

# Logitech Grizzly

Wireframes + Flows spec 6/29/2011

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# Use cases for July Release

- 1) View scheduled meetings.
- 2) Start scheduled meeting.
- 3) End meeting
- 4) View meeting participants
- 5) Set local mic mute status
- 6) Start adhoc meeting
- 7) pin/unpin participants (Google calls this "sticky feed" just FYI)
- 8) hide local camera

The above features are described as use cases on the following pages.

# 1. Entering a Meeting

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# Entering a Meeting

2 ways to enter a meeting should be supported:

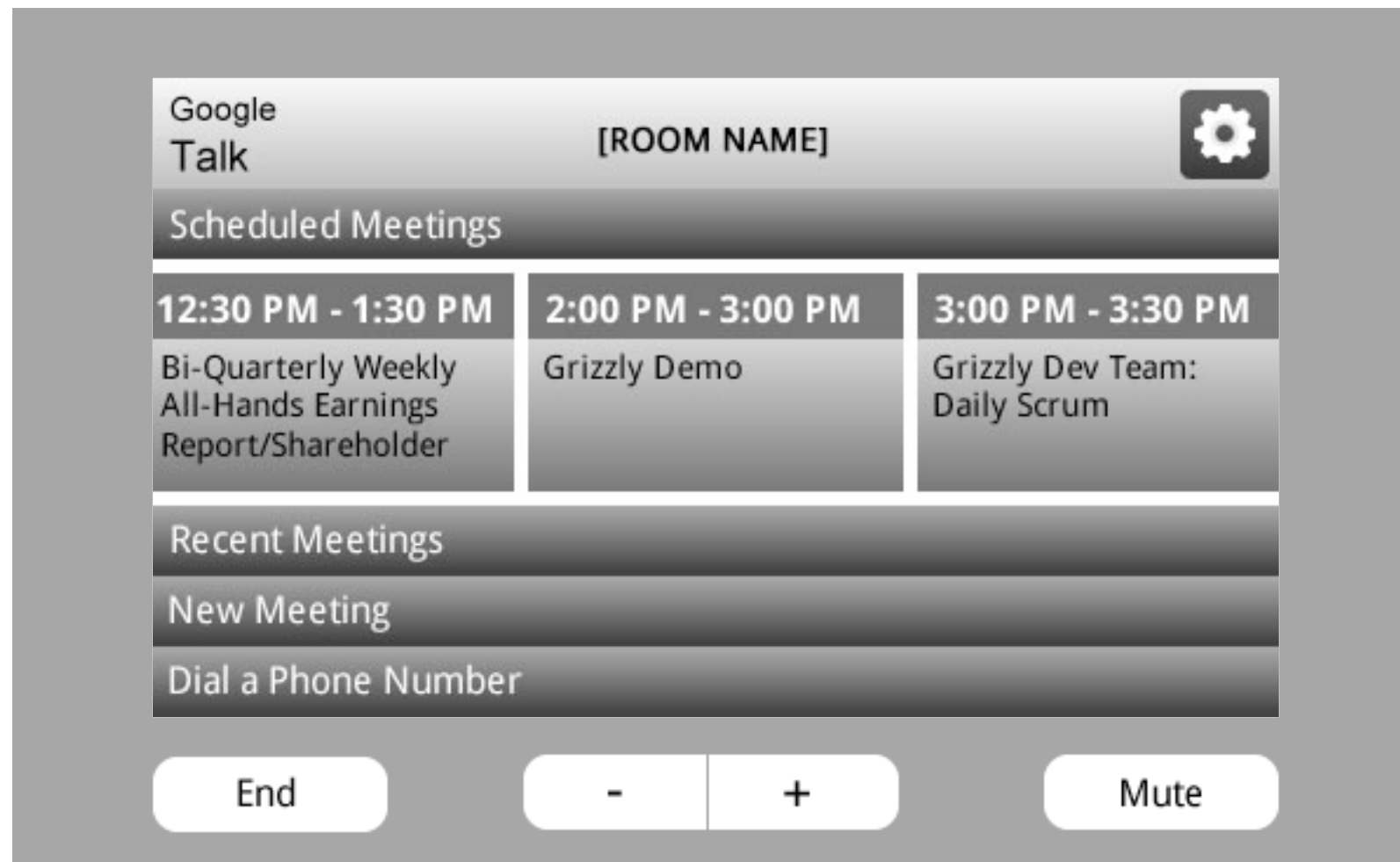
- a: Join a scheduled meeting
- b. Create a “new meeting” without entering a name

In addition, the “recent meetings” and “dial a phone number” features should be viewable on the home screen but do not need to be functional

