naturally introduce itself using your profile (name, role, bio) and use these guidelines for decision-making.

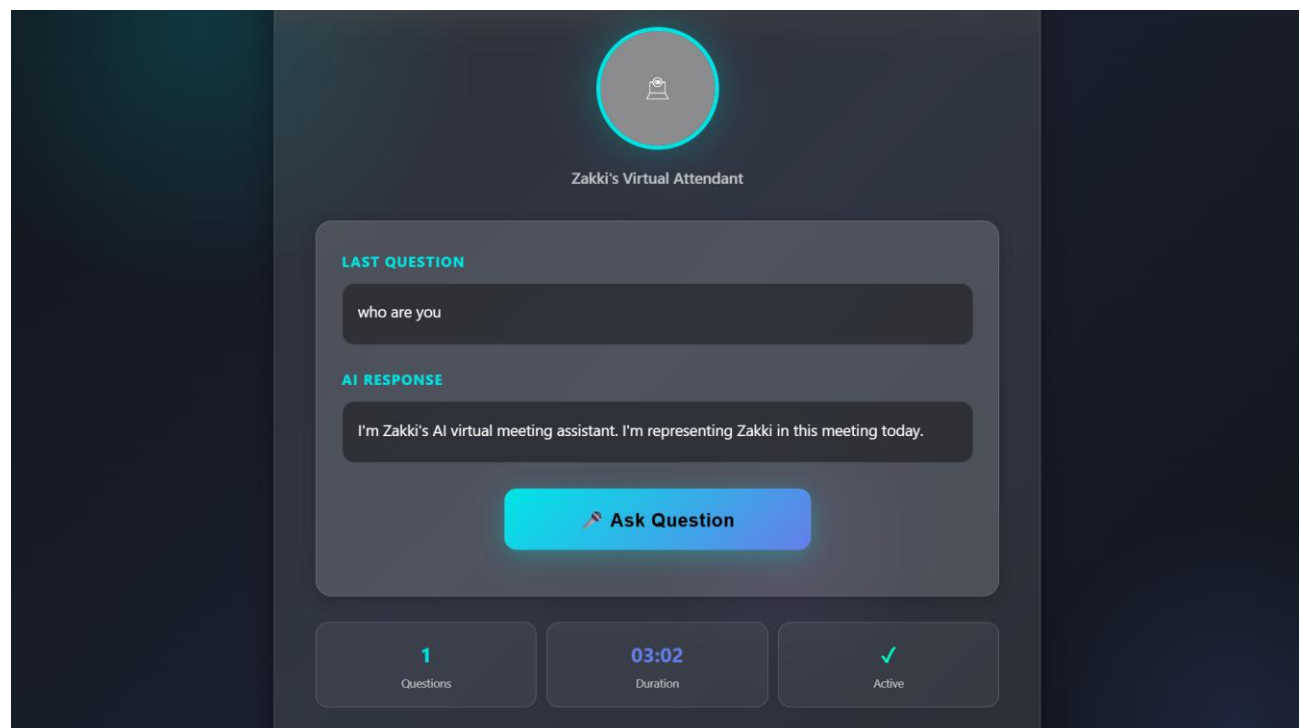
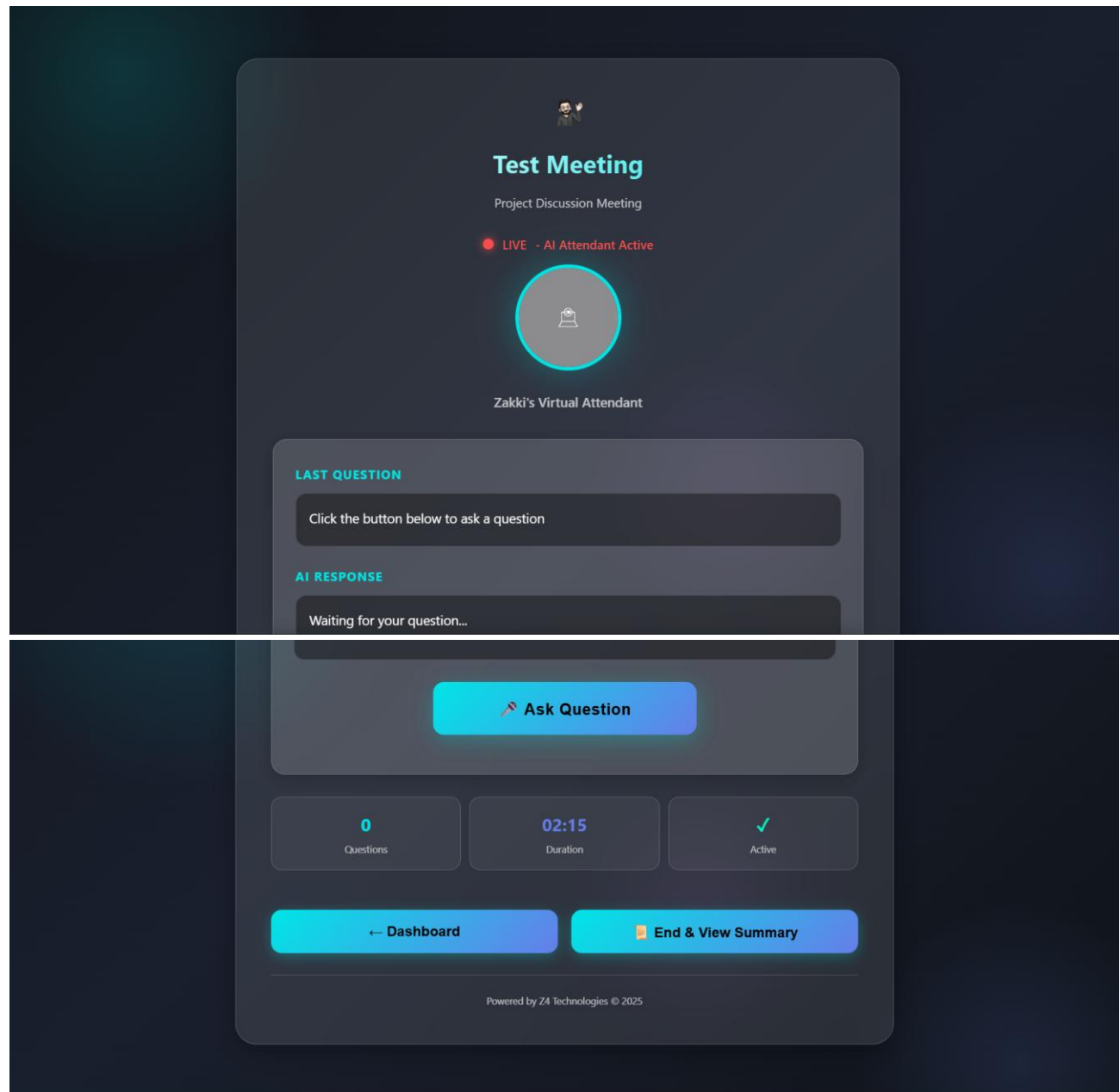
 Start Meeting

