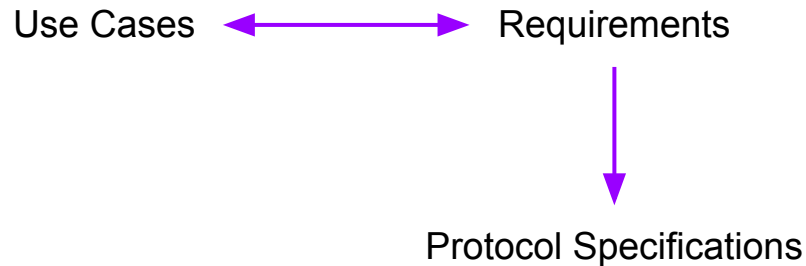


MOQ Use Cases and Requirements

(Individual Draft → Working Group Draft?)



Brought to you by
James Guessing and
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Where We Are Now

- MOQ is chartered to adopt “Use Cases and Requirements document”
 - [Draft-guessing-moq-requirements-02](#) is a potential candidate
 - Authors believe this draft would be a useful starting place for MOQ
 - BUT this draft reflects authors’ pre-BOF opinions, not approved charter
- Authors propose that we revise this draft to reflect the actual charter
 - So, not asking WG to consider adoption now
 - WG should see the revised draft before anyone asks that question

High-level discussion for this meeting

- Focus for “Use Cases and Requirements” draft has been on use cases
 - Authors’ assumption: use cases → requirements → protocol(s)
- MOQ charter **includes, but is not limited to**, these use cases:
 - “Live streaming, gaming, and media conferencing”
 - [Section 4](#) of the the individual draft describes these three use cases
- Questions:
 - Are there other use cases **in scope for MOQ** with **unique** requirements?
 - Does [Section 4.2 “Hybrid” use case](#) matter for requirements?
 - How do we describe use cases sufficiently to drive requirements work?

*(Let's discuss,
but there **is** one more slide)*

Proposed Work Plan (if we make it this far)

- Update [Abstract](#) and [Introduction](#) to reflect [approved charter](#)
- Remove history, observations, and opinions throughout the draft
- Update [Use Cases](#) to reflect WG [discussion on slide 3 questions](#)

^^^^ Request adoption of a revision that reflects this work plan ^^^^^

- Propose initial structure of [Requirements](#) section
 - Based on implicit requirements in the approved charter
 - Working group would control both Use Cases and Requirements