

Grape Glossary Version 1.0

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Group Undefined

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1. Project Description

1.1. Group Undefined

We call ourselves “Undefined” Group. The name originates from our inability to select a name from a set of candidates. What’s more, our original intension to develop this system is to solve the problem of voting in class. Seems that we as well need this system’s help Aha?

1.2. Grape

The name “Grape” is our project name. The reason we call our project “Grape” is just a flask in our sharp mind, which is not an easy task to explain the word in plain English. We’ll try to give a main idea though.

Grape, in nature, is a category of fruit. We can easily imagine its shape, smell, taste. The grapes are in shape of a ball, usually in a bunch attaching upon thin vines around them. In our project, we are trying to convey the idea that, our targeted users are a group of people, which can be described in a bunch. And its sweetness indicates the pleasant experience when we are as a group sharing resources and ideas.

2. Actors

2.1. User

The general terminology for describing any person who uses our application. The user can be a teacher, a student, a meeting leader, or a meeting participant... The detailed category of users is depicted as below.

2.2. Admin

The one who has the authority to administrate the activity of all users in the system. They can watch the history stored in the database. They have duty and right to ban these bad group or users who has broken the rules or the law. Also, they should receive the feedback from the users in order to improve the quality of the system

2.3. Group

A group is a platform with a certain number of people aggregated in, with a certain

common purpose, and may exist only for a certain tenure.

Let us examine the character of group one by one in detail.

“A certain number of people”: The group must contain a number of people, for example, a class may contain 70 people, thus can be defined as a group. In contrast, 2-4 people may not be assigned as a group.

“A certain common purpose”: People who aggregate in a group may hold a same belief or a same purpose. For example, Runners who want to communicate, Students who want to discuss problems.

“For a certain time”: a group cannot exist forever, and usually, may exist in a average of 1-3 months.

2.4. Leader

A leader is the one who control or lead the group. Leaders may take the lead for where the discussion is heading for. Certain example of leaders may include: Teachers who teach lessons in university, Meeting presenter, who is to present his idea in front of a number of people.

Leader may have much more authority compared to a member. For example, the leader can share files directly, while files shared by a member shall be inspected by leader before successfully uploaded.

2.5. Member

A member, relatively, is the participant in a group. A member may be a listener with the aim of getting more knowledge or more information. Certain example of members may include: Students taught by teachers, Meeting participant...

Although armed with less authority compared to group leader, member is the main and vital part of a group. What's more, members may have excellent ideas in compliment to the leader's. And that's why we create this application --- to bridge the gap between leaders and members, to facilitate the interaction between them, thus inspire more excellent ideas during the interaction.

3. Functions

3.1. Vote

Vote, as the word manifests itself, is an activity to make a decision between a series of choices. Voting is a vital process in a election, while in our system, we hope to make voting as an intermediate tool to help members to tell them their thoughts.

During voting process, the leader may know more about what members are thinking, in what extent, do the members grasp the ideas he is trying to convey.

We divide it into two category: instant vote and long-lasting vote, which we'll discuss as below.

3.1.1. Instant vote

An instant vote is a kind of vote which it's not intended to be kept in the near future. When a member or leader thinks a vote useless in the near future, he may tag this vote as instant. Instant vote will be deleted after the set time automatically.

3.1.2. Long-lasting vote

In contrast to instant vote, a long-lasting vote is a kind of vote which is kept even after the vote is over. This kind of vote may contain some useful information to the user. For example, the result of a election voting is of great use to some statistical analyst, because this vote result contains the valuable information of how people react to the candidate in a certain area.

3.2. Bulletin

Bulletin is the information highlighted by the leader, which every member may see in the first sight. For example, the meeting time and place may be a vital information for member, which needs to be highlighted. So a leader may place it in the bulletin area so that everyone can see.

3.3. Share

Share is a function provided in our system and in the group operation especially. This function is for group users who want to share files related to their topic with other users. All users in the group can use such a function. A leader can share a file as his wish; however, a member must be authorized by the leader if he wants to share a file. Such function works by uploading a file to the server and let it visible to all members in the group. With this function, members can get more up-to-date information via the group system.

3.4. Discuss

Discuss is an action that people communicate their thoughts with others. The process of discuss can be transparent and visible to others. The information flux in a discuss action contains the topic, the participants in the discuss process and the thoughts that every participant expresses. When a discuss action is finished, generally there should be some results or conclusions generated by it.

3.5. Message

The message in our system includes the notification to all the members of a group when a new vote is available, the invitation of a group to a user, the information of newly shared files, the result of a vote and so on

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