



UX Design Specification

Lock / Unlock

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CMM Version: 2.8

Document: v1.1

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Project home

https://cw9pmu.axshare.com/#g=1&p=project_home

Lock/Unlock feature has two parts:

- 1) Lock/unlock button
- 2) Lobby

Meetings – landing screen

1. Showing an indicator on meetings list can be beneficial when the meeting has not started yet. Current implementation does not allow the operator to do much if people are stuck in the lobby and waiting for activation. It allows him to keep an eye on this developing event though.

In future if operator can bring them in then yes it would be more helpful to show pre-meeting lobby indicator.

2. Currently, the operator can only admit lobby if the meeting is locked and when this happens then operator is already within the meeting so meeting list indicator is of not much use in this scenario. Hence this lobby indicator on meetings is additional value that would be more helpful for scheduled meetings or meetings waiting for an activator

Showing 2 of 2 meetings [Sync scheduled meetings](#)

Meeting title	Owner	Lobby: 2 waiting to join	Activity
  TCUK update		4 	
  ISTC mentors weekly meeting		3	

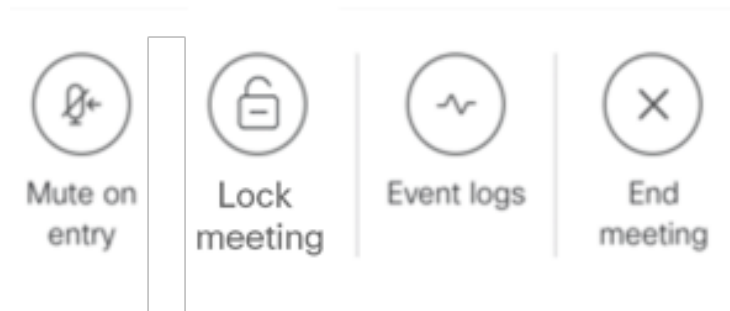
Sorting:

Sorting will still be based number and will be independent of lobby and its count

Lock /Unlock – button placement

The lock/unlock button is yet another main navigation menu button sitting on the top.

The position of this button could be between mute on entry and events log.



Lock /Unlock button

States

https://cw9pmu.axshare.com/#g=1&p=lock_unlock_prototype_1_hover_menu

Lock/Unlock button has two states

1) Unlocked state:

Default



Lock

Hover



Lock

2) Locked state:

Default



Lock

Hover



Lock

Behaviour

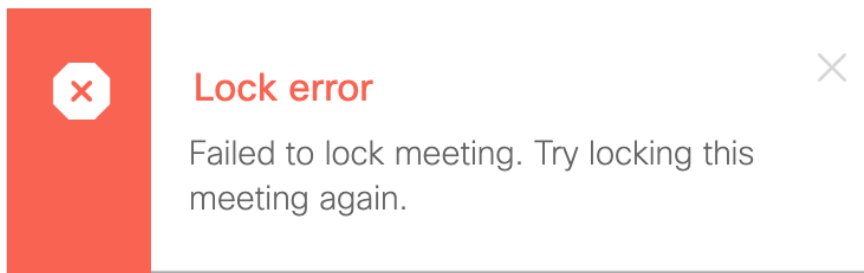
1) Unlocked state:

- a. Button state is unlocked. The icon and label depicts this state.
- b. Mouse over will produce the hover state as shown above
- c. User can click on the unlocked button to lock this meeting.
- d. As soon as the meeting locks the icon and label changes to locked state
- e. There is no conformational alert as CMM normally triggers alerts when there is an issue.

