

ShoutAut.v10 – Addendum 2 and 3. Oct 26.

(Ugh. Feature Creep! But, it's worth it.)

In this document I like to describe two somewhat related features. The first ("Addendum 2") is must more important. It's almost a Must Have feature. (In the Agile Lingo: Must Have; Should Have; and Nice to Have). We must try to implement this into the MVP/Beta – if not, as soon as we can afterwards.

Because: The extra effort will equal exponential use cases, kudos and utility.

Addendum 2: System provided content – by "channeling" or linking to existing online content – related to the location/place. This can be announcements, news (flash or general) that is on the "location's" or the place's event web pages.

For example, in Fig 1 – Hacker Dojo has the day's schedule. (I almost never look at it.) The link to that page is <http://events.hackerdojo.com/>.

Several ways we can do this: (Please see first image below, the blue highlights)

- 1) Let the user copy and paste that link into the Chat-Posting. Presumably, they will put the title of the event at the top of the Chat Compose form. Thus, when a user clicks on it > we will open a browser and all it to be seen.
 - a) (I think it would be bit much to do now: To scrap that web page intelligently for that content, and insert that into the Chat – so that the user does not have to leave ShoutAut. But, I think there also maybe copyright issues?)
 - b) Another way, is for the user to copy and paste that into the Chat. Then, no change.
 - c) Or attach a pdf file.
 - d) What we are trying to do here is to make a channel for broadcasting to the people at the location, place or event – easier.
 - i) Their current alternatives include an email blast. We want to make is easier for both the send and reach; and the receive.
 - e) **Thus, I think just to allow links to be inserted into the Chat, and to load their browser is good enough for now.**
 - i) We will modify "how to use" instructions in Fig 1 and Fig 4 (Post Chat) screens; the FAQ in the 3 dots (in the Navi) – to inform/encourage the users to insert links that they want to share. (Could be any web links, Youtube, etc.)
 - ii) Ideally, any "official" announcements/broadcasts stay at the top of Fig 1 Chat List and stays there – but, we can deal with this later.
 - iii) (Or we can wrap the "Chrome" browser in the ShoutAut App screen; and to have 1 or 2 "back to ShoutAut app" navi button; so that the user can easily come back (and forth).
 - f) Doing this will help motivate people to open; the place's people to post content – and to have some sort of pre-existing content when we first start is important for the user experience and utility.
 - i) **It is good to have the location general broadcasts, announcements and news 1 information – in your pocket, and accessible by couple of buttons** (vs. at my laptop, opening up the browser, etc.)
 - ii) HackerDojo has 3 different wifis (actually more, there is a 5Gigs for those such enabled). Member (2 wifis); Guest; Donate.
 - (1) And whereas, that event schedule is for all that comes in. Thus, the above Posting is on only one wifi – unless later, we enable Poster to add additional wifis to the first wifi.

Blue highlights:
Fig 1, Line 24 – Line 25 is shown in Fig 2, Line 14 and 15.

Light green highlight:
Please note that Fig 1, Line 26 is moved to Fig 2 Line 12. I think that this is more appropriate place – so that Chats that are bigger than 2 to 3 lines, we don't have that information in the middle, and the top area seems more appropriate place to put it.

The left photograph shows a computer screen displaying a calendar for October 2017. The calendar lists several events, including "Borderlands PS Weekend Charity Livestream Marathon" on Sunday, October 26, and "Computer Vision Meetup" on Monday, October 27. The right photograph shows a printed document titled "Dojo Policies" with a list of 9 rules. The rules include: 1. Be excellent to each other. 2. Keep the Place Nice! 3. No Pets. 4. Parking. 5. Breaking Things. 6. Hold Harmless. 7. Not a Public Facility. 8. 100% Communal. 9. Full Policies. A sign-in sheet is visible at the top right of the document.


<<MC: We don't have to do this now. But, below photo at the entrance of the Dojo, is an example of Public notices pertinent to a Location. In the future, we can add more features, so that: Such information for a location can have a "prominent" accessibility in the Fig 1 screen – as the user "comes into" the place.>>

Actually! **We can have these floaters (per Wase) to be displayed on the bottom of Fig 1 screen for 3 seconds – when F 1 is first loaded.** (Elvis is back in the building.) These are information that **ought not to be shown** with the other Chats in F1, as once the user sees them, they are not important and can be “in the way” if always in the Chats list.

(We have to know which user has authorizations – or we just leave it for the crowd to manage. We will just put that at the Fig 4. So that, a poster can pick if he wants to nominate his posting to that... Anyway, TBD.)

Addendum x: Check-in (For 12 months from now)

Problem to be solved:



At the Dojo, they have this for guests, event attendee and members to sign. (I almost never do. They also have RFID tag for members. I almost never use. But, this may be just me.)

Please note the RFID receiver at the lower right of the monitor screen. And the keyboard! Darn so yesterday I want a one touch thingy.

Anyway, we could have a check-in feature (of course, to be linked to the facility operator), so that our users can press a button or such at the app. They can do it at their leisure... Dojo is really not that strict.

Thus, our app can give lot of utility, it can to more for the facility, for the users.

Anyway...for the future.

Icon	asd;fjasd	40
	Chat c-Date / # of responses Away	41
		42
Events	Check-in	43
	News	44
	come & show this ad for a discount...	45
Chat		46
Popular	Map	47

Exhibit:



Circle 1: The events description monitor.

Circle 2: The 4 bulletin boards at the Dojo – always full, until taken down.

Circle 3: The sign-in monitor.

Circle 4: The rules monitor.