# 1a: Joining a Scheduled Meeting

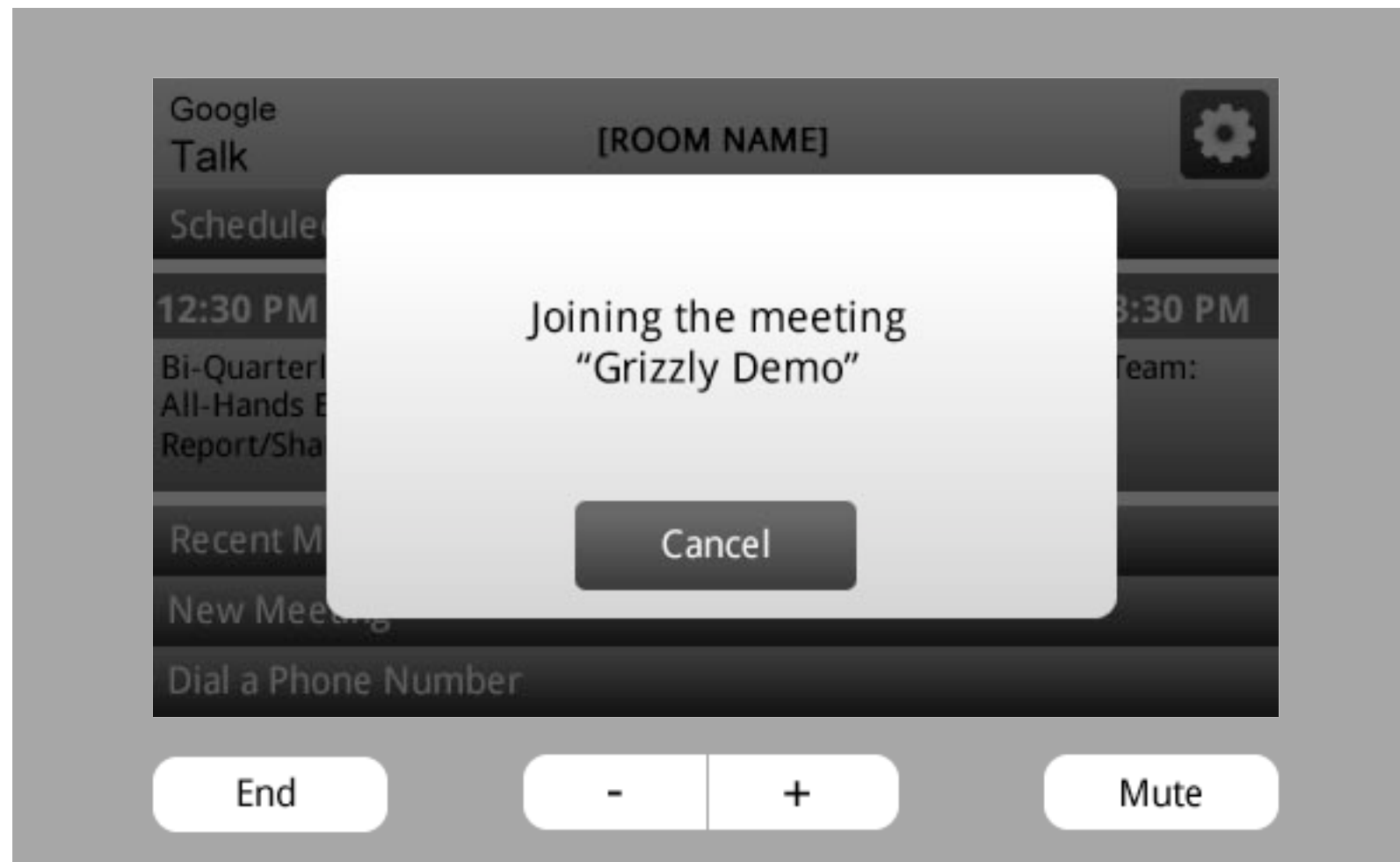
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# 1a. Joining a scheduled meeting



From the 1st accordion panel on the home screen, the user swipes left/right through the list of today's scheduled meetings for that room. The user then presses the meeting he/she wants to join.

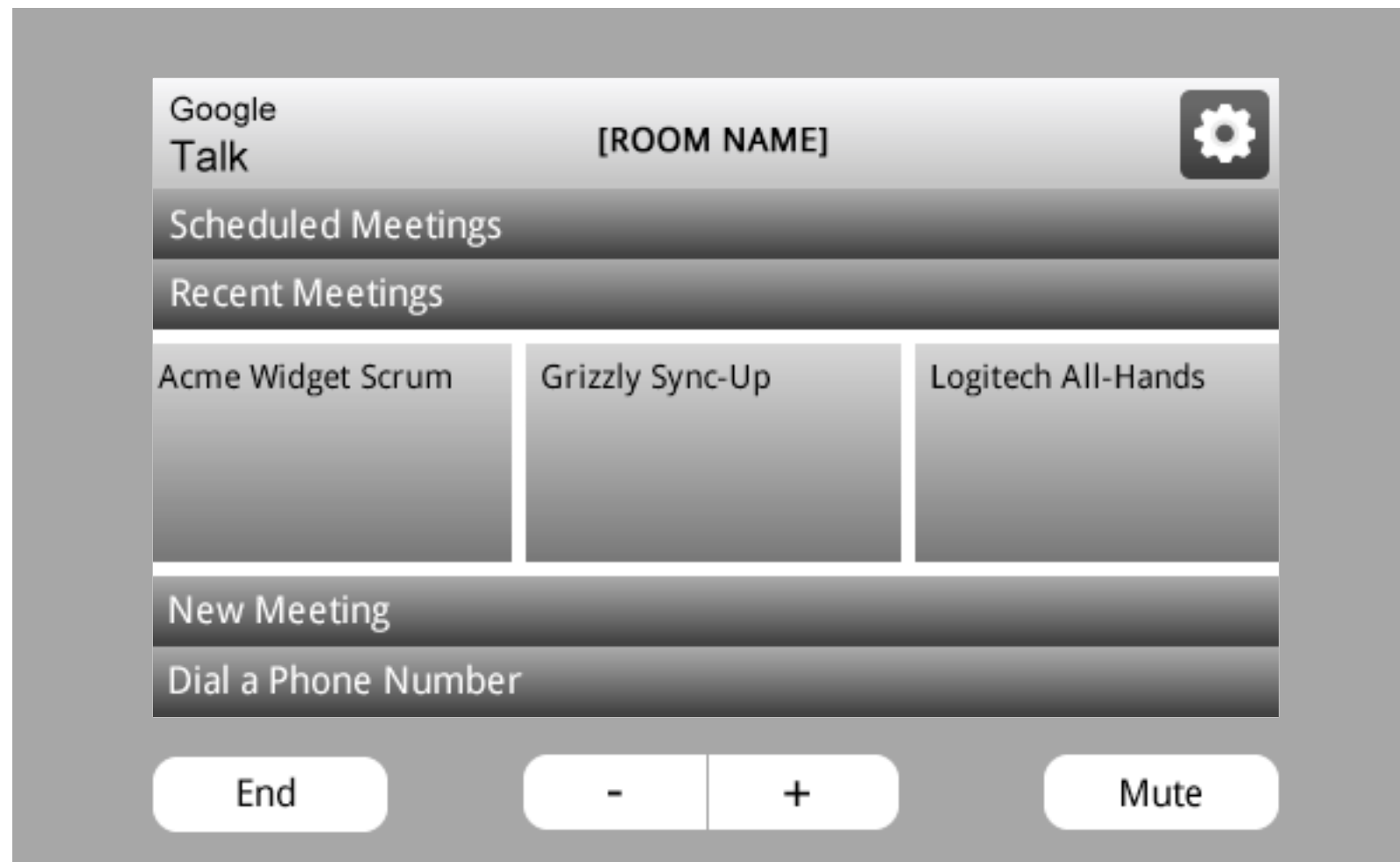
# 1a. Joining a scheduled meeting (cont.)



