

Overview

- 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

RED - critical to usability

ORANGE - quality-of-life feature, not as important

- 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
- Add video-calling/conferencing functionality
- Add file sharing
- Ability to show status of users as online/offline/idle/away/etc
- Ability to see status of messages (sent, delivered, seen, etc.)

FINAL ROADMAP

Each problem-solution pair corresponds to an epic

Problem 1: Some advanced users may want to group channels with similar purposes together.

Solution 1: A user coming from Discord suggested the use of Discord-like servers to group channels, such that each “server” is considered a single channel and within are subchannels (Interview 1). Another user coming from Microsoft Teams felt that this is of low importance as a feature to add, and is superfluous to his workflow (Interview 2). As a middle ground between adding more features and keeping it simple, we have decided to add the optional ability to group channels like files in a folder - users can keep on using their channels as is, or group some of them together in what would be known as a ‘channel group’.

Problem 2: Messaging is currently quite primitive in Flockr. The only way to message other users is in channels. What if the user wants to send a private message to another member? Having a private channel with the two users as the only members is a workaround, but other users can still be invited, so not completely private. Furthermore, most apps with messaging capabilities allow the user to see the status of a message after it has been sent (sent, delivered, seen, etc.), but Flockr doesn’t allow that. Many apps also have the ability to edit or remove sent messages, whereas Flockr doesn’t.

Solution 2: Add private direct messaging between two users. Add ability to show status of messages (sent, delivered, seen, etc.). Add ability to edit or remove sent messages in channels and direct messages.

Problem 3: Many team-based collaboration requires sending files, whether it be images, PDFs, word documents, or code. Flockr does not allow any form of file sharing.

Solution 3: Add ability to send and receive files in channels.

Problem 4: The only form of communication in Flockr right now is via text-based messaging. Many teams require more than just text-based communication for Flockr to replace face-to-face collaboration.

Solution 4: Add audio and video conferencing abilities.