Redpath

When lock fails CMM generates a red alert

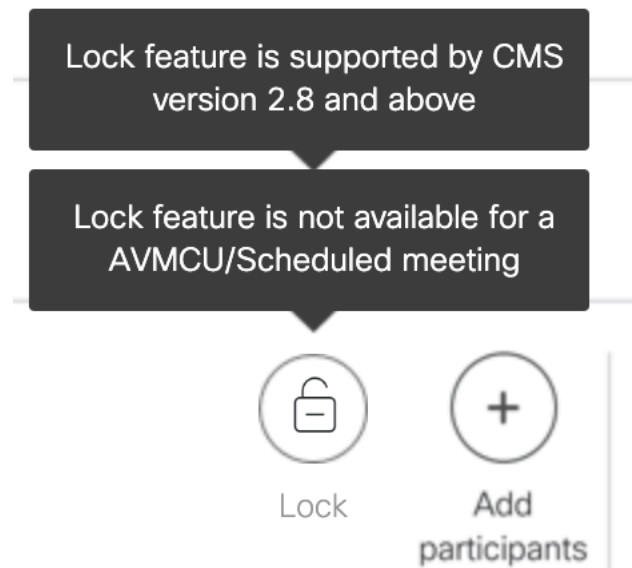
https://cw9pmu.axshare.com/#g=1&p=lock__unlock_prototype_-_lock_fails



TMS and AVMCU meetings

At the moment lock feature is not available for both such meetings hence it will follow the same rules as applicable to other CMM features.

Lock button will be greyed out but will provide contextual tooltips

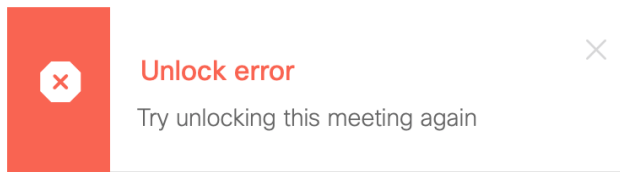


2) Locked state:

- a. Button state is locked. The icon and label depicts this state.
- b. User can click on the locked button to unlock this meeting.
- c. As soon as the meeting unlocks the icon and label changes to unlocked state
- d. There is no conformational alert as CMM normally triggers alerts when there is an issue.

Redpath

When unlock fails CMM generates a red alert



In this release the lock feature is not locking out all participants. Only those who need activation will be locked out in phase 1 and will change to all in phase 2.

Lobby

Lobby indicator (component)

Lobby component is placed as part of the meeting information block (location is subject to change when CMM is redesigned)

Since lobby is currently not available for scheduled meetings hence it will be shown in place of “Scheduled participant list” and when it becomes available for Scheduled participants then it will be placed below the Scheduled participant list.

A lobby is a standalone component with two states:

- 1) No one in the lobby
- 2) Someone in the lobby


1) No one in the lobby

- This is the default lobby state.
- Label: **Empty**

Owner
Start time 21/08/2018 11:31
End time
Duration 05:13:14
Lobby Empty

2) Someone in the lobby

- a) A participant can be in the lobby for a number of reasons like;
- i. Participant needs activation
 - ii. Participant has joined after lock is in place
- b) As soon as a participant is in the lobby the lobby state updates to reflect this change of state
- Icon depicting a person being locked out
 - Number of people in the lobby (counter that gets updated automatically)
 - Label appended: waiting to join
 - Link: Counter + waiting to join will be a link opening a modal showing participants in the lobby and available actions

Owner
Start time 21/08/2018 11:31
End time
Duration 05:13:14
Lobby  7 participants waiting

In future this modal can be replaced by smart popovers that can open up quickly and have flexible sizes.

