

Django Video Conferencing Web App

Wireframe Documentation

Login Page

On opening the portal user will be encountered with a login page.

- a. If a user already has an account he can login directly using his username and password which is represented in fig.i.
- b. Whereas if a user doesn't have an active account, user can click on No Account ? SignUp here... option which is positioned at bottom right in login screen, then the user will be redirected to the SignUp page where the user can register himself.



The image shows a login page for the 'Django Video Conferencing Web App'. The page has a light gray background. At the top, the title 'Django Video Conferencing Web App' is displayed. Below the title, there is a white rectangular box containing the login form. Inside this box, at the top, is a button labeled 'Login'. Below this button are two input fields: 'User name' and 'Password', each followed by a horizontal line for text entry. At the bottom left of the box is a button labeled 'Log in'. At the bottom right of the box is the text 'No Account? SignUp here...'. The entire login form is centered within the page.

Fig. i

Sign Up Page

- c. If a user clicks on No Account? SignUp here... the user will be redirected to the SignUp page which is represented in Fig.ii. There the user can register himself.

Sign Up

Username

First Name

Last Name

Email Address

Password

Confirm Password

SignUp

Already have an account?
SignIn here...

Fig.ii

While registering the details user's must be aware that the username must and should be a Alpha Numeric value (combination of both alphabets and number) shouldn't include any special symbols otherwise an error message will be shown.

Once a user enters the data successfully and clicks on the SignUp button, two emails will be sent to that user, one is Welcome email and other is Email Verification, in email verification email there will be a confirmation link, user has to click on that link inorder to activate his account.

On successful email verification user will be redirected to login page, here in login page user have to enter username not email in first field and password in second field then click on login.

Lobby Page

Once user logged in successfully, user will be redirected to lobby which is represented as Fig.iii with success message, here if user is a host then he can enter the room name and has to click on join stream inorder to start the session, if user wants to logout from the site then user has to click on sign out option in top right corner.

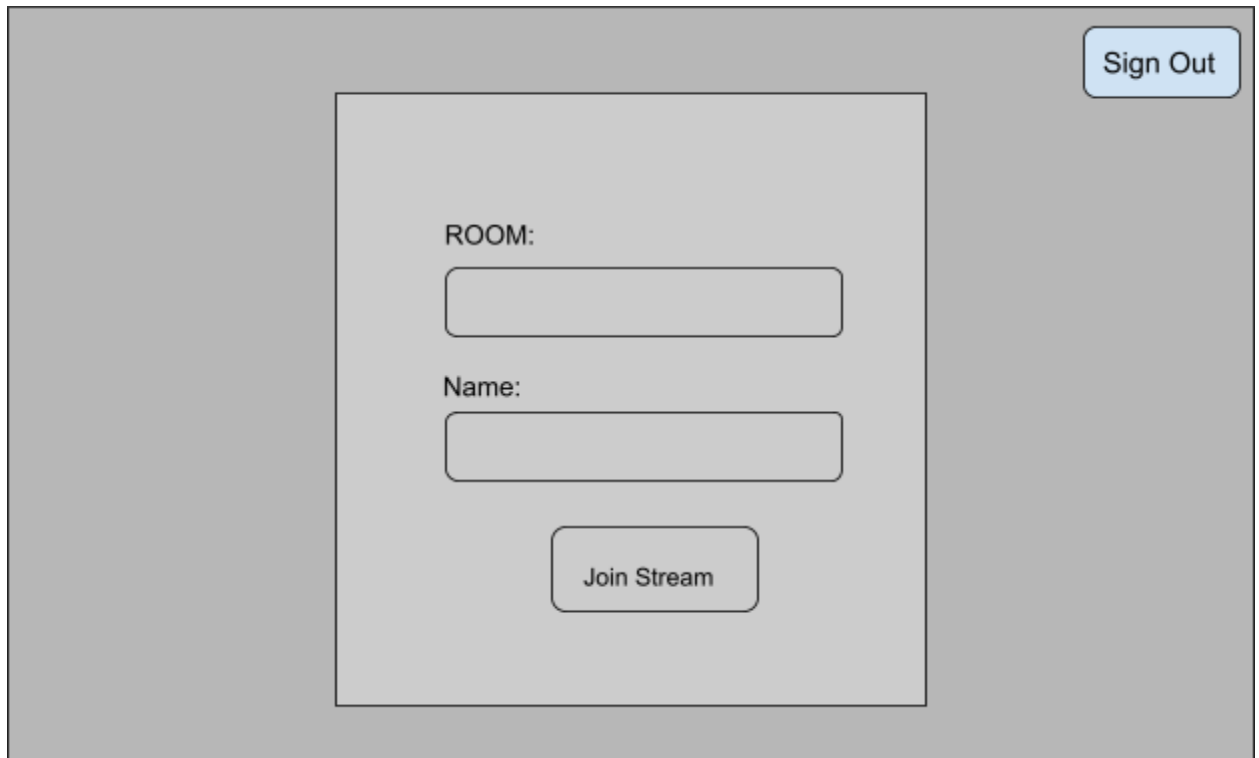
The image shows a UI mockup for a 'Lobby Page'. It features a light gray background. In the top right corner, there is a light blue button with the text 'Sign Out'. In the center, there is a white rectangular box containing two input fields. The first input field is preceded by the label 'ROOM:' and the second by 'Name:'. Below these input fields is a rounded rectangular button with the text 'Join Stream'.