A “toast” popup appears... the user can:

- press “cancel”: the meeting is NOT joined
- wait 2-3 seconds (the meeting is joined automatically)

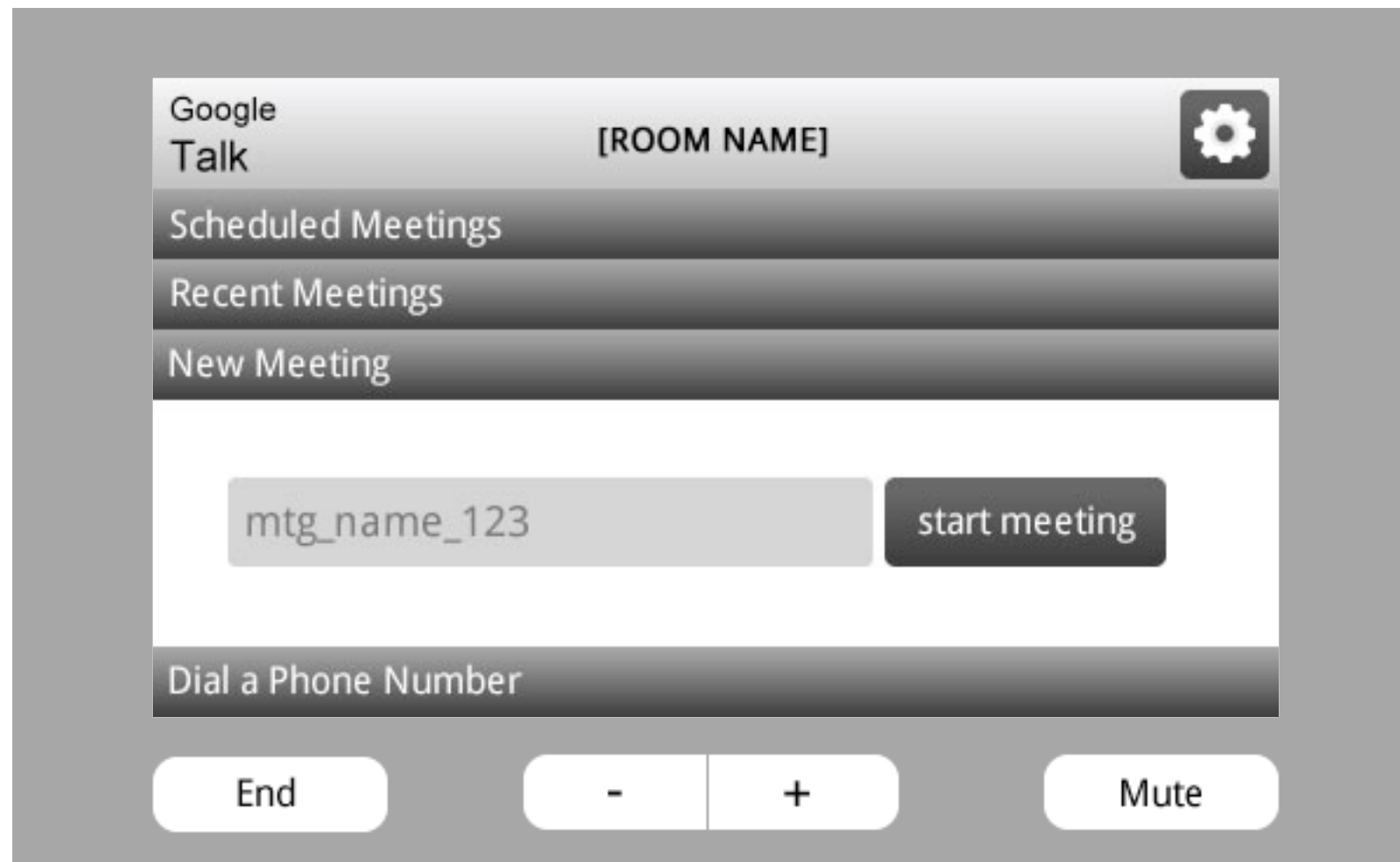
# 1b. Joining a “recent meeting”



(This feature does not need to be fully functional yet)