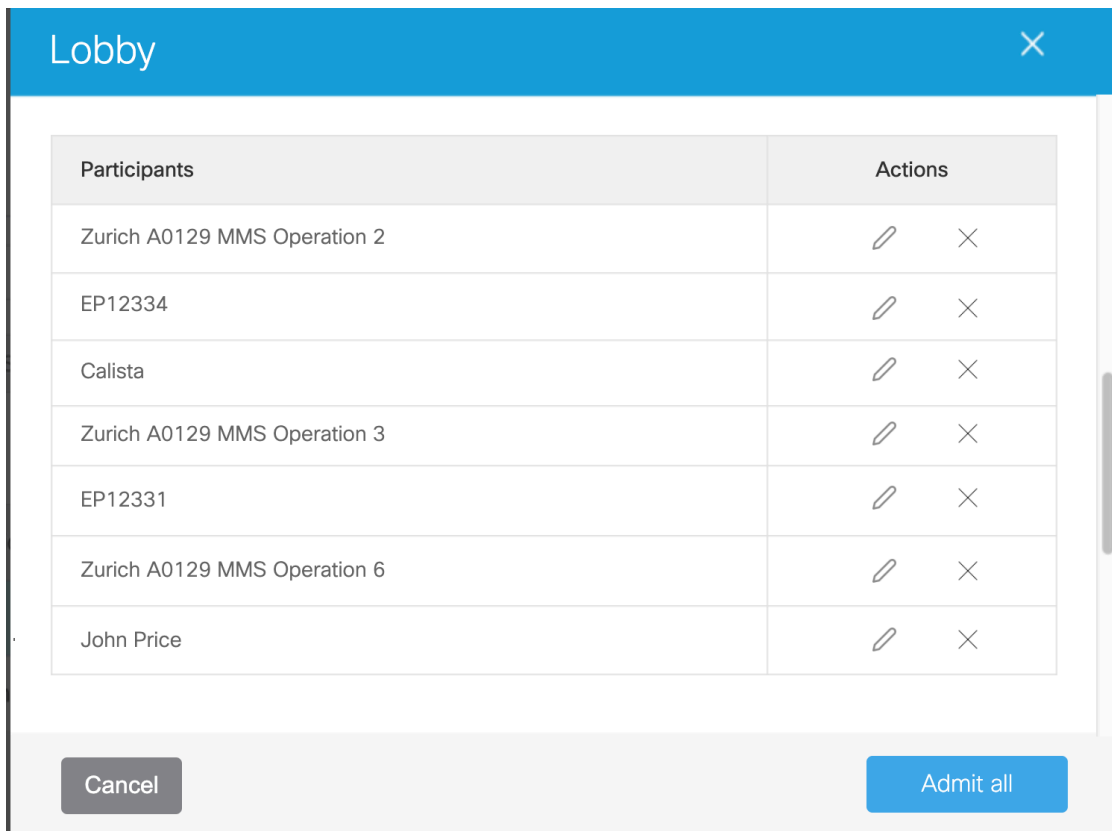
- c) An animation showing the increase in lobby count would be quite beneficial to grab attention.

https://cw9pmu.axshare.com/#g=1&p=lock_unlock_prototype_animation_4















- d) As soon as activator joins, or operator admits all stuck in the lobby because of the lock this lobby state changes back to “No one in the lobby”

Lobby Modal

https://cw9pmu.axshare.com/#g=1&p=lock_unlock_prototype_1_modal



The screenshot shows a modal window titled "Lobby" with a close button (X) in the top right corner. The modal contains a table with two columns: "Participants" and "Actions". The table lists seven participants, each with an edit icon (pencil) and a delete icon (X) in the "Actions" column. At the bottom of the modal, there are two buttons: "Cancel" and "Admit all".

Participants	Actions
Zurich A0129 MMS Operation 2	 
EP12334	 
Calista	 
Zurich A0129 MMS Operation 3	 
EP12331	 
Zurich A0129 MMS Operation 6	 
John Price	 



The lobby modal will have the following features:

- 1) Shows participants waiting in lobby
- 2) Allows the operator to perform the following actions on lobby participants:
 - a. Edit or rename before they join
 - b. Remove an individual participant from the lobby
 - c. Admit all participants into the lobby
 - d. Mute all will be affective on lobby participants
 - e. Mute on entry will be applicable as meeting rule

Some futuristic goals for these participants:

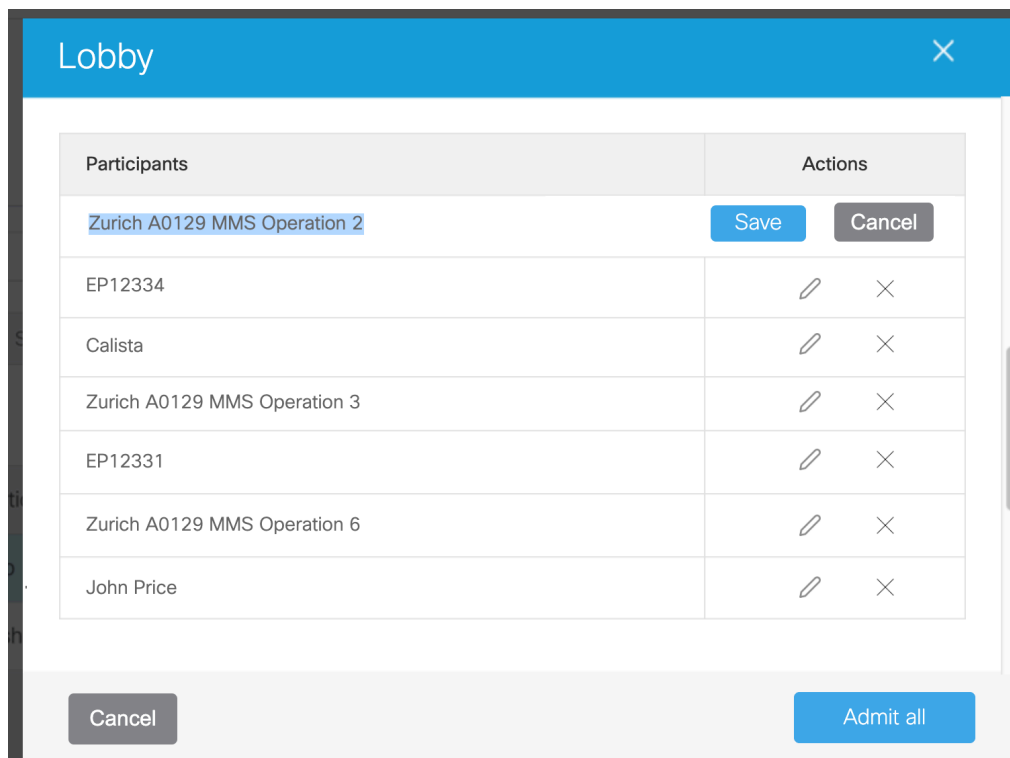
- a. Mute all in the lobby
 - b. Admit individually
 - c. Show them in move participant list with filter to include or exclude lobby participants
- 3) Call to Actions: Cancel and Admit all button.
- 4) Scrollbar will scroll all content within the modal rather than individual table

Editing a participant /EP name

This allows to edit individual participant names within the table.

As soon as user clicks on pencil icon the new layer will open on top of the existing position with two actions save and cancel.

The editable field will gain focus as shown in the attached image. Upon clicking on save or cancel it will go back to the original state showing pencil and remove buttons

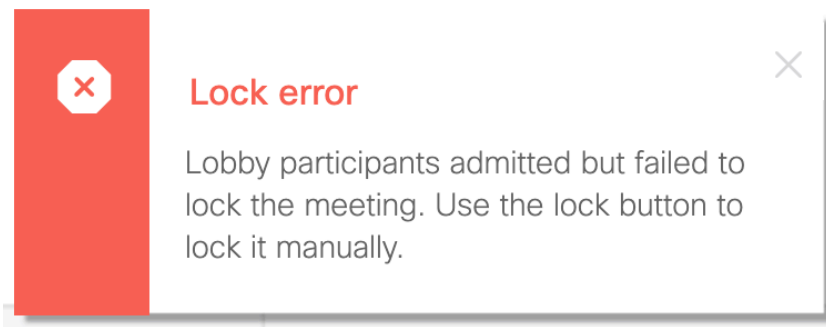


Link: https://cw9pmu.axshare.com/#g=1&p=lock__unlock_prototype_1_-_modal

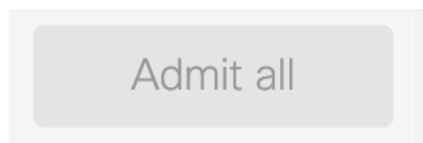
(Try editing the first lobby participant)

