IN THE UNITED STATES DISTRICT COURT
FOR THE DISTRICT OF DELAWARE

WRINKL, INC., Plaintiff, v. SLACK TECHNOLOGIES, LLC. and SALESFORCE, INC., Defendants.	C.A. No. _____ **JURY TRIAL REQUESTED**

COMPLAINT FOR PATENT INFRINGEMENT

Plaintiff Wrinkl, Inc. ("Wrinkl") files this Complaint for Patent Infringement against Slack Technologies, LLC and Salesforce, Inc. (collectively, "Defendants") and alleges as follows:

THE PARTIES

1. Plaintiff Wrinkl, Inc. is a Delaware Corporation with its principal place of business in Blue Bell, Pennsylvania.

2. Upon information and belief, Defendant Slack Technologies, LLC (f/k/a Slack Technologies, Inc.) ("Slack") is a Delaware corporation with its principal place of business at 500 Howard Street, San Francisco, California, 94105.

3. Upon information and belief, Salesforce, Inc. ("Salesforce") is a corporation organized and existing under the laws of the State of Delaware, with a place of business at Salesforce Tower 415 Mission Street, 3rd Floor San Francisco, California 94105.

JURISDICTION AND VENUE

4. This action arises under the Patent Act, 35 U.S.C. § 101 *et seq*. This Court has original jurisdiction over this controversy under 28 U.S.C. §§ 1331 and 1338.

5. This Court has personal jurisdiction over Slack because Slack is a Delaware corporation and because, on information and belief, Slack has regularly and systematically transacted business in this judicial district, directly or through intermediaries, and/or committed acts of infringement in this judicial district.

6. This Court has personal jurisdiction over Salesforce because Salesforce is a Delaware corporation and because, on information and belief, Salesforce has regularly and systematically transacted business in this judicial district, directly or through intermediaries, and/or committed acts of infringement in this judicial district.

7. Salesforce's Registered Agent in the State of Delaware is Corporation Service Company, 1209 Orange Street, Wilmington, County of New Castle, 19801.

8. Slack's Registered Agent in the State of Delaware is Corporation Service Company, 1209 Orange Street, Wilmington, County of New Castle, 19801.

9. Venue is proper in this Court pursuant to 28 U.S.C. § 1400(b) at least because Defendants are both Delaware corporations and therefore reside in Delaware.

10. Upon information and belief and as further explained below, Defendants have been and are acting in concert, and are otherwise liable jointly, severally, or otherwise for a right to relief related to or arising out of the same transaction, occurrence, or series of transactions or occurrences related to the making, using, selling, offering for sale or otherwise distributing Slack, a cloud-based team communication platform, in this District and elsewhere in the United States. In addition, this action involves questions of law and fact that are common to both Defendants.

11. Salesforce acquired Slack in July 2021.[1]

[1] https://www.sec.gov/Archives/edgar/data/1108524/000110852423000048/crm-20231031.htm at 55 (accessed April 19, 2024).

12. Salesforce's Form 10-Q filing to the Securities Exchange Commission for the period ending on October 31, 2023, notes that:

> Cost of subscription and support revenues primarily consists of expenses related to delivering our service and providing support, including the costs of data center capacity, certain fees paid to various third parties for the use of their technology, services and data, employee-related costs such as salaries and benefits, and allocated overhead. Our cost of subscription and support revenues also includes amortization of acquisition-related intangible assets, such as the amortization of the cost associated with an acquired company's research and development efforts. Also included in the cost of subscription and support revenues are expenses incurred supporting the free user base of Slack, including third-party hosting costs and employee-related costs, including stock-based compensation expense, specific to customer experience and technical operations.[2]

Upon information and belief, Salesforce does not separately report revenue from the Accused Product (defined below) in its filings to the Securities Exchange Commission, but rather reports combined revenue.[3]

13. Salesforce advertises, sells, and distributes Slack products and services through its webpage.[4]

14. Upon information and belief, Salesforce's acquisition of Slack resulted in Salesforce's profiting on Slack's Accused Product.[5] Salesforce also has a vested interest in the success and growth of Slack and the Accused Product.[6]

15. Accordingly, Defendants may be joined in a single action for patent infringement, pursuant to 35 U.S.C. § 299(a).

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[2] *Id.*

[3] *Id.* (Under "Cost of Revenues," Salesforce notes that "included in the cost of subscription and support revenues are expenses incurred supporting the free user base of Slack, including third-party hosting costs and employee-related costs, including stock-based compensation expense, specific to customer experience and technical operations.").

[4] https://www.salesforce.com/products/slack/ (accessed April 20, 2024). *See also* https://slack.com/downloads/windows (accessed May 22, 2024).

[5] *Id.*

[6] https://www.sec.gov/Archives/edgar/data/1108524/000119312521018041/d13689ds4a.htm (accessed April 19, 2024).

ASSERTED PATENT

16. Wrinkl is the owner of all right, title, and interest in U.S. Patent No. 11,973,731 ("the '731 Patent"), titled "System and Methods for Subsidiary Channel-Based Thread Communications." On April 30, 2024, the '731 Patent was duly and legally issued by the United States Patent and Trademark Office ("USPTO"). The '731 Patent issued from Application No. 18/535,572 filed on December 11, 2023, and claims priority to Provisional Application No. 62/253,229, filed on November 10, 2015. A true and correct copy of the '731 Patent is attached as **Exhibit A** to this Complaint.

17. The '731 Patent is herein referred to as the "Asserted Patent."

18. Wrinkl possesses the exclusive right of recovery for past, present, and future infringement of the Asserted Patent. Wrinkl has not licensed the Asserted Patent to Defendants or any other entities, or otherwise authorized Defendants to practice any of the claims of the Asserted Patent.

FACTUAL BACKGROUND

19. Founded in 2015 by a small group of entrepreneurs, Wrinkl sought to fix "group messaging from the inside out to make it suitable for business use" and "developed a group messaging platform that brought clarity and productivity back to collaboration."[7] Since its inception, Wrinkl has invested substantial time, effort, and money in its group messaging platform "Wrinkl" that was initially released around January 2018.[8]

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[7] https://www.globenewswire.com/news-release/2018/02/05/1332958/0/en/Wrinkl-Granted-Three-Patents-for-its-Group-Messaging-Platform.html (accessed April 19, 2024).

[8] https://www.globenewswire.com/news-release/2018/01/17/1295806/0/en/Wrinkl-Launches-Group- Messaging-Platform-to-Bring-Productivity-Back-to-Business-Communication.html (accessed April 19, 2024).

20. Wrinkl's award winning messaging application[9,10] has been lauded for its innovation.[11] Among other innovations, Wrinkl's messaging applications include a "Sidebars" feature that enables users to specify a message in a message stream from which to spawn a sidebar conversation. According to Android Headlines, "[t]o that end, the app has several key features that really set it apart. Not least of all, an entire workgroup can communicate both as a whole and via private messages without the need [for] multiple chats to be open. Separate parts of the larger group are accessed via a sidebar on the main group board, keeping everything in one place."[12] Despite substantial investment in its platform and related intellectual property, Wrinkl was ultimately forced to cease provision of its messaging services after larger competitors in this space, such as Defendants, adopted Wrinkl's innovative concepts into their own platforms without authorization from Wrinkl.

Wrinkl's Novel and Innovative Technical Inventions Claimed by the Asserted Patent

21. The Asserted Patent is generally directed to "real-time electronic communications, and more specifically, to creating and displaying subsidiary channel-based thread communications in a group-based messaging system." '731 Patent at 2:40-43.

22. In recent years, electronic chat communications have become "an increasingly popular way for two or more people to communicate on-line in virtual real time." *Id.*at 2:47-50. When it comes to the workplace, "an ability to quickly communicate with more than one person

[9] https://www.globenewswire.com/en/news-release/2018/05/16/1507676/0/en/Wrinkl-Wins-MediaPost-s-2018-Appy-Award.html (Accessed May 22, 2024)
[10] https://medium.com/wrinkl/wrinkl-group-messaging-built-for-business-40eb873fd138 (Accessed May 22, 2024)
[11] https://www.uctoday.com/collaboration/wrinkl-transforms-differentiation-into-innovation-with-their-messaging-app/ (Accessed May 22, 2024)
[12] https://www.androidheadlines.com/2018/04/wrinkl-smooths-out-issues-with-other-collaborative-chat-apps.html (Accessed May 22, 2024)

using chat communications often saves time and avoids costly mistakes in collaborative efforts." *Id.* at 2:50-56.

