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.
Solution 2: Add private direct messaging between two users. Ability to show status of messages (sent, delivered, seen, etc.)

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.