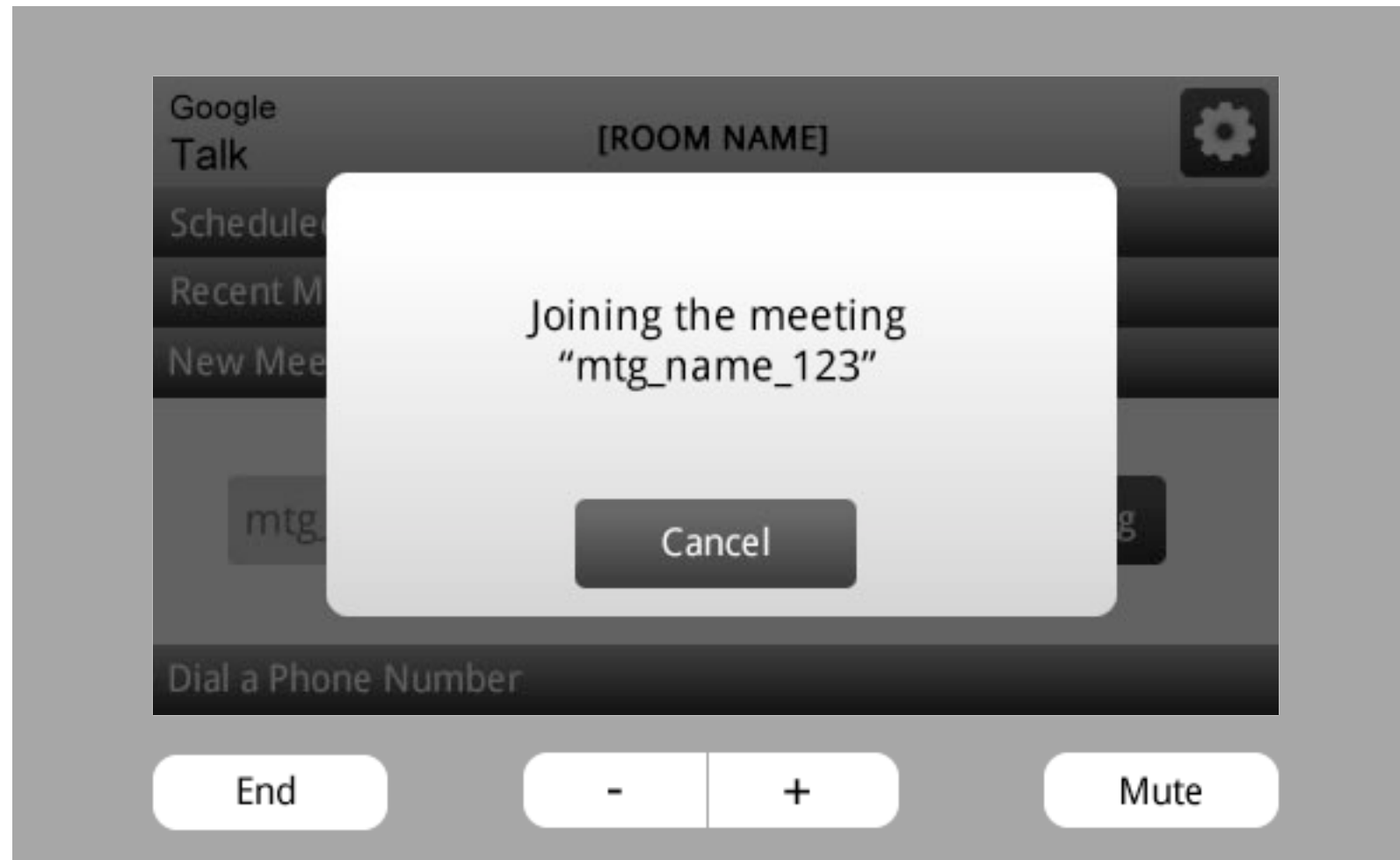


## 1b. Creating a “new meeting” without entering a name



From the 3rd accordion panel on the home screen, the user presses the “**start meeting**” button. (The meeting name will be the auto-generated text string contained in the text area on the left.)

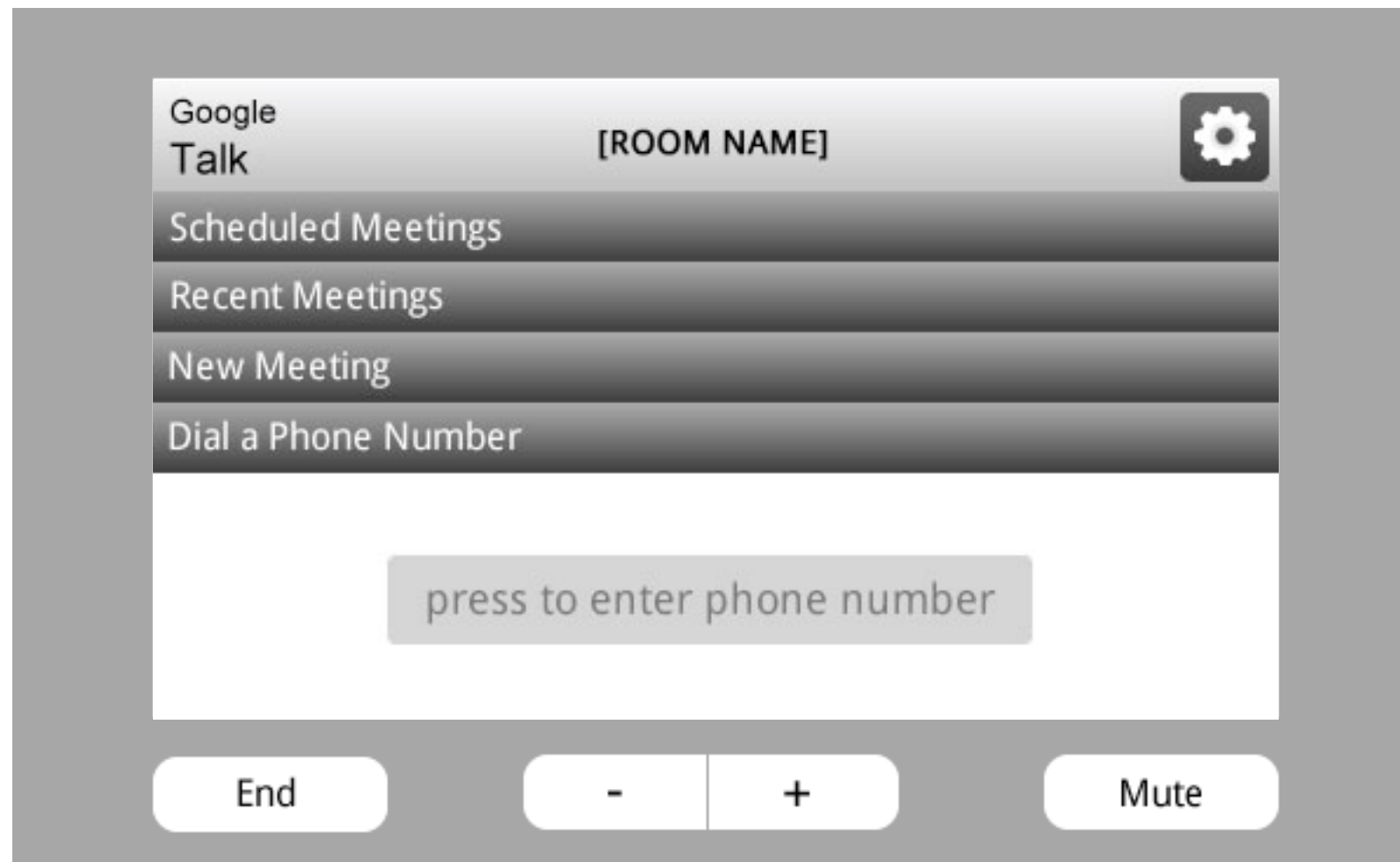
## 1b. Creating a “new meeting” without entering a name (cont.)



A “toast” popup appears... the user can:

- press “cancel”: the meeting is NOT joined
- wait 2-3 seconds (the meeting is joined automatically)

# Making a phone call



This feature does not need to be fully functional yet.

