

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

BCC - beyond current capabilities

- 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 - **BCC**
- Add video-calling/conferencing functionality - **BCC**
- 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.) - **BCC**

FINAL ROADMAP

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

Solution 1: Add Discord-like servers (channels of channels) to Flockr - we can call each "server" a "Flock".

Problem 2: Currently 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.

Solution 2: Add private direct messaging between two users at a time.

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.