Project Design Phase-II

# Data Flow Diagram & User Stories

Date: 26-05-2025

Project Name: Video Conferencing App

Maximum Marks: 4 Marks

## Data Flow Diagrams:

A Data Flow Diagram (DFD) illustrates how data moves within the Video Conferencing App. It captures how users (participants and hosts) interact with the system, how information flows between frontend, backend, and WebRTC modules, and where the data is stored.

Example: DFD Level 0 (Industry Standard)

- Users interact with the frontend UI.  
- Frontend communicates with backend services for authentication and signaling.  
- Backend uses WebRTC and PeerJS to enable real-time video/audio streams.  
- MongoDB stores user and session data.  
- Optional recording module captures streams to server-side storage.

## User Stories

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| User Type | Functional Requirement (Epic) | User Story / Task | Acceptance Criteria | Priority | Release |
| User | User Authentication | As a user, I can sign up and log in. | User can successfully log in. | High | Sprint-1 |
| User | Room Management | As a user, I can create a video room. | Room is created and accessible via ID/link. | High | Sprint-2 |
| User | Room Management | As a user, I can join an existing room. | User successfully joins the session. | High | Sprint-2 |
| User | Media Controls | As a user, I can toggle my mic and camera. | Audio/Video toggles in real time. | High | Sprint-3 |
| User | Screen Sharing | As a user, I can share my screen. | Participants see shared screen. | Medium | Sprint-3 |
| User | Chat | As a user, I can send messages during a call. | Messages appear instantly for all. | Medium | Sprint-3 |
| User | Recording | As a host, I can record and download session. | Recording saved and available to download. | High | Sprint-4 |

DFD Level 0 Diagram:

