

Project Requirements for Club O'Clock

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User Story 1: After user downloads Club O'Clock, user will be prompted to select interests or enter a code provided by whoever created their Club. User enters the join code and is shown the Club interface. Chat rooms on different subjects and user interacts with one. If user chats in a chatroom, user will then receive notifications from that room as well as announcements and calendar events.- GP

User Story 2: User downloads Club O'Clock to create a schedule for their team. User opens the app and opens their organization's club. User then opens the calendar for their club. User selects a day or multiple days from a digital calendar and enters their event/schedule for their club. After the User enters the new event/schedule, a notification is sent to all members of the team for the new event/schedule. - LH

User Story 3: User opens the Club O'Clock app to view their work schedule. User opens their organization's club by selecting the club from their "joined Clubs" list. User opens the calendar for the club by selecting the calendar icon. The app displays the days of all events/shifts needed to be worked by the user on a digital calendar. User can tap on any event/day to view further details(such as time and place). - LH

User Story 4: User opens the Club O'Clock app to clear an issue with their manager. User selects the profile of the Club leader. If the user selects the profile, an option to directly message their manager. User directly messages them as they were embarrassed to ask in the main chatrooms and a private chatroom is opened up. If the Club Leader responds, then notifications will be enabled for this chat. - GP

User Story 5: User opens the Club O'clock app to remove a member from their organization. User will click settings on the organization's group. User will click remove member. User will see list of members and click or input user code. User will be prompted to confirm choice. Member is removed or not. The removed user will no longer receive messages or interaction with group events. -JCH

User Story 6: User opens the Club O'Clock app to add a user to their team. The user can either send a link to join their organization, or add them by their unique user code attached to their profile. The user being added to the organization will then be sent a notification asking them to accept an invitation to the club. The added user can then accept, and become a member of the team. The team leader can then assign membership roles to the added user. -NT