COMP1531 - Iter. 3 Planning Report

By Wed11BCactus

Elicitation

Respondent Names:

Michele Scott
Peter Scott
Louisa Scott

Survey Responses

Survey Link:
https://docs.google.com/forms/d/e/1FAIpQLSdmPsHifrOZi5ufVsXxtTa4pcwAolmz06-MKli9_vnSDXUNKA/viewform?usp=sf_link
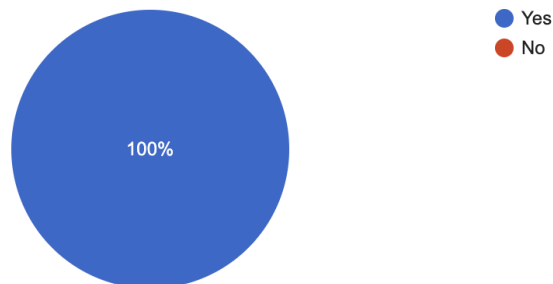
Please enter your email

3 responses

mscott7@optusnet.com.au

peters66@optusnet.com.au
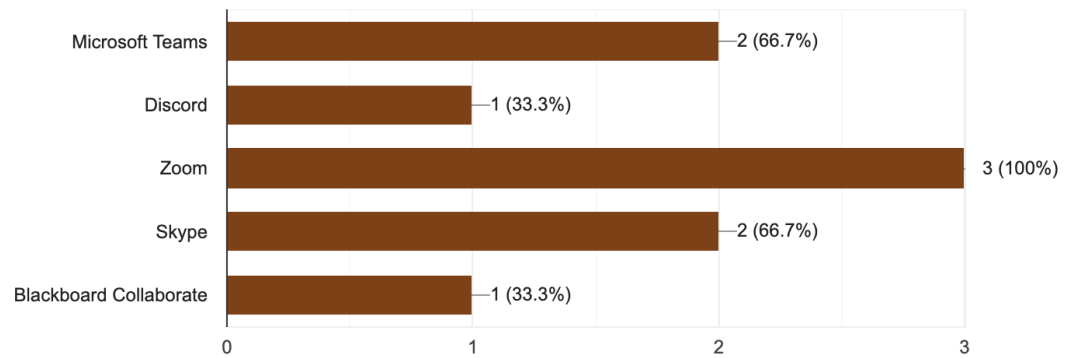
louisas22@optusnet.com.au

Do you currently use / have you ever used online collaboration software? e.g. Microsoft Teams, Discord, Skype, Zoom, Blackboard Collaborate
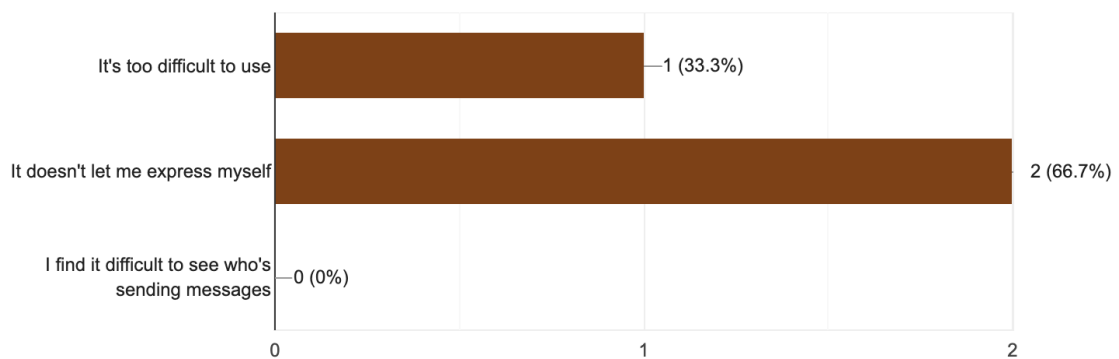
3 responses

100%

- Yes
- No

Which software have you used?