Admit all button

- 1) Admit all button will unlock and lock the meeting back when lobby count is zero.
- 2) If the admit all button fails to lock the meeting then the user will be alerted providing next action instruction



- 3) Admit all will remain deactivated in cases where lobby cannot be admitted for example if waiting for an activator



Lobby participants need Activation

When participants are in the lobby because they need activation then the operator will get the following message from the modal

Lobby
✕

Participants	Actions
Zurich A0129 MMS Operation 2	✎ ✕
EP12334	✎ ✕
Calista	✎ ✕
Zurich A0129 MMS Operation 3	✎ ✕
EP12331	✎ ✕
Zurich A0129 MMS Operation 6	✎ ✕

👤
Participants will automatically be admitted when activator joins the meeting

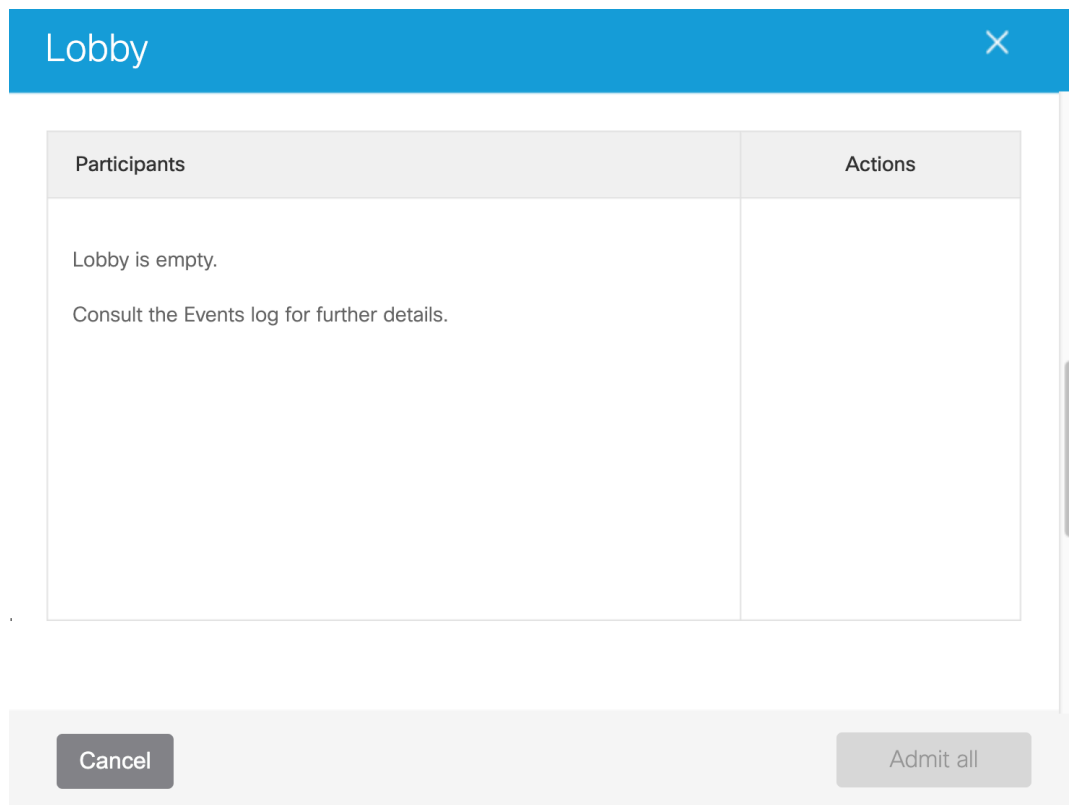
Cancel

Admit all

The lobby participants cannot be admitted in this instance hence the admit all button will be disabled.

Lobby drops off

If for some reason the participant(s) drops off the lobby while waiting and while the operator is opening the lobby modal then this modal will show a message that the lobby is empty



Participant count

Showing 2 of 2 participants

Since we are creating a logical and visual separation of lobby we don't need to add lobby to active participants cause then we will have to provide breakdowns as well and that is extra computational information we dont need to burden our users with.