23. Before Wrinkl's inventions, when multiple people participated in a chat session for a large team project, "the [then-]current electronic chat communications [were] limited due to the sequential, read-only, chronological presentation of exchanges between individuals or groups of individuals associated with the electronic chat session." *Id.* at 2:56-62. This caused users to lose track of messages if they were lost in the onslaught of team messages to a single chat or if the messages were sent via a different medium entirely. *Id.* at 3:42-55.

24. The Asserted Patent discloses a system that "addresses the problems in chat technology of disjointed, ad hoc electronic communications." *Id.* at 3:59-61. "For example, by allowing one-to-one private messaging within a group chat channel[,] this disclosure addresses a common problem of reply-to-all clutter while retaining context and continuity (place, time, meaning), and the flow of the conversation for each unique user." *Id.* at 3:61-66. "In some implementations, the system provides asymmetrical chat through chat channels that are generally visible to all or directed participants in an intended group. An advantage of this is that users can reply 1 to 1 to someone in a group chat rather than the typical limited and distracting Reply-To-All messaging technology. For example, a user can reply directly to someone in a group chat that can be kept private from other group members without having to engage the entire group, while retaining context and relativity to the broader conversation for the participants of the 1 to 1 conversation." *Id.* at 16:60-17:3.

25. Consistent with the problems addressed being rooted in electronic messaging, the Asserted Patent's solutions are also inextricably rooted in technology and cannot be performed with pen and paper or in the human mind. Using pen and paper would ignore the stated purposes

of the Asserted Patent and the problems it was specifically designed to address, which arose in, for example, the context of needing an improved user interface for group-based messaging channels. Doing so would also run counter to the inventors' detailed description of the inventions and the language of the claims and be a practical impossibility. Thus, the '731 Patent discloses and claims a specific technological solution to a specific technological problem.

26. The '731 Patent also discloses and claims inventive concepts. For example, at the time the inventive concepts were conceived by Wrinkl, it was not common or conventional for a group chat system to allow users to create separate threads in reply to specific messages. More specifically, it was not common or conventional for a group chat system to (1) display a user-selectable control (e.g., icon) associated with a particular message in a group chat, (2) display, in response to a user selection of that control, a reply pane with a text-entry field different from the text-entry field of the group chat pane, (3) receive a reply message from the user via that text-entry field, (4) transmit the reply message to other members of the group, and (5) display both the original message and the reply message in the reply pane. Nor was it common or conventional for a group chat system to display another user-selectable control (e.g., icon) associated with the original message in the group chat pane that (1) indicates the message is the anchor message of a separate thread and (2) causes the separate thread to be displayed in the reply pane. It was further unconventional for a group chat system to (1) simultaneously display the reply message in both the pane for the group chat and the reply pane, (2) simultaneously display both the text-entry field of the group chat pane and the text-entry field of the reply pane, and (3) transmit the reply message to at least one member of the group.

Defendants' Infringement

27. As described further below, Defendants operate and sell access to a communications platform known as "Slack" (herein, "Slack Platform" or the "Accused Product")

that practices one or more claims of the Asserted Patent. The Slack Platform includes cloud-based computer servers ("Slack Servers") that interoperate with and control the behavior of end-user devices that connect to the Slack Platform ("Slack End-User Devices"). The Slack Servers each include a processor that executes instructions that control the behavior of Slack End-User Devices, including by causing them to display user-interface features to users of such end-user devices. The Slack Servers also configure Slack End-User Devices by provisioning them with executable code that executes on a processor and causes the Slack End-User Devices to operate as clients for the Slack Platform and to display user-interface features to users of the Slack End-User Devices.

28. Upon information and belief after reasonable investigation, Defendants directly infringe one or more claims of the '731 patent by making and using the apparatus claimed in at least claim 1 of the '731 patent, performing the method of at least claim 15 of the '731 patent, and by making and using the computer-readable media of at least claim 25 of the '731 patent. The following paragraphs provide an element-by-element analysis of how the Slack Platform satisfies each limitation of claim 1 of the '731 patent. A similar analysis applies to claims 15 and 25.

