Task 2: User Stories for Interplanetary Internet Video Conferencing Application

We are all familiar with video conferencing applications that we use at school and at work. Interplanetary video conferencing faces unique challenges. We are talking about a future project, so we can make a couple of assumptions that things will be different in the future. For example, we can assume that communication speed will increase. However, we should expect a few seconds delay like we see in video feeds from remote locations now. We also need to anticipate that a meteorite shower, a frequent event in the outer space, can take out a relay station, so the application needs to take reduced throughput into account to compensate for such incidents.

The example user stories listed here could be the initial set of user stories that will be expanded and modified throughout the project.

User Story 1:

As a **video conference participant**, I want **live video feed to turn off automatically, when the connection is not strong**, so that **my voice communication is clear**.

User Story 2:

As a **video conference participant**, I want to **have an indicator that there is a rapid drop in transmission throughput**, so that **I can distinguish between a natural pause in the conversation and a pause due to throughput issues**.

User Story 3:

As a **video conference participant**, I want to **receive full video feed of the conversation later,** so that **in cases when bandwidth was not sufficient to have a live video feed, the video will be sent to me later during the downtime**.

User Story 4:

As a **video conference operator**, I want to **have automatic rerouting of the connection, when a relay station is out of commission**, so that **video conference is not interrupted**.

User Story 5:

As a **video conference operator**, I want to **have the ability to store the recordings,** so that **video from the video conference can be forwarded to participants during the downtime**.