**OpenComm Design Cycle 3**

**Overall objective:**

The goal of this cycle is to complete the process for certain actions, to create the steps from start to finish on how to use the application, and to have the structure in place for the initial dashboard.

**Naming Conventions:**

For the purpose of clarity, in the application we will call the main conversation as “conference”, private spaces as “side chats”, and contacts that the user can call as “OpenComm contacts”. These are not naming conventions that need to be used in the code (whatever is already in there is fine) but can be used for the interface and clarity for users. Also, “OpenComm contacts” is subject to change as we may change the application name to be something else in the future.

**Invitations and confirmations:**

If these are not completed during cycle 2, they should be implemented in cycle 3. Invitations should appear when a user sends a request to join a conference call or side chat. Confirmations should appear when an administrator wants to delete users from a side chat or conference, when a user wants to leave a side chat or main conference, or when the user wants to log out of the application (while he/she is in a conference or side chat).

**Dialogue box (click on empty space):**

Upon holding down the empty space in the main conference or a side chat, a dialogue box should appear with the following options:

* **Add users (administrator only)**
* **Delete users (administrator only)**
* Spatialize
* Ping
* **Leave chat/conference**
* **Cancel**

The bolded options should have functionality completed by the end of the cycle while regular options should only have placeholders at this point. Selecting “Delete users” will bring up a display similar to the list of users that can be added. If the administrator is in a side chat, for example, the list will show all the users that are in the side chat but not all users in the conference. For the administrator of a conference, the list will not display all contacts and only those already in the conference. Multiple users can be deleted from the side chat using this option.

Selecting “Leave chat” will remove the person from either the side chat or the main conference. Leaving the side chat will bring the user back to the main conversation and leaving the main conference will bring the user back to the dashboard.

Selecting “Cancel” will close the dialog box and bring the user back to the original chat/conference.

**Dialogue box (click on side chat):**

Upon holding down the boxes for the side chat, a dialogue box should appear with the following options:

* **Go to**
* **Leave**
* **Cancel**

Selecting “Go to” will bring the user into the side chat, “Leave” will remove user from the side chat and delete the icon, and “Cancel” will close the dialog box and take the user back to the previous screen.

**Dialogue box (click on user icons):**

Upon holding down the user icons in either the side chat or the main conference, a dialogue box should appear with the following options:

* **Delete user (administrator only)**
* View profile
* Send message
* **Cancel**

Selecting “Delete user” will allow an administrator to remove that person from the conference or side chat. Before the user is actually deleted, there will be a confirmation sent to the administrator. As with the other three, “Cancel” will close the dialog box and take the user back to the previous screen.

**Menu button:**

When the menu button is pressed while a user is in a conference or side chat, the following options should appear at the bottom of the screen:

* **Add (administrator only)**
* **Delete (administrator only)**
* Settings
* **Logout**
* **Leave chat/conference**

The options “Add” and “Delete” will have the same functionality as the “Add users” and “Delete users” options invoked when holding down the empty space in a conference. Administrators should be able to add and delete multiple users.

Selecting “Logout” will log the user out of the application and bring the user back to the regular main Android screen. Before the users get logged out, they will have to confirm that they really want to log out and that they didn’t accidentally tap the button.

Selecting “Leave conference” will have the same functionality as the “Leave chat/conference” option invoked when holding down the empty space in a conference. The user will remove the user from the conference or side chat. The user will have to confirm that he/she indeed wants to leave as well.

**Tips:**

When an administrator initially creates a conference or side chat, the screen will be empty. In order to eliminate confusion for first-time or novice users, tips should appear to give directions on how to add and remove people.

Tips will appear in the same format as confirmations and will be the first thing an administrator sees when he/she creates a conference/side chat. The title should be changed to “Tip: adding users” and the text changed to “To add users to the conference (or side chat, depending on what the administrator has created), simply hold down on the screen. You will have the option to add multiple OpenComm contacts”.

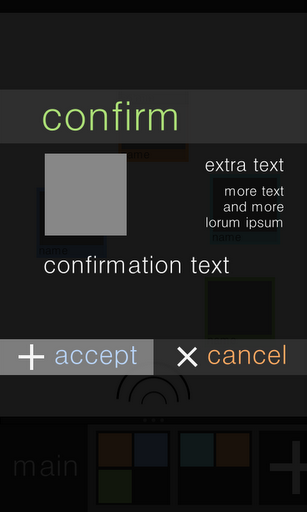


Figure 1: template for tips

Instead of having an “accept” and “cancel” button, we should have “start” and “remove tips” buttons. Selecting “start” should take the user to an empty conference or side chat. Selecting “remove tips” will stop tips from appearing in the future.

**Login:**

For this cycle, the login screen should simply allow the user to enter his/her username and password to start using the application. Usernames should be an email address the user signs up with. We also want the login screen to include functions to retrieve a password, in case a user forgets it, and for a new user to sign up. These can be put on the login screen as placeholders for this cycle. There should be no action bar displayed on the login screen.

**Dashboard:**

The Dashboard is the first screen the user sees once he/she logs in. This should consist of four buttons, “Conference”, “Contact list”, “History”, and “Account”. The “Conference” button should allow the user to start a new conference. If the user is already in a conference, the conference button will read, “Go to conference” instead. A user will not be able to start a new conference call if he/she is already in one. The other buttons should be put in as placeholders for this cycle.]

**Action Bar:**

The stationary action bar will, for this cycle, only have a dummy icon/logo on the left side. This logo will take the user back to the dashboard.

**Backlog:**

* Login screen/some starting point for the application/dashboard
* How to turn to portrait mode
* How to handle text chat (will have to do with action bar)
* Tactile feedback
* Audio feedback
* Ways to show who is in what private space without actually having to preview all of them (via colors)
* Dragging icon directly into private space
* Search button
* Private messaging
* Overlays for preview and for where you’re going to add someone
* Auto-spatialize (reorganize icons)
* How to handle admin crashing/emergency disconnection
* Background and multitasking nature
* Handling multiple invitations
* Home screen
* Action bar items
* Menu items
* Quick and multiple delete
* Dimming of spaces that user is not currently in
* Scalable icon sizes
* Plus button on empty spaces?
* Settings + more specific setting menus
* Option to not display tips
* Emergency admin functions
* Global notifications
* Register new account
* Forgot password

**Deliverables**

* Complete confirmations and invitations
* Create a dialogue box with the appropriate options depending on what the user has pressed
* For options that need to be completed, there should be appropriate confirmations and selection screens to complete the action
* When the menu button is selected, the bottom of the screen should display the options specified in the previous section
* Tips page with the same look and feel as confirmations
* Dashboard
* Action bar with logo to the dashboard
* Add styling to login screen