29. As set forth below, Defendants infringe claim 1 of the '731 patent by, at least, making and using an apparatus as claimed. The claimed apparatus may be, for example, a Slack Server that includes instructions for causing Slack End-User Devices to display a specific group-based user-interface (the "Slack User Interface") having the features described in claim 1. Defendants make and use such Slack Servers to provide the Slack Platform service, for example by loading Slack software onto a Slack Server and using the Slack Server to serve Slack End-User Devices attached to the Slack Platform.

30. The claimed apparatus may also be a Slack End-User Device that has been provisioned with software for providing the Slack User Interface having the features described in claim 1. Upon information and belief, Defendants make such apparatuses by provisioning Slack End-User Devices with executable code that provides the Slack User Interface having the features described in claim 1. Defendants also use such Slack End-User Devices to provide communication services to end-users of the Slack Platform.

31. As used in the following analysis, references to the Slack Platform should be understood to include reference to Slack Servers and/or Slack End-User Devices as indicated by the context.

[1pre] An apparatus for use with a group-based communication system to facilitate messaging communication over a network between users of said system, comprising:

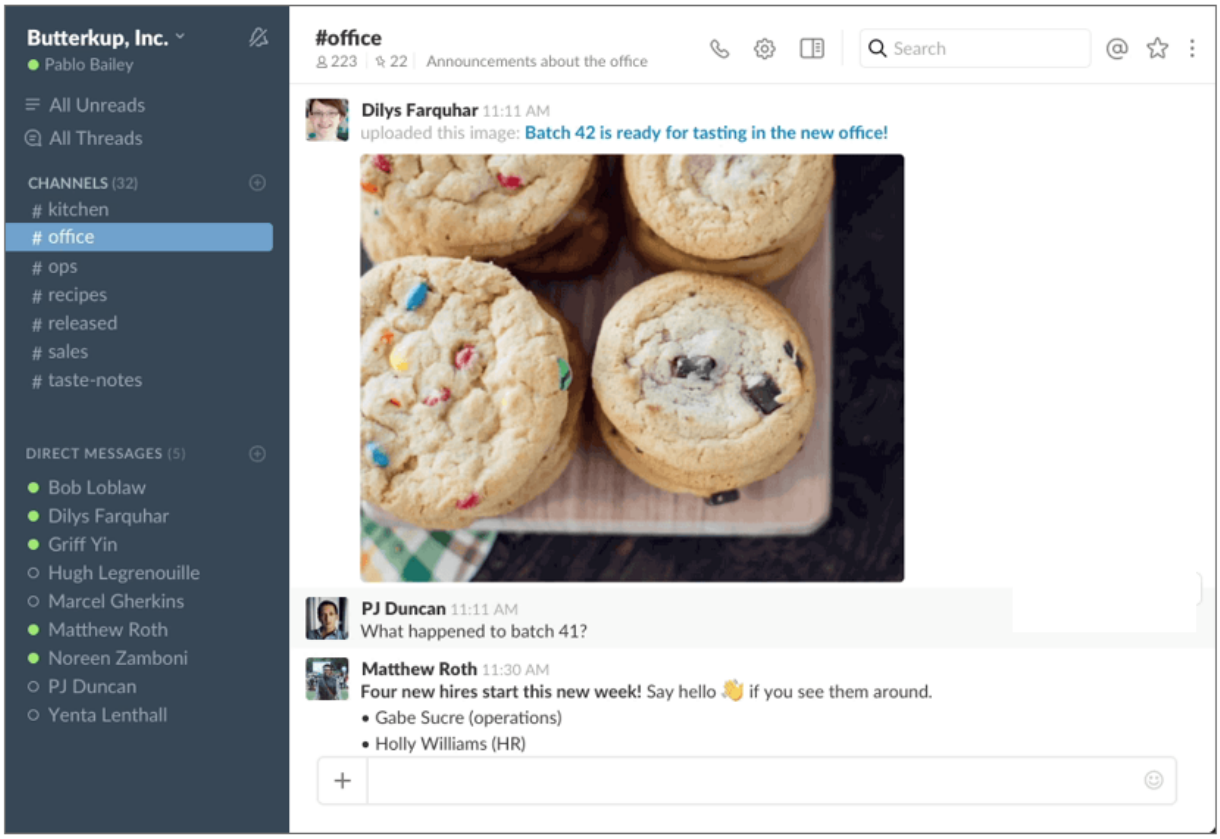
32. Regardless of whether the preamble of claim 1 is limiting, the Slack Platform includes an apparatus (Slack Apparatus) for use with a group-based communication system that facilitates messaging communication over a network between users of the system. As described above, the Slack Apparatus may be a Slack Server or a Slack End-User Device that has been provisioned by a Slack Platform server or a combination of both working as a client-server pair.