3 responses

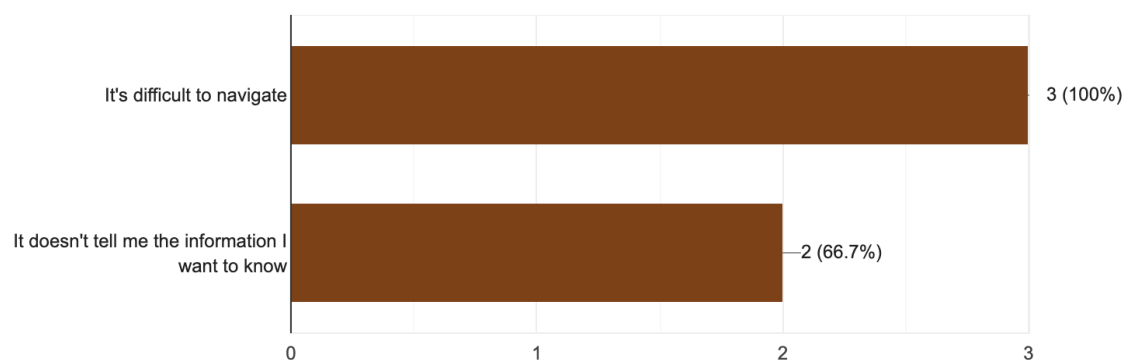| Software	Count
Microsoft Teams	2 (66.7%)
Discord	1 (33.3%)
Zoom	3 (100%)
Skype	2 (66.7%)
Blackboard Collaborate	1 (33.3%)

What issues, if any, do you have with the messaging features in the software? (Leave unselected if no issues)

3 responses

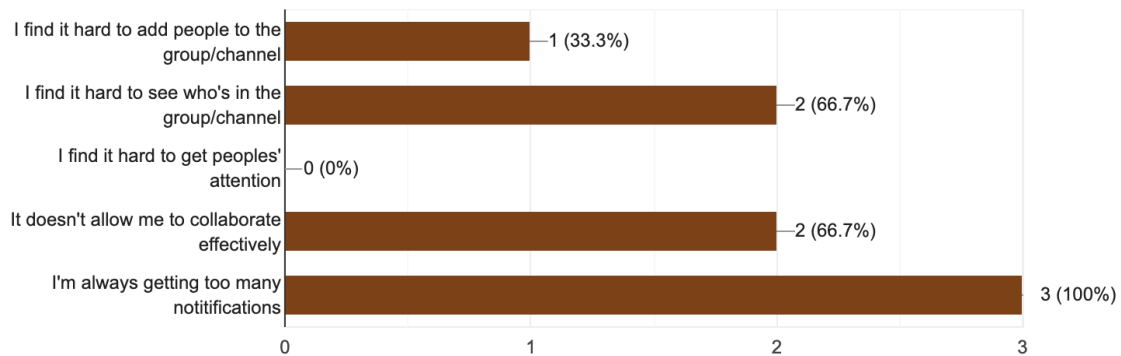| Issue	Count
It's too difficult to use	1 (33.3%)
It doesn't let me express myself	2 (66.7%)
I find it difficult to see who's sending messages	0 (0%)

What issues, if any, do you have with the user interface in the software? (Leave unselected if no issues)

3 responses

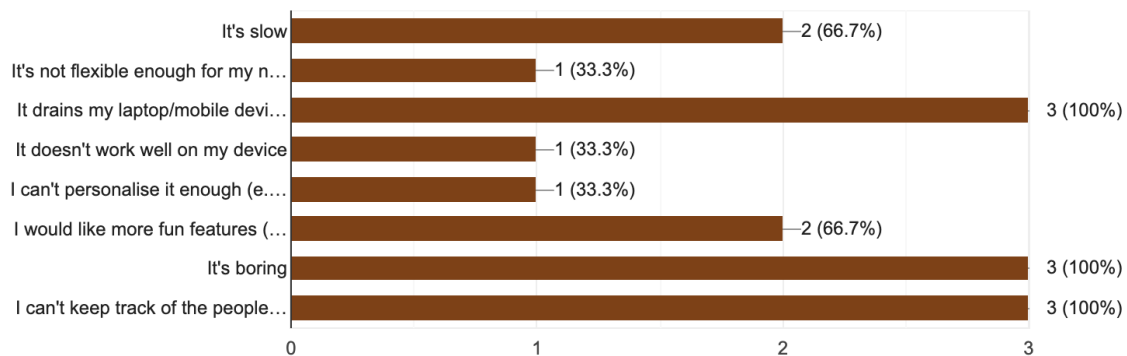| Issue	Count
It's difficult to navigate	3 (100%)
It doesn't tell me the information I want to know	2 (66.7%)