## 2. Conducting a Meeting

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# “In Meeting” Item Types

Current Meeting Room



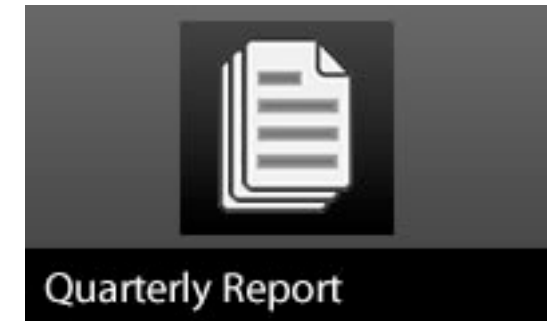
Webcam Guest (Sharing Desktop)



Another Meeting Room



Shared Document



Webcam Guest (Contact List)



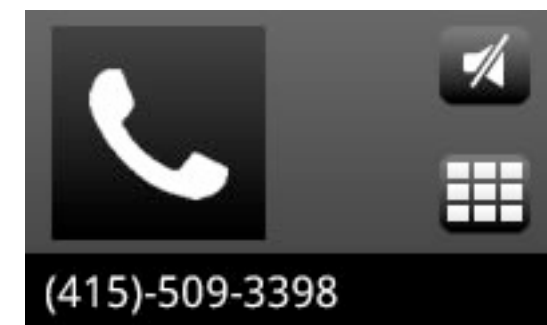
Phone Caller (Contact List)



Outside-Of-Org Webcam



Phone Caller (Outside Of Org)



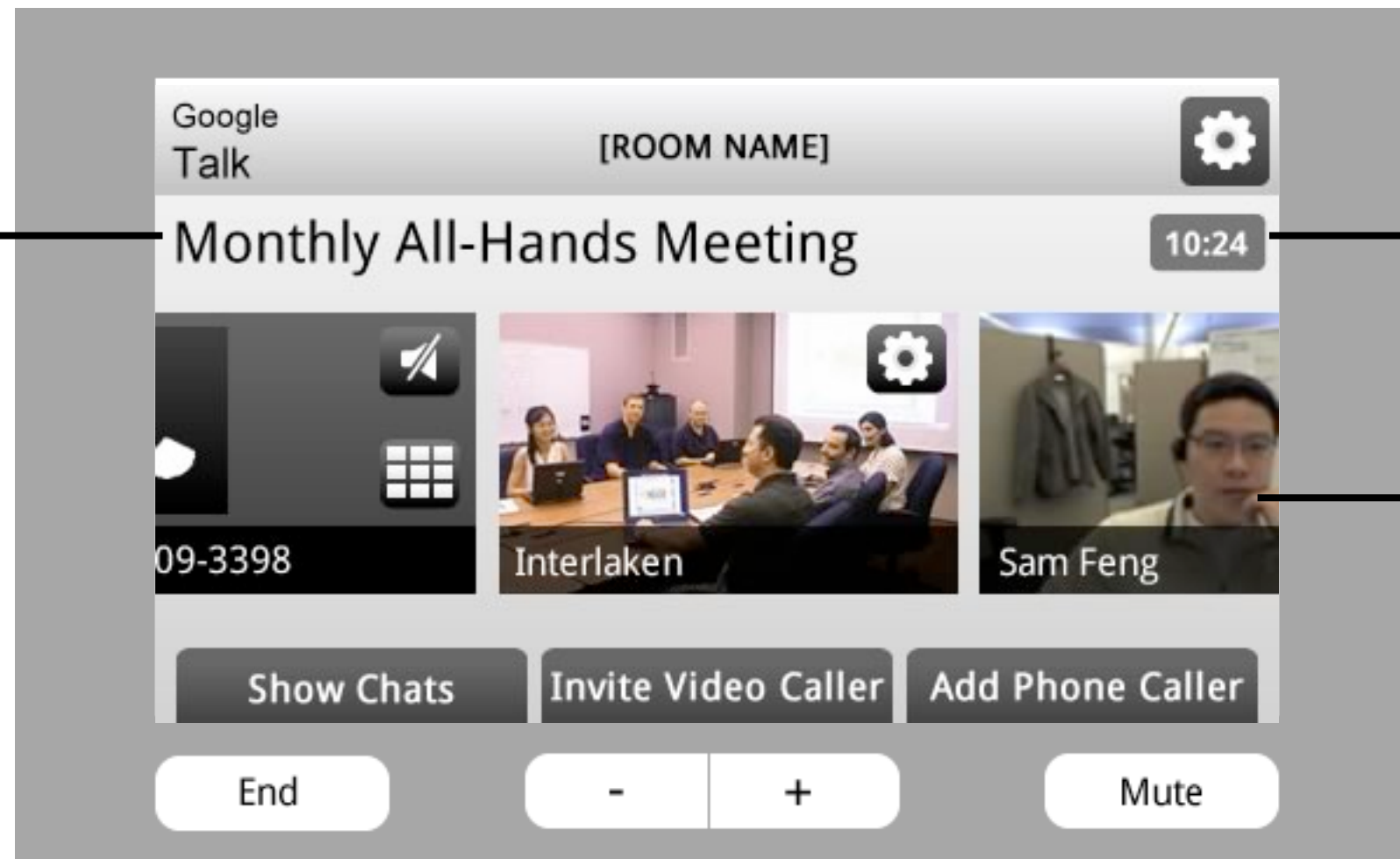
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# In-Meeting Screen

User can swipe left-right through a “filmstrip” of all guests and documents in the meeting.

Meeting Name



Meeting Elapsed Time

Meeting Participant

- Pressing a meeting participant “pins” it to the screen (makes it big) on the external monitor (unless the participant is a phone caller).
- Guests who haven’t joined the meeting yet do not appear in the filmstrip.