[1a] a processor, and a memory associated with said processor having computer coded instructions therein, with said computer coded instructions configured to, when executed by said processor, cause the apparatus to:

33. Each Slack Apparatus includes and/or utilizes a processor, and a memory associated with such processor, the memory having computer coded instructions therein. Moreover, the computer coded instructions are configured to, when executed by the processor, cause the Slack Apparatus to perform certain functions, as further explained below.

[1b] generate a group-based communication interface on a display screen of a user client device, the group-based communication interface defining:

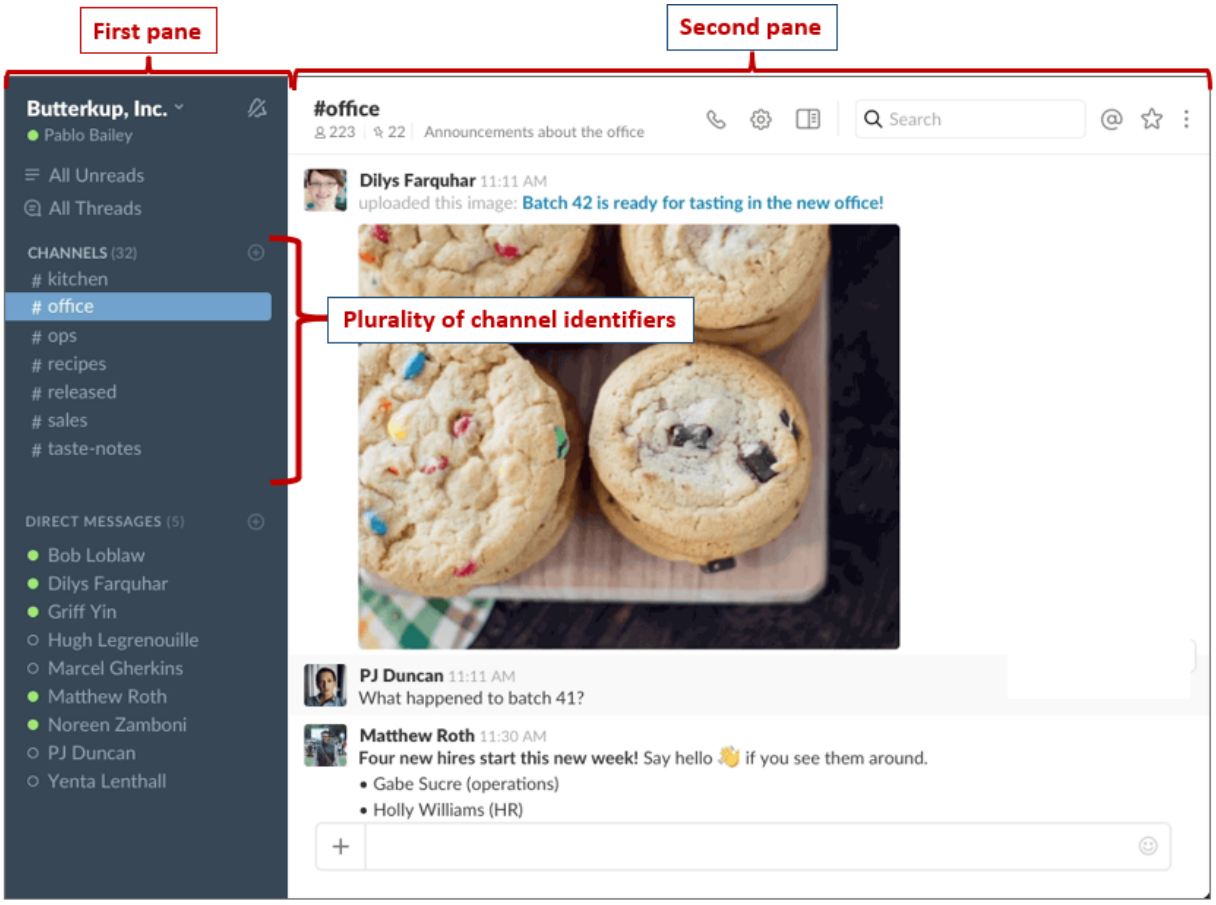
34. As shown below, the Slack Apparatus is configured to generate a group-based communication interface on a display screen of a Slack End-User Device (the "Slack User Interface"). The Slack User Interface defines certain elements, as explained below.

