Video Conferencing Application

Requirements document.

Functional requirements:

- 1. The user presses on LoginOrRegister button
- 2. A new page popsup that shows register page.
- 3. If the user is new he will register.
- 4. The user will be redirected to terms and conditions page.
- 5. If the user agrees to the terms and conditions.
- 6. If the user is already registered he will login.
- 7. The user will be redirected to landing page for registered users.
- 8. View profile button can be pressed to view information.
- 9. The user can edit his/her information and press save changes.
- 10. A user can press log out to go the normal landing.
- 11. The user should write the room name and click join room.
- 12. Popup should be showed asking the user for access to the microphone and the camera
- 13. If the user doesn't allow access to the microphone then he is redirected to another interface to try again.
- 14. If the user allows access to the microphone and camera then he will enter his name.
- 15. After the user enters his name The system provides a link to the session which the user can share to let others join. (there should be three buttons "copy URL, Email invite, Close")
- 16. If the user chooses copy url then he should send the url link to other participants to join.
- 17. If the user chooses email invite an email will be sent to the other user containing the link to the session.
- 18. The other user should click on the link to join the room.
- 19. There should be Buttons such as invite others to join, microphone, video, screen sharing, recording, chat, captions, raise hand, whiteboard, share file, setting and leave room are clicked to enable or disable these functionalities.
- 20. If the user wants to leave the session, he will press leave room.
- 21. After pressing leave room, Popup should appear to ask the user if he is sure.
- 22. If the user presses yes then he is redirected to a page to rate the experience

- 23. After rating the session, the user should press on "Exit" button to return to the main page.
- 24. If the user presses no when asked to leave the room then he will be returned to the session.