

Design Document 1

Draft:

- User logs in and creates an account which includes the list of languages they are proficient in and the list of languages they are interested in learning.
- User clicks chat button to be paired with another user who is proficient in both the language the other user wants to learn and 1 of the languages the other user is proficient in.
- Then they go to a chat screen with audio and text to communicate with one another.
- If the other user is not online then we will write that user an email telling them they got a message.
- The chat consists of a single textbox and an audio on/off feature where users can use their microphones to talk to one another.
- Both users can end chat at any time.
- At the end of the chat a dialogue appears asking the user to rate the other user by giving them a 'thumbs up' and or report them for some issues.
- There is a list of the chats you had with other users so you can review the material you covered.
- Users can 'friend' other users to initiate chats with them easily or they can initiate chats with the users they already chatted that appears in their log.
- Within the chat, users can use the google translate API to translate some things to make sure they are right and for other users.

Things we are thinking of:

- Gamification of the process (maps, badges, points)

Risks:

- Users who create an account but never respond

Chats:

Realtime only!