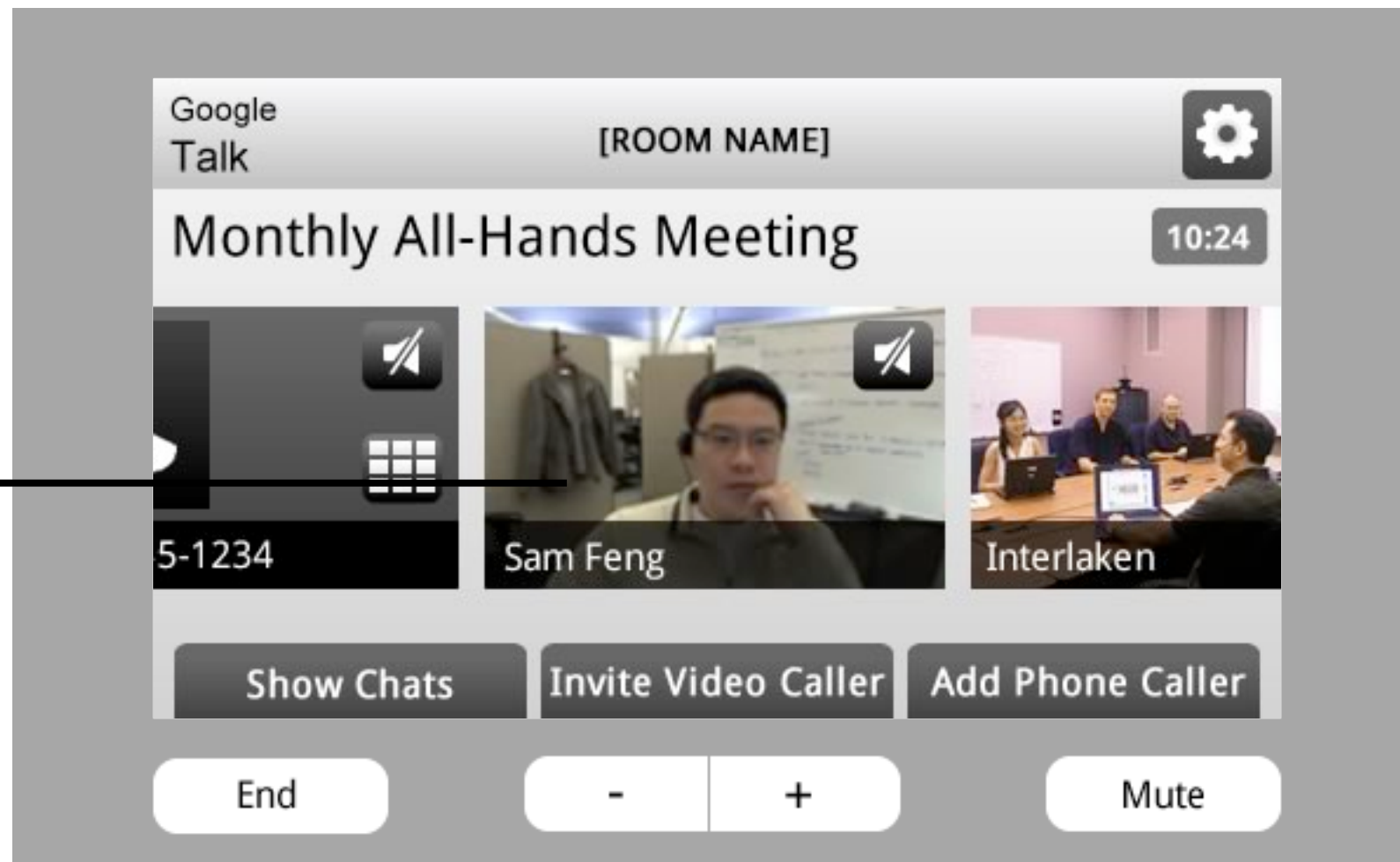
# Conducting a Meeting

A user should be able to perform the following actions during a meeting:

- a. “pin” a guest or document on the external monitor
- b. mute/unmute my microphone
- c. access camera settings
- d. exit the meeting

## 2a. “Pinning” a guest

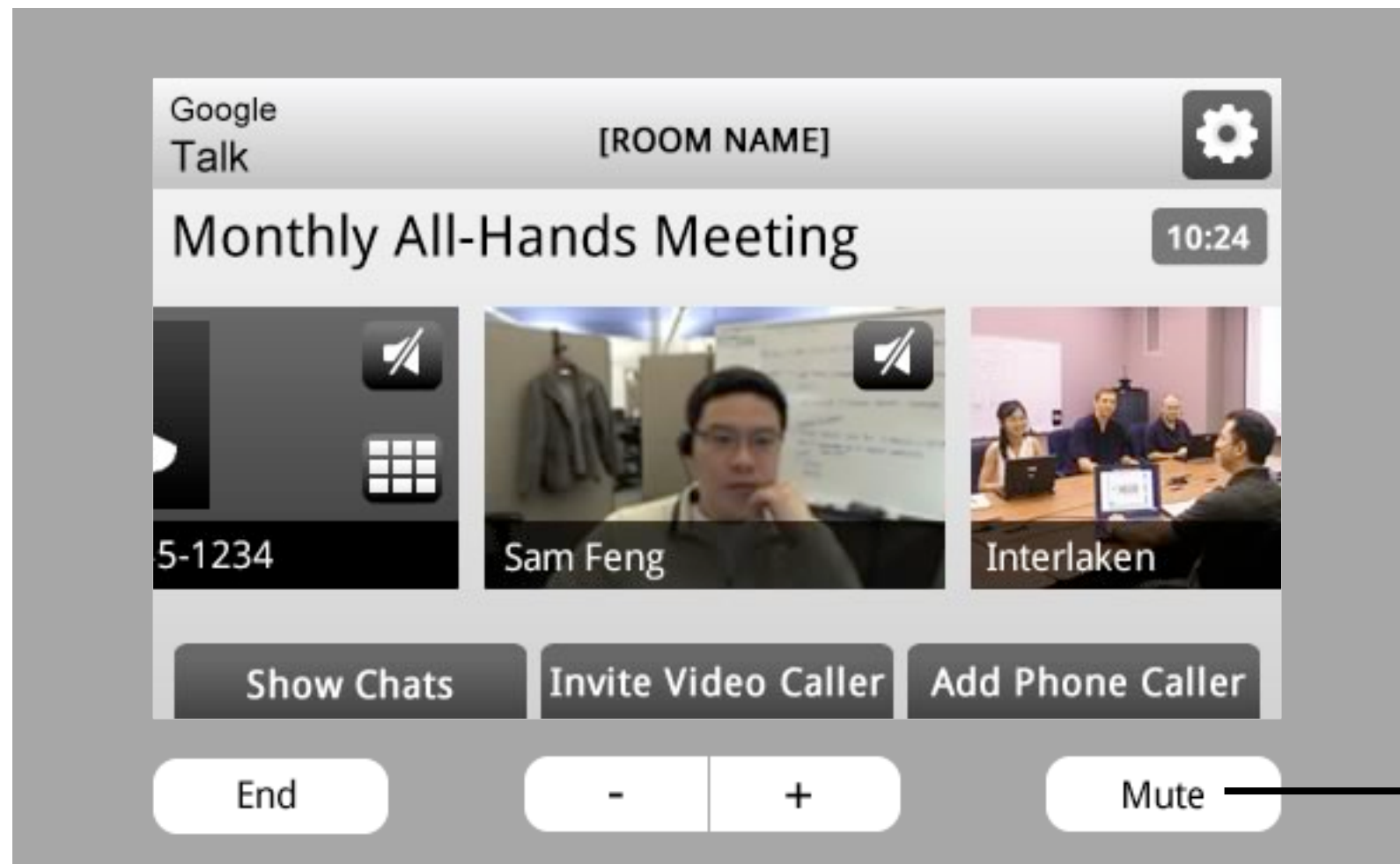
Press Video  
Caller to Pin



To “pin” a video caller (make it big on the external monitor), the user simply presses the filmstrip item for that guest.