Fig.iii

The host is responsible to share his room name to the viewers / students / other users in order to let them join in the same room to communicate.

Here name will be automatically taken based on the user registration details, if user wants to change his name he can edit it there itself easily.

Room Page

The final page is Room page, here the video, audio will be streamed user has all the controls on streaming, use can Start/Stop the camera, audio, screen share. Other users entering the same room name can join the stream easily.

Here if user clicks victory hand emoji option then the user will get out from the room and redirected to lobby here he can join another room easily and sign out as well.

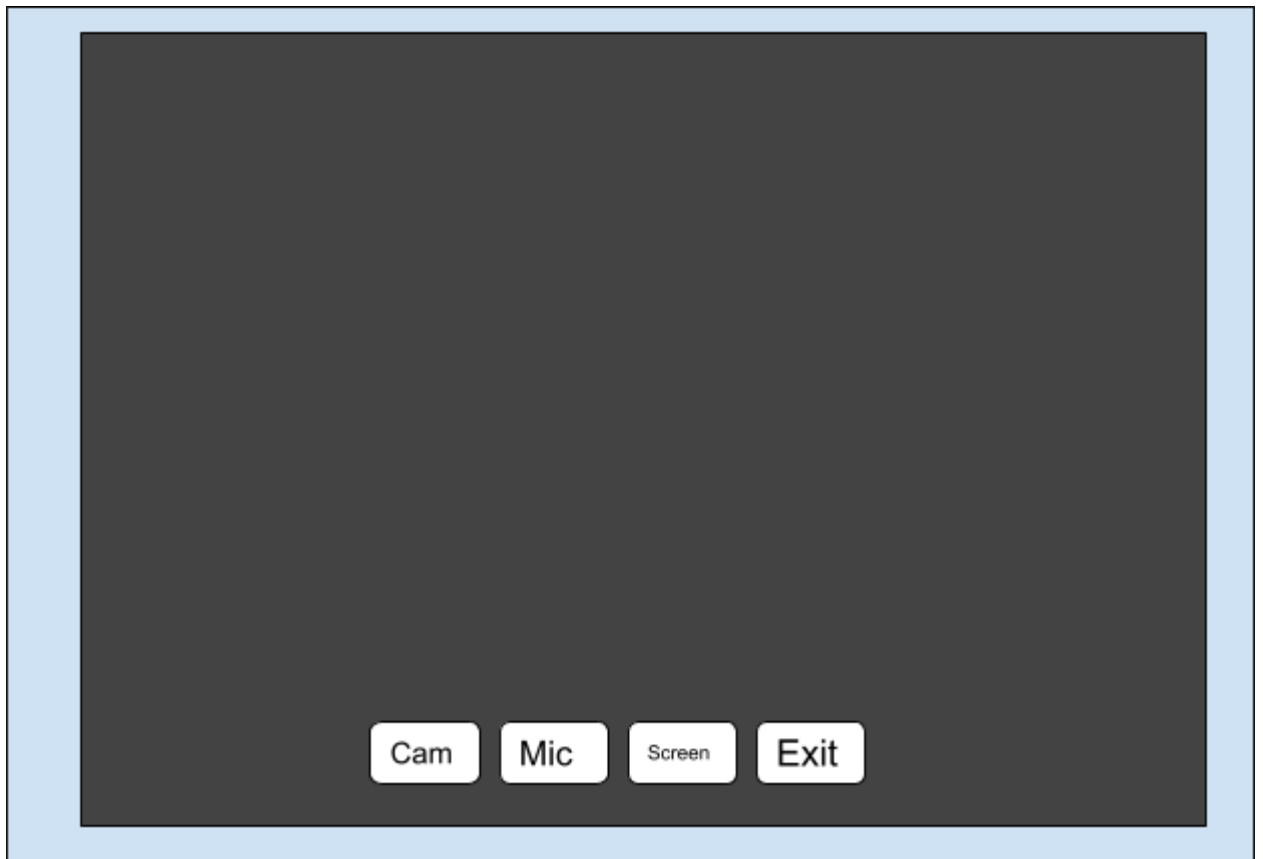


Fig.iv

While sharing screen user can observe the change in shape of screen share button to close, if user clicks close button screen share will be stopped.