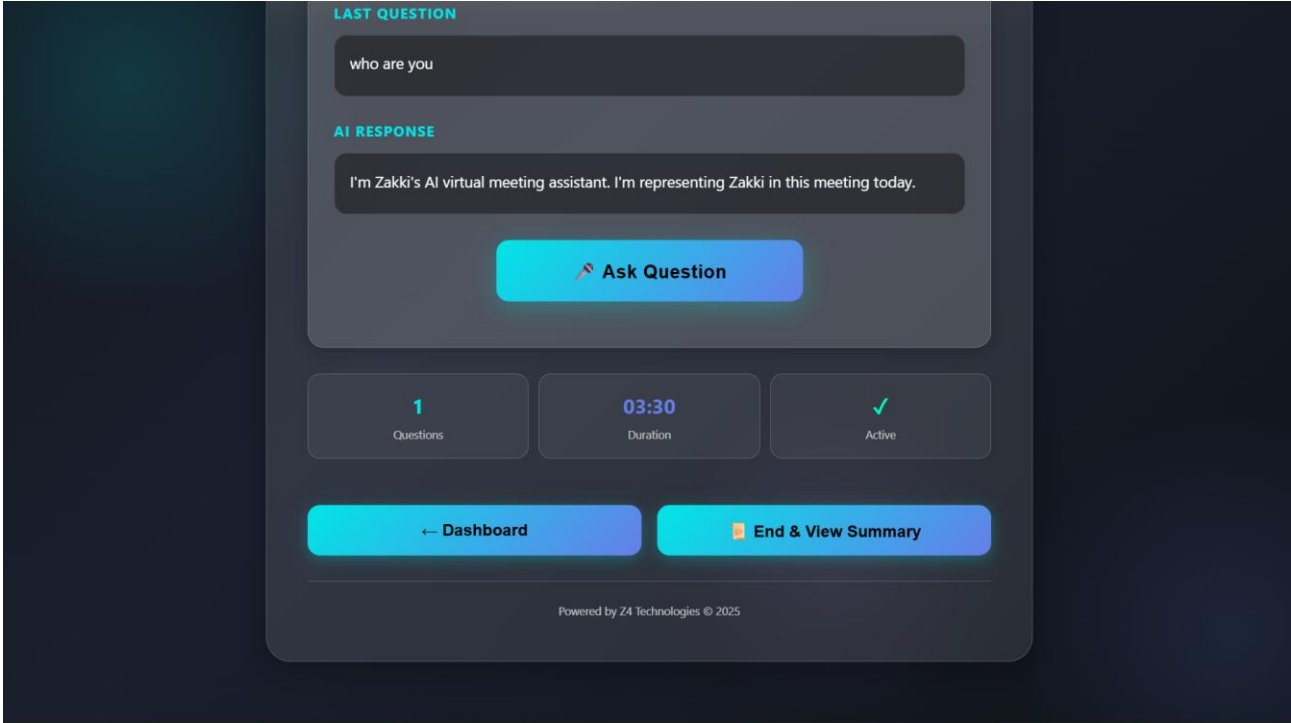
 Back to Dashboard

The user needs to enter the meeting details and the main meeting prompt. This is the most important part of the whole system which affects all the meeting responses.

Frame 7:

Meeting Frame:



