

OpenComm

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# Design Specification

Conference Page (v 0.1)

## Introduction

The conference page is the heart of the app. After a user creates a conference, he/she will be able to invite up to 4 other participants (for a total of 5). All participants will appear to be seated around a “roundtable” in order to get the best experience for sound spatialization. There will be no moderators in the conference, and the conference will end when the last person leaves.

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### Waiting for Others to Join

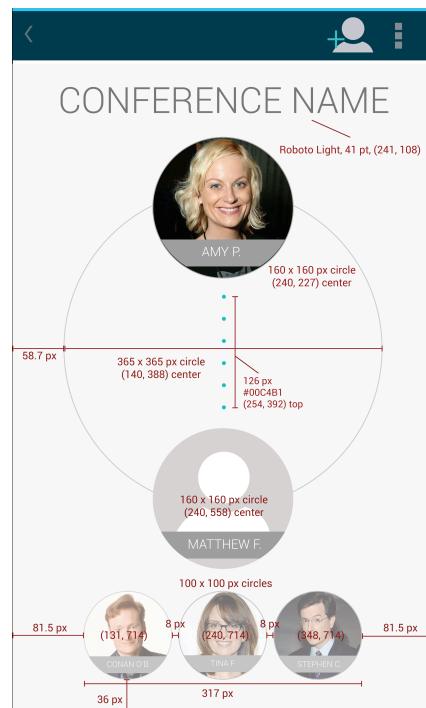
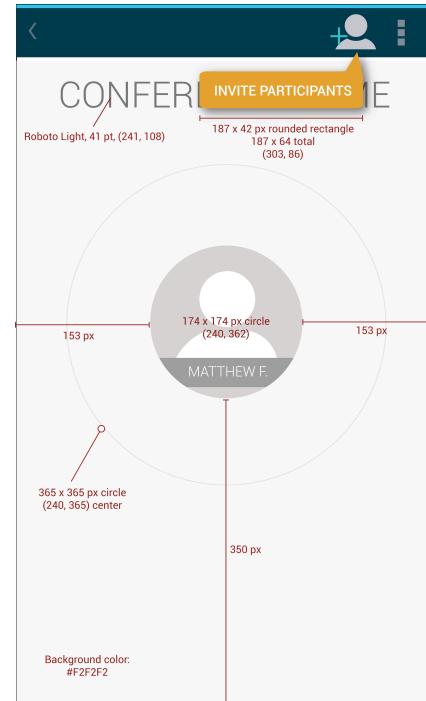
The user will be able to enter the conference immediately after inviting the other participants, and the invitees will be able to join via a special link or tapping on a notification. Each person will appear grayed out until he/she joins the conference, and those who have already joined can start conversing with one another.

### During the Conference

This is where sound spatialization kicks in. Each user will be anchored to the bottom of the circle and will hear participants to their left as if they were seated on the left, and the same applies to those on the right. Also, participants who sit further away from the user will sound slightly fainter than those sitting closer.

A user can also rearrange the seating by dragging and dropping the other participants onto another. When this happens, the two participants automatically swap seating arrangements. Note that each user can have their own seating arrangements. There is no master seating arrangement.

