Unsw Dreams: Planning for Issues and Implementation

Elicitation:

Target Users:

Name:	Email:
Vicky L	Cool888.vic123@hotmail.com
Sagun M	SagunMandahar@gmail.com

Questions:

What would you say is the biggest problem with using teamwork communication tools such as Microsoft Teams, Skype, Zoom and Discord?

Sagun: Using online teamwork communication tools is still much more distant in comparison to actual in-person teamwork. Because of this, it can actually be harder to get work done and plan ahead with group members.

Vicky: It is easy to lose focus on the task at hand when you are not forced to be physically present whilst working with others.

Can you describe a feature from any of these tools that help the most with that problem?

Sagun: Video calling is available on all of these tools and some have screen-share as well which is very useful when doing work for school. I would say that video calling forces work to get done and make planning easier as it is more personable.

Vicky: Video/audio meetings somewhat create a sense of urgency/responsibility to be present and engage with team members and the task at hand.

Would you say that you struggle with assigning equal workloads when working with a team online and are there any features that you can think of that would help make this job easier?

Sagun: Yes, as mentioned previously, using online tools makes it harder to plan ahead. Features that could help with this specifically could be video calling or something like a pinned comment.

Vicky: Yes, we do struggle in assigning equal workloads, but the task board helps delegate and keep track

Do you ever encounter problems with the people you work with while using these communication tools and what are they?

Sagun: Yes, when doing group projects there is always someone who does not keep up to pace with other members and that leaves much of the group waiting on that person to progress so the project can advance as a whole.

Vicky: Finding windows of availability when everyone can work together can be a struggle, as well as dedicating time purely towards the project.

Do you think that it is possible to encourage productivity with built in features and how?

Sagun: Yes, we can use pinned comments to detail each person's role in the project or maybe have an alarm or deadline able to be set by the group members.

Vicky: Yes, a reminder feature that can ping you to complete objectives would be very helpful in encouraging productivity.

What would you say is the most useful communication tool to use for group work and why?

Sagun: I like using Microsoft teams because it is simple and allows screensharing. It is the one that I use the most when doing group work.

Vicky: Discord: it's easy to use, optimised for both desktop and mobile usage, and allows you to share your screen live, which is very helpful in pair-programming.

What can a new platform like Unsw Dreams have to differ from these platforms that you use?

Sagun: I have not seen an alarm system to encourage reaching a certain point of progress integrated in any other teamwork tool. You can do that.

Vicky: A reward system: contributing more work is recognised and visible to other users, encouraging more participation.

Analysis & Specification - Use Cases:

User Story1:

As a team member using Unsw Dreams, I want to be able to video call and screen-share with any other member in my group so we can make more progress on our work together.

- In each channel and dm, there will be a button to allow users to start a call
- Once clicked on, the user joins an empty voice call
- All users in the dm or channel will be notified and given the option to join call
- When a user joins a call, their name will be visible in a window to all others in the call

- There will be an option to change microphone settings and prompts to share video and screen within the call as well as to leave the call.
- When screen-share is selected, the user will be given an option of which screen to share and confirm
- When video share is selected, the user will be prompted to give camera access
- Users can leave the call at any time, their name will be removed from the visible window to users in the call
- <u>Only the last user to leave the call will end it, leaving a time record of the call</u>

User Story2:

As a team member using Unsw Dreams, I want to be able to set alarms and deadlines for other group members and myself to encourage progress and productivity.

- In each channel or dm, there will be a button in the shape of a clock on a visible but non-intrusive location
- Clicking it will pull up a calendar overlay prompting the user to set an alarm/deadline
- <u>The overlay will start at the current date and only go into the</u> future
- Selecting a certain date will pull up a window that allows the user to select a specific time and add a description.
- When that date and time is reached, a notification will be sent to all users in the channel or dm containing the set description as a message

User Story3:

As a team member using Unsw Dreams, I want to receive rewards and recognition and reward others for reaching set deadlines and contributing work.

- Once a month each user will receive a gift token to give out
- The user is notified by the platform when this happens
- Clicking on another user's profile within the same dm or channel will bring up a prompt to gift this token
- When selected, this token is displayed on the other user's profile, adding to the total of previously gifted tokens by any other users
- The gift token removed from the gifting user's profile
- <u>Each user can gift only one token per month</u>
- Any received tokens are displayed on the user's profile, visible to all other users using Unsw Dreams

Use Case:

Use Case	Group Members begin implementation on the alarm/deadline feature for Unsw Dreams
Trigger	Code does not run as expected on the first testing after completion
Actors	Members of the project group developing Unsw Dreams
Pre-Condition	Members of the project group have fully implemented and tested the code for dm, channel, notifications and messages. Some form of datetime is implemented.
Post-Condition	A working implementation of the alarm/deadline feature is complete and can be built upon further
Events	- Team gathers to look at system output and attempt to debug code - New version of code is written - Code is tested and does not provide expected output again - Events repeat continuously until the desired output appears in testing
Success End	Team successfully works together to implement code and through the process of debugging and reading the system output. Unsw Dreams has a new feature implemented
Fail End	The team is unable to work together and cannot come to a solution to fix errors in the implementation. This portion of the project is dropped or postponed to a later date

Validation:

Sagun: I have mentioned that a way to video call and screen-share would definitely help in the planning of a project and that a way to set alarms or deadlines would make users more productive. As both are included in your analysis, I would say that the analysis fully describes the problems that I have brought up and would like to solve. The reward system is also a very interesting concept and I think that would work well on a platform like Teams or Discord where users have their own profiles.

Vicky: Both the implementation of video calling and the alarm system fulfil the function of the task board that I talked about and I like that you included the tokens as a visible way to reward and build integrity on the teams tool. This adequately describes the problem I am trying to solve.

Interface Design:

Name and Description	HTTP Method	Data Types	Exceptions
Alarm/details/v1 Given Channelid and Alarmid, returns the specified datetime	GET	**Parameters**: {Token, Channelid, Alarmmid} **ReturnType**: {dattetime}	• Channelid not valid • Token not valid
Alarm/List/v1 Given channelid, returns list of Alarmids	GET	**Parameters**: {Token, Channelid} **ReturnType**: {Alarms}	• Channelid not valid • Token not valid
Alarm/create/v1 Makes new Alarm id	POST	**Parameters**: {Token, channelid, datetime} **ReturnType**: {Alarm Id}	• Channelid not valid • Token not valid
Alarm/remove/v1 Given Alarmid, remove	DELETE	**Parameters**: {Token, Alarmid} **ReturnType**: {}	• Alarmid not valid • TOkeken not valid
Alarm/edit/v1 Given channelid, update with new dattetime	EDIT	**Parameters**: {Token, Alarmid, datetime} **ReturnType**: {}	• Token not valid • Alarmid not valid

Concept Modelling: