1.name/email address

2.problems with teamwork-driven communication tools(interview to get the answers)
- 3.User stories (lectures-7-1)
  - As a < type of user >, I want < some goal > so that < some reason >
  - add User Acceptance Criteria(not too broad/minimise technical detail)
  - Criteria to test (black-box tests)
  - Scenario Oriented AC

4.validation: ask the comment from the ppl

5.solution: interface design(6.2)

6.Conceptual modelling(7-2)
- State diagram

PRELIMINARY IDEAS
- Add Discord-like servers (acting as "channel of channels") to Flockr
- Add direct messaging between users
- Ability to add/remove other Flockr users as friends - send/receive friend requests, accept friend requests, block users
- Ability to show status of users as online/offline/idle/away/etc
- Ability for users to set custom status
- Add audio-calling/conferencing functionality
- Add video-calling/conferencing functionality

IDEAS AFTER ELICITATION
- Discord-like servers (acting as "channel of channels") to Flockr
- Direct messaging between users
- Add/remove other Flockr users as friends - send/receive friend requests, accept friend requests, block users
- Add audio-calling/conferencing functionality

FINAL IDEAS