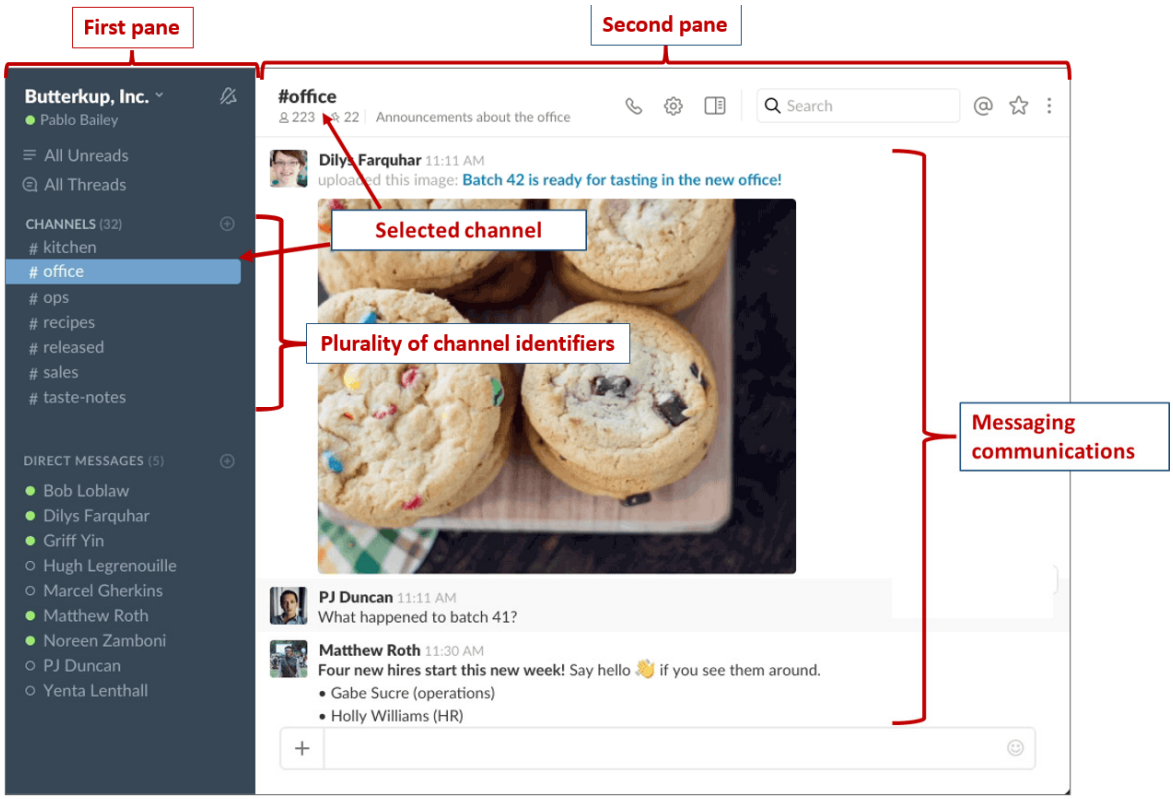


[1c] a first pane configured to display a plurality of channel identifiers, each of said plurality of channel identifiers corresponding to a respective one of a plurality of group-based communication channels, each of such channels having an associated group of members who are users of said system, and [1d] a second pane configured to display messaging communications associated with a selected one of said plurality of group-based communication channels corresponding to the one of said plurality of channel identifiers,