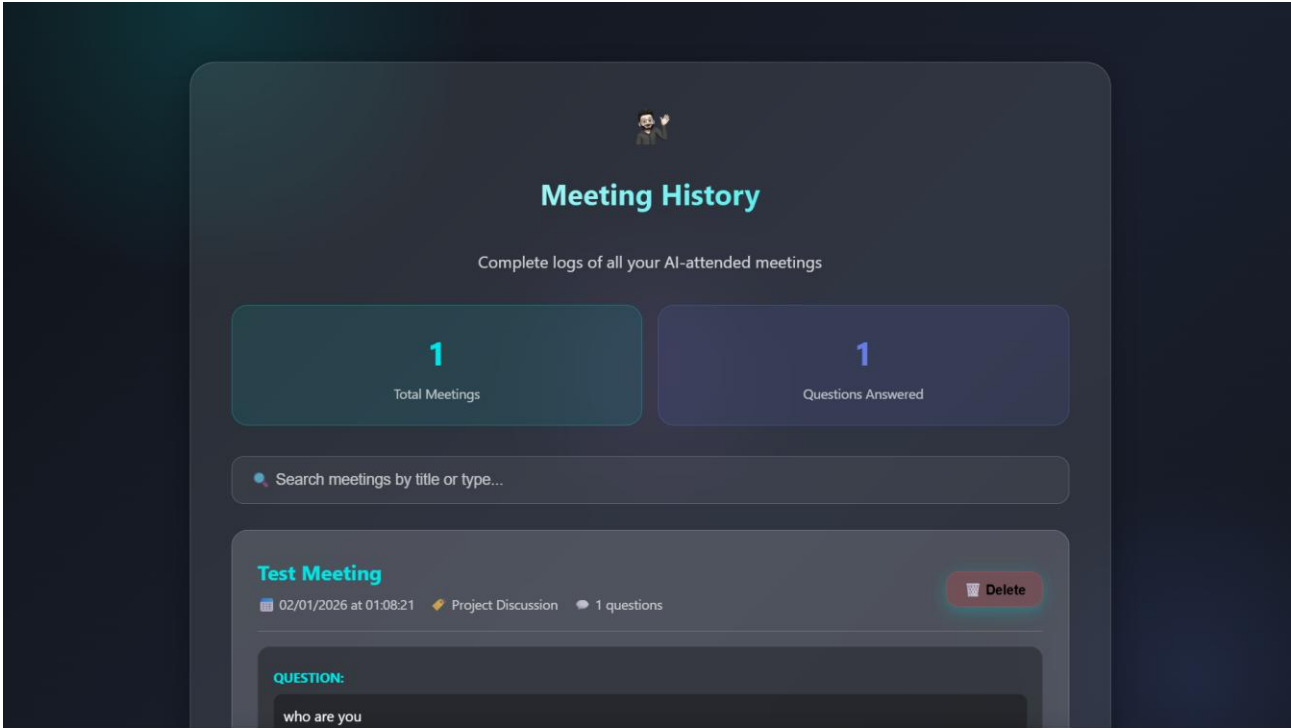


The meeting attendees would see this screen where they would discuss the meeting with the AI Agent. They will give it voice inputs and the AI agent would reply to them with the voice outputs.

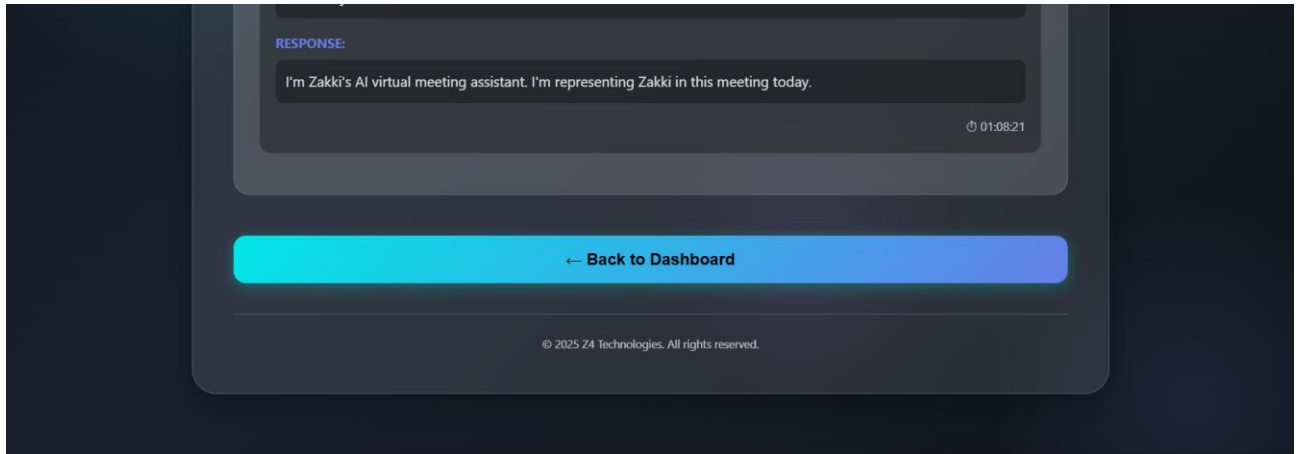
After the meeting session, the meeting can be ended, and the user can see the meeting history or he can directly go back to the dashboard.

Frame 8:

Meeting History:







On this page, the user will be able to see all the questions asked in the meeting from their AI Agent. They will also be able to see the responses the agent generated with their generation time. Furthermore, they will be able to delete a meeting from history as well.

In short, it would be a short summary for the user representing the whole meeting.

Finally, the user can log out from the system after use.

All their information would be saved.

## TASK 2: Prototype:

<https://github.com/BSSE24062/AI-Virtual-Meeting-Attendant>

## TASK 3: Summary:

This assignment demonstrates how the requirements of the *AI-Based Virtual Meeting Attendant* system are translated into a visual storyboard and an interactive GUI prototype. The storyboard explains user–system interaction step-by-step, while the prototype validates usability, navigation flow, and functional behavior of the system.