

UX: describe users for the project

Primary users for our media sharing application are going to be students and professionals, for example IoT students and professional developers. The application would be used for storing files and projects, and sharing them with your fellow students and workmates. The application will also have a user management system and different user privileges. Users will be able to use the application on their device everywhere where there is a secure internet connection. Application is going to be a responsive web application, so it can be used on several end devices that have a browser: PCs, laptops, tablets and smartphones (Android). The application can be used whenever users find it necessary, for example when a developer wants to backup their project, or a graphic designer wants to share images with developers. As an example for our project we have Twitter, for it is capable of sharing media files, and communicate with users. We like the UI of Twitter, so ours is going to be inspired by it. However there are some limitations in Twitter, which we don't like or just don't need. Obviously we are not going have the tweeting, but instead we are going to have a typical commenting and feedback for content. The limitations of characters on comments are going to be removed.