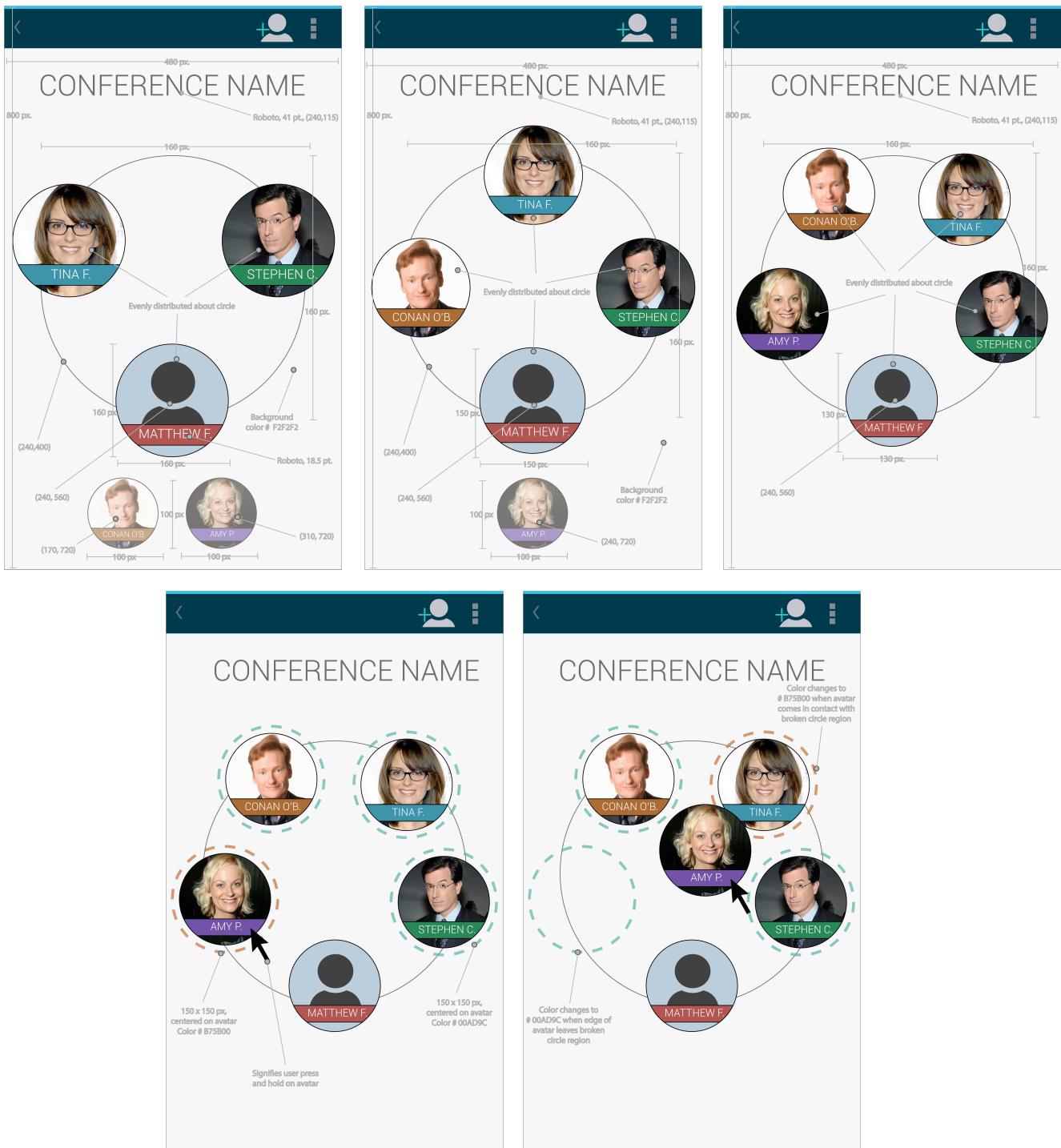
When a person is talking, an indicator will appear to signify who the source is. Although participants can talk simultaneously, whoever is predominantly talking should have an indicator. And if no one is talking, there should be no indicator.



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Also, if the room is not full, any user can invite someone else to participate in the chat. Additionally, the app should run in the background if a user wishes to exit the app.

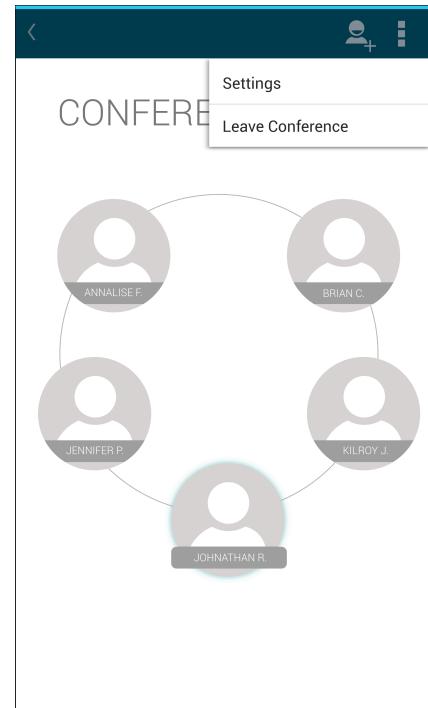


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### Ending the Conference

Since there is no moderator in the conference, users simply leave the conference by leaving the app. The conference ends when the last person leaves.



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## Version History

Version Number	Description
0.1	First Draft of the Conference Specification