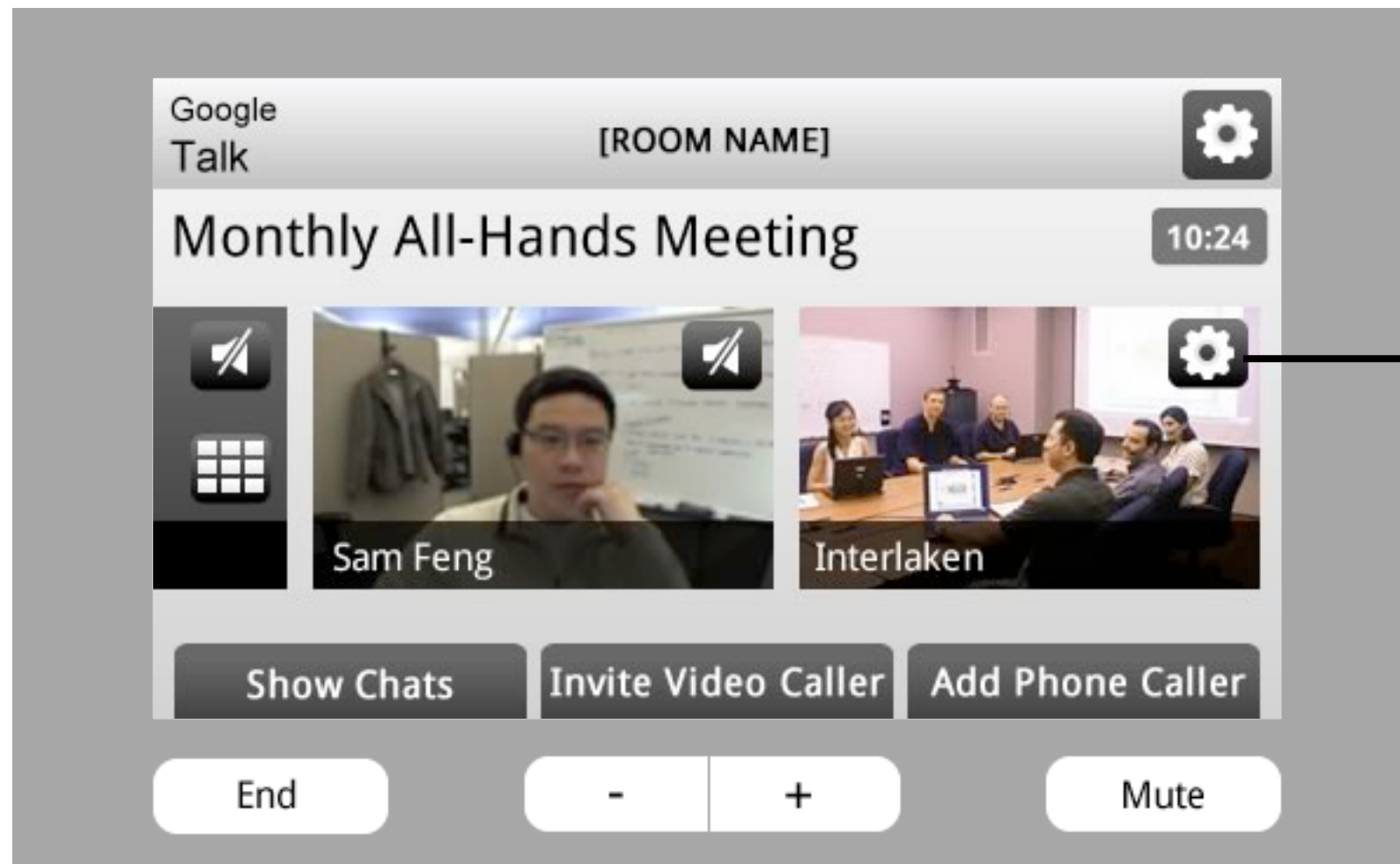
## 2b. Muting/unmuting myself



Press “Mute”  
button

To “mute” or “unmute” myself, I simply press the “mute” hardware button on the device.

