

Planning Report (COMP1531)

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Elicitation

Questions:

1. With team-driven apps, what was the biggest time waster. cause for pain?
2. What do you prefer from real-world physical group meetings that team-driven apps fail to capture?
3. If you were to take one feature from your favourite social media app and place it into your team-driven app of choice, what would it be?
4. Why do you prefer using apps such as Discord or Facebook for communication instead of actual project apps such as Flockr or Trello?
5. What are the key features you look for when choosing an app for team-projects?

Response 1:

Sam Wadhwa, samwadhwa1@gmail.com

1. Lack of notifications and setting up on a new app instead of using an app you're already a part of.
2. The ease of sharing information.
3. The screen share function from discord to flockr would help with sharing information between people.
4. They are already used as social media platforms and so no extra setting up is required.
5. Multiple communication methods such as voice, chat and screen share, as well as project planning tools.

Response 2:

Sarah Wadhwa, sarahsurfie@gmail.com

1. The initial startup of getting everyone onto the app and learning how to effectively use it.
2. The social aspect of being able to see the people you are working with in person.
3. Video chat of facebook and snapchat, allowing the best possible alternative to meeting in person in terms of the social aspect.
4. They are already set up and are used daily for general things so I feel more comfortable using them as im use to the layout and functions
5. Project planning tools like "to do" lists and assign tasks to specific members.

Response 3:

Surjit Wadhwa, surjitwadhwa@yahoo.com

1. Having to switch between apps to find different functionalities
2. The ability to help and look over what people are doing right then and there and not have to set up anything to share and check in on people.
3. Multiple options for notifications so that different circumstances give different notifications to allow for more urgent things be heard quicker than less time starved things.
4. Most people are already on it and so the initial startup is easier.
5. Ease of use and quick learning curve.

Use Cases

User Stories:

Sam - As a user I want to be able to start a voice chat, video call or share my screen.

- Can I start a voice chat within a channel
- Can I start a video call within a channel
- Can I share my screen with everyone in a channel

Sarah - As a user I want to be able to start a “to do” list with dates and people assigned to different tasks

- Can I begin a “to do” list and add tasks to it
- Can I assign people to certain tasks
- Can I add deadlines to the tasks

Surjit - As a user I want to be able to set different notifications for different alerts from the app

- Can I change the notification settings
- Can I select different alerts for different notifications

Use Case - notification settings:

- Use Case: Change notifications depending on action
- Goal in Context: Different alerts for different functionality
- Scope: Front-end and back-end as the settings will have to be saved
- Level: Subfunction
- Preconditions: User is registered, logged in and part of a channel
- Success End Condition: User has multiple different types of notifications for different functions of the app
- Failed End Condition: No settings changed or saved
- Primary Actor: User
- Trigger: Settings opened

Main Success Scenario:

1. User clicks on settings
2. User selects split notifications
3. App shows all functions and each has its own sub settings
4. User can change settings for chat message, voice call start, video call start, invites
5. User saves changes and the app stores this
6. User has different notifications for all the functions of the app

Validation:

Sam - Although I didn't mention it that option would be a good addition and this success scenario covers the basics

Sarah - This function seems very useful to distinguish what's going on with the project and members without even having to open the app, and this use case shows how it could be achieved efficiently

Surjit - This use case covers an easy and efficient way to achieve this functionality.

Interface Design

Function Name	HTTP Method	Parameters	Return Type	Exceptions	Description
Notification/user/set	POST	(token, u_id, importance, message, length)	{notification_time}	Invalid u_id	This will set a notification for the user with u_id. The length indicates the tasks deadline and depending on the level of importance, how often a notification is given to the user.
Notification/channel/set	POST	(token, channel_id, importance, message, length)	{notification_time}	Invalid channel_id	This will set a notification for all users within a channel. The length indicates the tasks deadline and depending on the level of importance, how often a notification is given to the user.
Channel/call/start	POST	(token, channel_id)	{}	User is not part of channel User is only member in channel	Begins a call within the channel where other members can freely join.
Channel/call/end	POST	(token, channel_id)	{}	User is not part of channel	Ends the call and all members are disconnected if still apart of it.
Channel/call/join	POST	(token, channel_id)	{}	User is not part of channel	Joins an existing call within the channel.
Channel/call/leave	POST	(token, channel_id)	{}	User is not part of channel	Leaves an existing call within the channel. If user is the last person in the call and

					leaves, the call will end as well.
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Conceptual Modelling

