

Meet-Now

A Facetime Application

Vision Document

Version 1.0

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Date	Version	Description	Author
10.10.2023	1.0	Original Version	Paul Enterprises

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Vision

1. Introduction

1.1. Purpose

This document is prepared in order to determine a software requirement specification for MeetNow. MeetNow is an application where people can facetime each other, hold group meetings as well as text other people. It aims to provide an environment where each of these can be done at the same time, hence providing a platform that can suffice the complex needs of this new online-savvy generation.

We first give the purpose and scope of this document and then the overall description of the platform. In addition to this, features of the platform, such as connecting to a video chat, texting, and enabling video/audio only features are described. Once this is done, we move to the specific requirements of this application, ending with the functional and non-functional requirements.

1.2. Scope

The internet is becoming more and more a part of how people communicate with each other — this has created a need for places online where people can gather and talk. In line with the Network Effect, it is easier to find and engage with people on it. It's a self-perpetuating cycle. Those looking to grow an engaging community should seek out the largest players in a given social media circuit. With more communities comes greater variety and choice for users trying to find like-minded people to socialize with, further feeding the cycle.

1.3. Definitions, acronyms and Abbreviations

- FT - Facetime
- VCC - Video call & Chat
- FWA - Facetime Web Application

1.4. References

Discord, Retrieved from <https://discord.com/>

1.5 Overview

The power of the internet is best realized when you can be on someone's screen half way around the world in real time. Such a technology was the turning point of the internet and really saw people of even the older age groups turn to the internet for the first time.

Perhaps an extension of this technology can be a package where both video and text chat is available along with features like screen sharing and voice only chat as well.

This will be particularly useful for Gamers.

2. Positioning

2.1. Business opportunity

As remote work and virtual communication continue to surge in popularity, the demand for reliable, browser-based video conferencing solutions is on the rise. This project not only taps into the need for seamless online meetings but also offers potential for expansion into educational and telehealth sectors. With a user-friendly interface, robust security features, and scalability, such an application can attract both individual users and enterprises, generating revenue through subscription models or freemium offerings with premium features. Additionally, the opportunity for innovation, like integrating AR/VR capabilities or enhancing accessibility, further enhances the potential for growth and profitability in this ever-evolving market.

2.2. Problem statement

Creating a web-based FaceTime alternative for high-quality video calls, focusing on user-friendly design, encryption, and cross-platform compatibility to address modern communication needs.

2.3. Product position statement

The product will be designed and scaled so that it can be used by any person with a smart device operating on Android/Windows/iOS/Mac OS/LINUX.. The pricing of the product will be affordable for the middle-income group.

3. Stakeholder and User Descriptions

3.1. Market demographics

The target customers for this product will be those people who have an electronically connected smart device at home and wish to communicate with each other , which could eventually become an essential way for people to connect with their pals and broader communities through text, voice, and even video chats , making it easy to collaborate and share information with others.

3.2. Stakeholder summary

Stakeholder	Responsibility
Application Developer	To develop the application and keep it up to date by providing new updates with emerging technologies.
System Designer	To optimize the current system and find out ways to make the system more effective with envision futuristic technologies.
Database Manager	To handle the database effectively, keep the user information safe, and also analyze the data to evaluate new trends.
Software Testing engineers	To test the usability of the application and report to the application developer if any error is found.

3.3. User Summary

This application contains multiple tabs where the user clicks on the basis of his/her requirement.

Home: On left panel - Users can check to see who is online , and can interact with them , through any form of interaction (video , audio , text) with a single click .

On the right panel - Users would have their means of interface of communication.

Meet : Users can start their own meetings as well as can request to join other meetings .

Interface of communication : This would be visible as an interface on the right side of panel .
(Chat area , video panel , text interface) .

3.4. User Environment

Can operate on popular operating systems like windows/Android/Mac OS/LINUX etc.

3.5.Stake holder profiles

This is a private company and the profit will be distributed among the owners.

3.6. Key stakeholder or user needs

User needs : Smart devices on which the system could operate.

3.7. Alternative and competition

Discord

4. Product overview

4.1. Product perspective

MeetNow is a self contained product which aims at bringing to its users the functionality of both the video chat as well as text messaging at once, all packed in an easy to use, light-weight interface. Specific groups of people like gamers are expected to be the main target for day-to-day usage while Other groups/organizations can also use it for specific purposes.

4.2. Summary of capabilities

- i) User friendliness
- ii) Easily integrated in the real world.
- iii) Huge servers side back and documentation for usage.

4.3. Assumptions and dependencies

The FWA is developed using a component based software design approach.

4.4. Cost and pricing

Variable in proportion to the market.

5. Constraints

Version compatibility : Some devices may not have compatible versions, which can limit the number of users who can access it.

6. Precedence and Priority

The application will be first deployed on Android and IOS operating systems. The updates subsequently will also be done for the platforms.

7. Other product requirements

7.1. Applicable standards

Internet connectivity, browser compatibility

7.2. System requirements

PC or Laptops

- Windows 7,8,10
- Mac OS X
- Linux

Smart TV's, Smartphones, Tablets (Android or IOS) etc.

7.3. Performance requirements

Following are the minimum version of the different browsers :

Google Chrome - Version 64 and above

Mozilla Firefox - Quantum version and above

Safari - Version 15.1 and above

7.4. Environmental requirements

Only browsers beyond a minimum version are required.

8. Documentation requirements

8.1. User Manual

The user manual can be accessed on the application and gives a complete overview of the application and helps the user learn how to use the app.

8.2. Online Help

The users can email our company if they face any difficulties with the application and we will respond within 24 hours. We also have a very supportive community that is more than willing to help.

8.3. Installation Guides, Configuration and readme file

This is an online application and hence no installation is required. The interface is fairly easy to understand and is designed to be user friendly to all age groups.

8.4. Labeling and packaging

Developers must correct the errors in the code in real time. This is essential for preventing the application from crashing in real time due to some ambiguous behavior.