

Lecturely README

Operating Instructions

Our [high fidelity prototype](#) was designed on Figma and it simulates the user's experience on our web application. Figma highlights clickable areas with blue rectangles; the user can click on these to navigate between pages, open additional information, expand information sections, etc.

To get started:

1. Navigate to our [prototype](#)
2. Sign Up or Log In to Lecturely
 - a. To Sign Up:
 - i. Click on "Sign Up Now" and follow the pre-filled user information
 - b. To Log In:
 - i. Click on username and password to enter the profile of an existing user
3. Users access the dashboard as their main view immediately after logging in or signing up. Users have a couple of options:
 - a. Create a new watch party
 - i. Users can create a new watch party by clicking on the "New watch party" button on the top right corner
 1. When creating a new invite, they can select a specific class/lecture #, find their friends and check their calendar availability
 - b. Navigate to their inbox
 - i. Users can accept or decline pending watch party invitations
 - ii. Users can view invitations they have sent to their peers and get information about who has confirmed their invitation and who is still pending
 - iii. Users can also create a new watch party invite directly from their inbox
 - c. Navigate to their bookmarks
 - i. Users can reference any saved moments from previously watched lecture parties for each of their classes
 - d. Join a watch party

- i. From the dashboard, users can join a watch party that is happening in the present moment. Once in the watch room, users have a couple of options:
 1. Use the chat feature
 - a. Users can chat to anyone in the watch room or send a direct message privately
 2. Use the class discussion feature
 - a. Users can ask questions related to the lecture currently being watched to anyone in the class, including the professor, other peers not in the room, and TA's
 - b. Users can "react" to any questions posted on the class discussion by giving them a like by clicking on the heart underneath the question
 - c. Users can reply to the question in a thread-like manner
 3. Get more information about the watch party
 - a. When hovering over the "i" button under the chat / class discussion, users can get more information about the watch party, such as who is in the watch room and the duration of the party
 4. Expand/Collapse the chat
 - a. Users may choose to expand/collapse their chat/discussion thread as needed, for better accessibility
 5. Add bookmarks
 - a. Users can save any moments from a lecture by clicking on the bookmark icon in the video controls (bottom right)

Limitations

We have pre-filled the text input boxes with a sample username and descriptions that the user will not be able to edit in this version of the prototype. Furthermore, our user interaction on Figma is limited to clicks, so the transitions between views and interactions with some components might feel unrealistic. Lastly, the outcome of navigating through our prototype is deterministic due to the limitations on Figma --every time a user interacts with our prototype, they should expect the same behavior.