Vision and Scope Document: IM Whiteboard Client

It’s Instant Messaging… with drawing!

# Version 1.0

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# Table of Contents

# Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Date | Reason for Changes | Version |
| Felix Yuan | 9/10/09 | Initial Draft | 1.0 Draft |

# 1. Business Requirements

## 1.1 Background

Instant messaging (IM) is one of the mainstays of a digital world; it is a service that allows users to hold a conversation in real time over the internet through written text with members of their own personal list of contacts. Often a user of instant messaging services finds themselves connected to the service as soon as their computer is turned on. Communication also leaves a paper trail, an invaluable service for any enterprise to leverage. Most services that provide these clients also allow users to create chat rooms where multiple users can talk to each other at once. However this service becomes less useful when the user is not online, since there is no way for the message to be delivered (though this is still analogous to a conversation). This leaves friends of those users who aren’t always on their clients infuriatingly difficult to reach. Instant messaging is also difficult for productivity uses; there are generally no specific tools to help describe a process other than conversation. This is especially infuriating for writing down a plan that requires more than a single line.

On the opposite end of the spectrum lies the whiteboard. A whiteboard is one of the most useful items for a student. There are two uses in particular a whiteboard is useful for. First the whiteboard serves as a medium for leaving a message on a person’s door or nearby wall (where these smaller whiteboards are usually hung). Second, whiteboards act as a gathering point for students finishing their homework. The whiteboards act as an effective teaching tool and as a place where critiquing solutions can take place. However whiteboards tend to be difficult to move around and rooms with whiteboards generally tend to be the first rooms co-opted by students.

It is no surprise then that one of the most common types of projects in the Software Engineering class at Case is whiteboard software. An electronic whiteboard would be solve one of the largest problems for students, namely that whiteboards are a scarce and precious resource. However the whiteboard software generally only fulfills the latter need and this software also requires the download of yet another application that would generally see little use outside of group homework time. If the whiteboard and instant messaging client could be combined, it would provide the best of both worlds: the ability to have real time conversations with a person when he is online, leave messages on his whiteboard when he is offline, and create chat rooms with whiteboard collaboration functionality.

## 1.2 Business Objectives and Success Criteria

BO-1: Create an IM client that can interface with the most popular IM services: AOL, MSN, YIM, Google Talk, ICQ using a multi-IM protocol

BO-2: Create a chat service that makes various services capable of communicating with one another

BO-3: Add whiteboard functionality for leaving messages to offline contacts

BO-4: Add collaborative whiteboard functionality to the chat functionality

SC-1: A stable IM client with whiteboard functionality that can compete with popular solutions emerges

## 1.3 Business Risks

RI-1: Overextending the scope beyond what is possible to do within the semester

# 2. Vision of the Solution

## 2.1 Vision Statement

For general users, the client will act no different than their current client for their service. However it will support multiple services making multiple clients unnecessary. Users will also find that they are able to leave messages (in the form of whiteboard drawings) for their offline contacts to discover. More sophisticated users will also be able to create chat rooms between users of completely different services and be able to draw on the whiteboard such that all users are able to see.

## 2.2 Major Features

FE-1: Contact List capable of holding contacts from MSN, YIM, AIM, ICQ, GChat

FE-2: Seamless communication between any of these services

FE-3: Add, remove, and block contacts from list

FE-4: Register a user account with this service so it can keep track of the accounts

FE-5: White board functionality for each individual contact that can be saved

FE-6: Seamless chatting between all services

FE-7: Whiteboard functionality for chatting

## 2.3 Assumptions and Dependencies

AS-1: All contacts can be imported from services the user has signed up for

DE-1: A protocol for communication between services exists