What issues, if any, do you have with the groups/channels feature in the software? (Leave unselected if no issues)

3 responses

Option	Count
I find it hard to add people to the group/channel	1 (33.3%)
I find it hard to see who's in the group/channel	2 (66.7%)
I find it hard to get peoples' attention	0 (0%)
It doesn't allow me to collaborate effectively	2 (66.7%)
I'm always getting too many notitifications	3 (100%)

What issues, if any, do you have with the software overall? (Leave unselected if no issues)

3 responses

Option	Count
It's slow	2 (66.7%)
It's not flexible enough for my n…	1 (33.3%)
It drains my laptop/mobile devi…	3 (100%)
It doesn't work well on my device	1 (33.3%)
I can't personalise it enough (e.…	1 (33.3%)
I would like more fun features (…	2 (66.7%)
It's boring	3 (100%)
I can't keep track of the people…	3 (100%)

Anything else you'd like to add about issues you've had with the software? (Leave blank if nothing to add)

2 responses

I'd like a more modern-looking app!

Would be nice if the software was less complicated.

Summary

- Users want more ways to express themselves
- Users find it difficult to navigate existing software
- Users want to be able to see the users in a channel/group more easily
- Users want more features that facilitate collaboration
- Users find it annoying to receive too many notifications
- Users find existing collaboration software boring

- Users find it difficult to keep track of the people they talk to the most
- Users want modern, streamlined software

Analysis & Specification - Use Cases

User Stories and Acceptance Criteria

User Story	Acceptance Criteria
As a uni student, I sometimes want to be able to switch off notifications for my uni groups and messages and relax. As a person with a busy working life, I sometimes want to be able to relax while at home and disable notifications from work groups.	- Button to enable "Do Not Disturb" mode is located at the top of each channel/dm - When clicked, the user is prompted to set the duration of the "Do Not Disturb" mode, or select "Until I turn it off" - For the selected duration, the user does not receive any notifications originating from the selected channel/dm - User can click the button again before the time is up to disable the "Do Not Disturb" mode
As a frequent user of messaging apps, I want to be able to see and quickly talk to the people I message the most. As a business manager, I want to be able to set, view and manage the users whom I talk to the most.	"Add friend" button is located at the top of each user's profile page - When clicked, that user is added to the user's friends list - A "Friends" section is visible at the top of the sidebar, above "Channels" and "DMs" - A user's friend's list is visible on their profile - Separate messaging channels are automatically created between a user and each of their friends, similar to a DM. - Clicking on a user in the "Friends" section enables the user to send messages directly to them.

Use Case

Use Case: Turn off notifications
Goal in Context: User wants to avoid being disturbed by notifications, so wants to turn on "Do Not Disturb" mode on a channel or DM that is very active
Scope: Channel/DM
Level: Minor feature
Preconditions: The user is a member of the channel/dm

Success End Condition: The user does not receive notifications from the channel/dm
Failed End Condition: The user still receives notifications from the channel/dm
Primary Actor: User
Trigger: User clicks the "Do Not Disturb" button [highlighted for on, unhighlighted for off]
Steps Taken: (one for off and one for on [with time])

IF NOTIFICATION IS OFF: (user turns on do not disturb functionality)

- STEP 1: User clicks on "Do Not Disturb" button inside the designated channel

- STEP 2: Dreams Frontend prompts the user for an option to either set a duration for how long they wish to ignore notifications for (15 minutes, 30 minutes, 1 hours, 1 day, 1 week) or until they themselves turn it back on