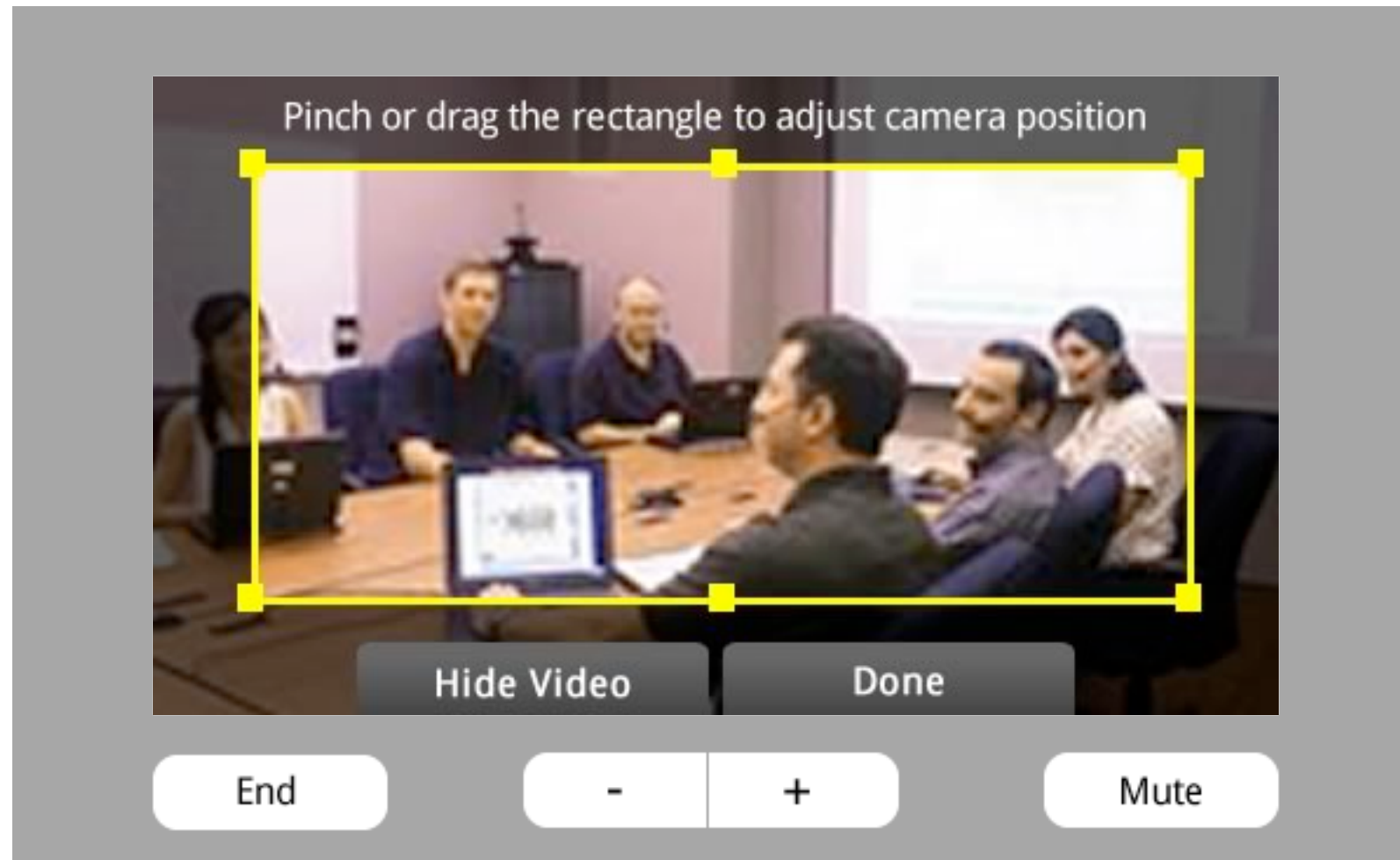
# 2c. Accessing Camera Settings



Camera  
Settings

To access camera settings during a meeting, I press the “camera settings” button on the top right of my room’s avatar.

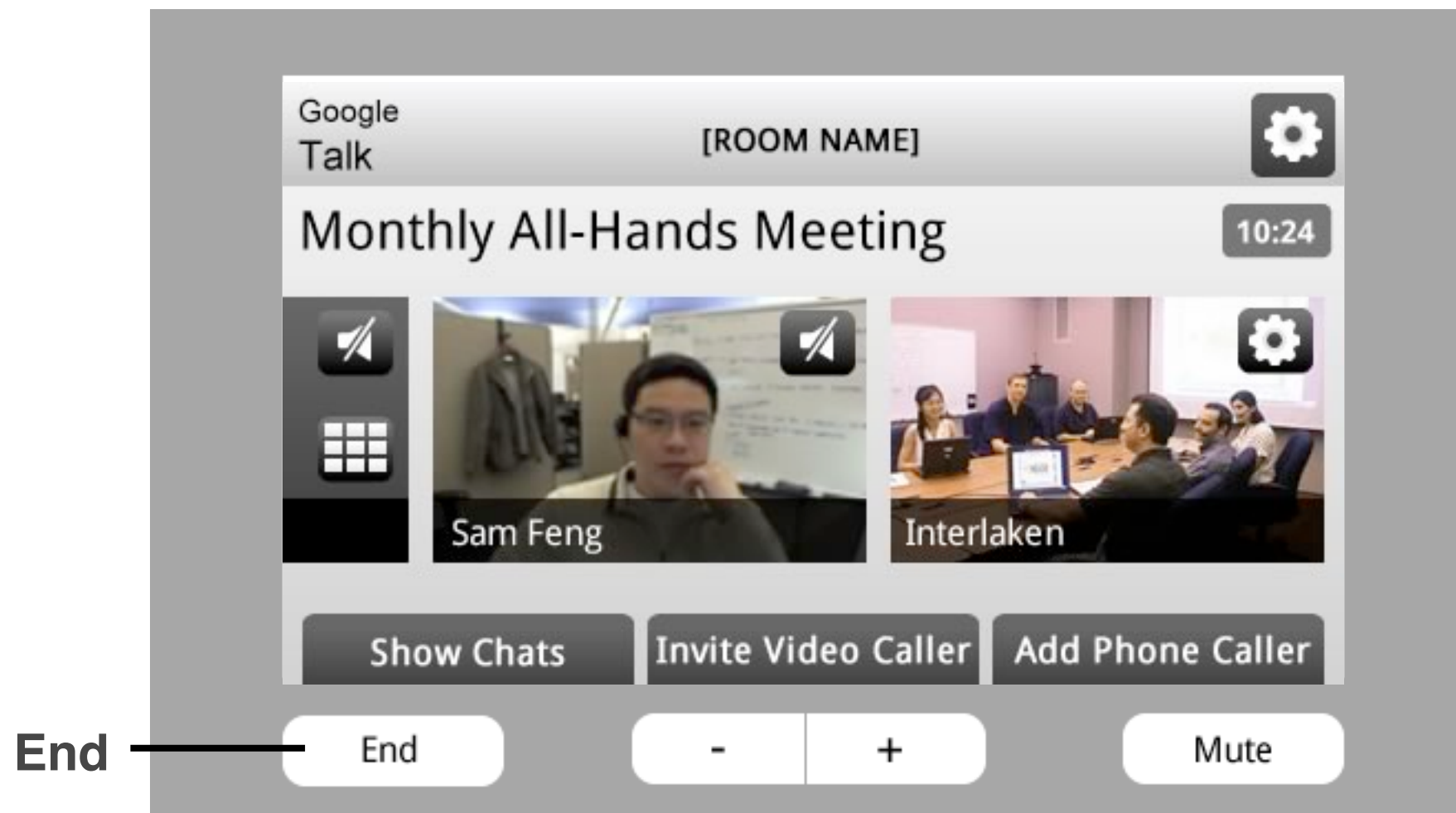
## 2c. Accessing Camera Settings (cont.)



On the camera settings screen, the user can “hide” or “show” their video feed to the other callers (this is a toggle switch). Pressing “done” returns the user to the “In Meeting” screen.

**Note:** camera move/zoom does not need to be functional yet

## 2d. Exiting the meeting



The user can exit the meeting at any time by pressing the “end” button. The user is then taken back to the “home” screen.

# NOT for July Release

## From Home Screen

- Joining a “recent meeting”
- Creating a “new meeting” with a user-typed name
- Joining an existing meeting by entering its name
- Dialing a phone number (meeting created in bckgd)

## In Meeting

- Show/hide chats appearing on external monitor
- Invite a guest to a meeting
- Add a phone caller to a meeting
- Access the phone dialer for a given phone guest
- Mute other callers
- Zoom/move my camera

## Other

- Settings menu
- Setup flow

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