- STEP 3: Dreams Frontend informs the Backend of how long the user does not wished to be disturbed for

- STEP 4: Dreams Backend checks this action and will raise error:
  - if this channel is not valid,
  - if the user is a not valid user of dreams
  - if the user is not apart of the channel
  - if the user is not part of the dm

- STEP 5: Dreams backend updates user's dictionary, and appends the selected channel or dm ID to the "do_not_disturb_channels" or "do_not_disturb_dms" list inside the user's dictionary

- STEP 6: With the time given from the Frontend, the Backend server will check the duration of how long the user set not to be distrubed for. If the duration is not negative 1 (time for "Until I turn it off") the Backend server will start a timed thread for the intended duration. If this duration is -1, backend will read this as "Until I turn it off" and will not start a timed thread

- STEP 7: Whenever a notification send helper function is called, it checks the "do_not_disturb_dm" or "do_not_disturb_channel" list inside the user's dictionary if an id matches the notification is not sent.

- STEP 8: If the user had set a time for Do Not Disturb, server removes the channel/dm from either the "do_not_disturb_dms" list or "do_not_disturb_channels" list inside the user's dictionary once time is finished. (User can now receive notifications again)

- STEP 9: The Dreams Backend informs the Frontend that the channel/dm is no longer in "do not disturb" mode for the user.

- User once again receives notifications for activities inside the notifications tab for the channel or dm

- STEP 1: User clicks on "Do Not Disturb" button inside the designated channel

- STEP 2: Dreams Frontend informs the Backend that the user has decided that they are ok now getting sent notifications as they have turned off the "Do Not Disturb" setting

- STEP 3: Dreams Backend checks this action and will raise error:
  - if this channel is not valid,
  - if the user is a not valid user of dreams
  - if the user is not apart of the channel
  - If the user is not apart of the dm

- STEP 4:. Dreams backend updates user's dictionary, and removes the selected channel or dm from the "do_not_disturb_channel" or "do_not_disturb_dm" list inside the user's dictionary, Regardless of the length of the time that the user previously wished not to be disturbed for .

- STEP 5: Dreams Backend will check if there is a timed thread running with the same channel/dm for this user with the same id and stop it.

- STEP 6: The Dreams Backend informs the Frontend that the user can now receive notifications as "Do Not Disturb" is turned off

- User receives notifications for activities inside the channel or dm

Use Case: Add a user as a friend
Goal in Context: User wants to keep track of a user that they frequently talk with on the platform
Scope: user, messages functions
Level: Minor feature
Preconditions: The user is a registered user on the Dreams platform
Success End Condition: The user added as a friend appears in the user's friends list
Failed End Condition: The user added as a friend does not appear in the user's friends list
Primary Actor: User
Trigger: User clicks the "Add friend" button
Steps Taken:
- STEP 1: User clicks on "Add friend" button inside another user's profile

- STEP 2: Dreams Frontend informs the Backend that a user is wishing to add another user to their friends list

- STEP 3: Dreams Backend checks this action and will raise error:
  - If Auth user is not a valid user of dreams
  - If Invited user is not a valid user of dreams
  - Friends request already sent and still pending

- STEP 4: Dreams backend will add both users to a confirmation list of dictionaries with both user's id's waiting for an accept or decline boolean

- STEP 5: Dreams Backend will inform the Frontend to prompt the other user of Dreams that is being added to confirm the request

- STEP 6: User of dreams is given a choice to either decline or accept the request
  - If User clicks decline, the Frontend will inform Backend that the response is equal to "False".

  - If User clicks accept, the Frontend will inform the Backend that the response is equal to "True"

- STEP 7: Dreams Backend checks the boolean to be either "True" or "False"
  - If "False" the users are both deleted from the dictionary inside the confirmations list for this friend request and no further action is taken.

  - If "True" the users ids are both added inside each other's user dictionaries which contains a list of friends and then both are deleted from the dictionary inside the confirmations list for this friend request.

- STEP 8: Backend will take the 2 user id's and create a separate "friend DM" to enable messaging between friends. (DM but displayed in the separate "Friends" section of the sidebar)

- STEP 9: Dreams Backend will inform the Frontend to update and show that these 2 users are now friends, show both inside each other's friends list and show the "friend DM"

Validation

mscott7: "Yes, that fixes my problem!"

peters66: "Yes, that looks good."

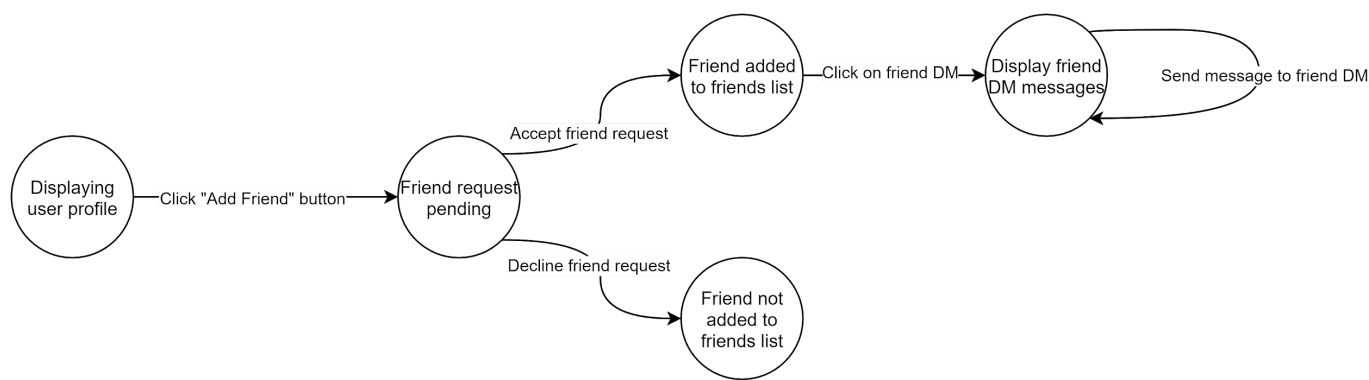louisas22: "Yep, perfect."

Interface Design

Route Name	Method	Parameters	Raises	Returns	Description
/userprofile/friend/add	POST	token u_id	InputError: ● When u_id does not refer	{}	Sends a friend request to the user with id u_id.

			to a valid user AcessError: ● When token is not a valid token		
/userprofile/friend/remove	DELETE	token u_id	InputError: ● When u_id does not refer to a valid user AcessError: ● When token is not a valid token	{}	Removes the user with id u_id from the user's friends list
/userprofile/friend/request/respond	POST	token request_id Response (Boolean, True for accept, False for decline)	InputError: ● When request_id does not refer to a valid request AcessError: ● When token is not a valid token	{}	Responds to a user's friend request. The options are either "accept" or "decline". If accepted, each user is added to the other's friends list.
/channel/notifications/on	POST	token channel_id	InputError: ● When channel_id does not refer to a valid channel AcessError: ● When token is not a valid token	{}	Turns notifications on inside this channel if previously turned off.
/channel/notifications/off	POST	token channel_id duration (integer, number of hours)	InputError: ● When channel_id does not refer to a valid channel AcessError: ● When token is not a valid token	{}	Turns off any notifications coming from this channel. Duration sets the time of how long the user wants notifications to be off for, with -1 being "Until I turn it off".
/dm/notifications/on	POST	token dm_id	InputError: ● When dm_id does not refer to a valid dm AcessError:	{}	Turns notifications on inside this DM if previously turned off.

			● When token is not a valid token		
/dm/notifications/off	POST	token dm_id duration (integer, number of hours)	InputError: ● When dm_id does not refer to a valid dm AcessError: ● When token is not a valid token	{}	Turns off any notifications coming from this DM. Duration sets the time of how long the user wants notifications to be off for, with -1 being "Until I turn it off".

Conceptual Modelling (State)

Friend System

Do Not Disturb System