35. As shown below, the Slack User Interface defines (1) a first (left) pane configured to display a plurality of channel identifiers, with each channel identifier corresponding to a respective one of a plurality of group-based communication channels, and each such channel has an associated group of members who are users of said system; and (2) a second (right) pane configured to display messaging communications associated with a selected one of said plurality

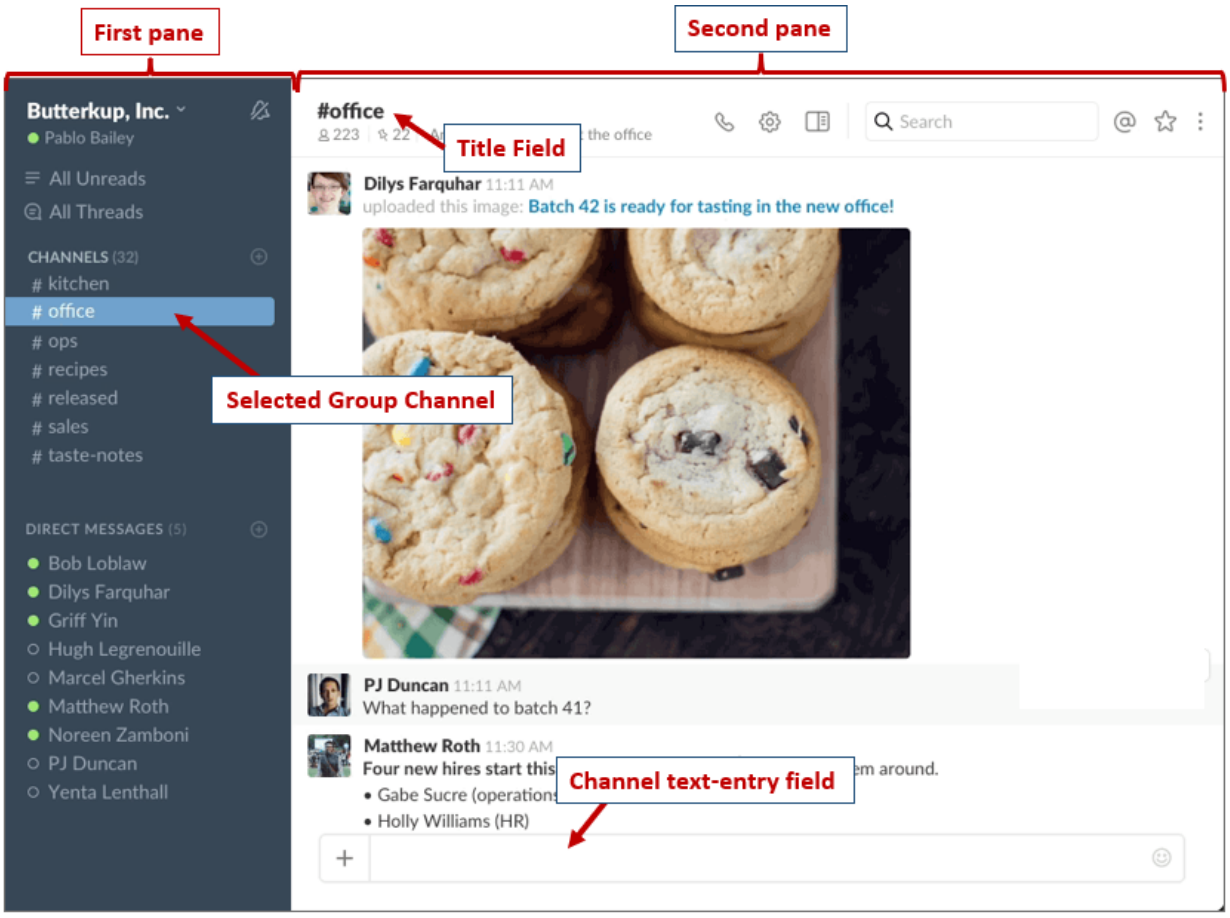
of group-based communication channels corresponding to the one of said plurality of channel identifiers.





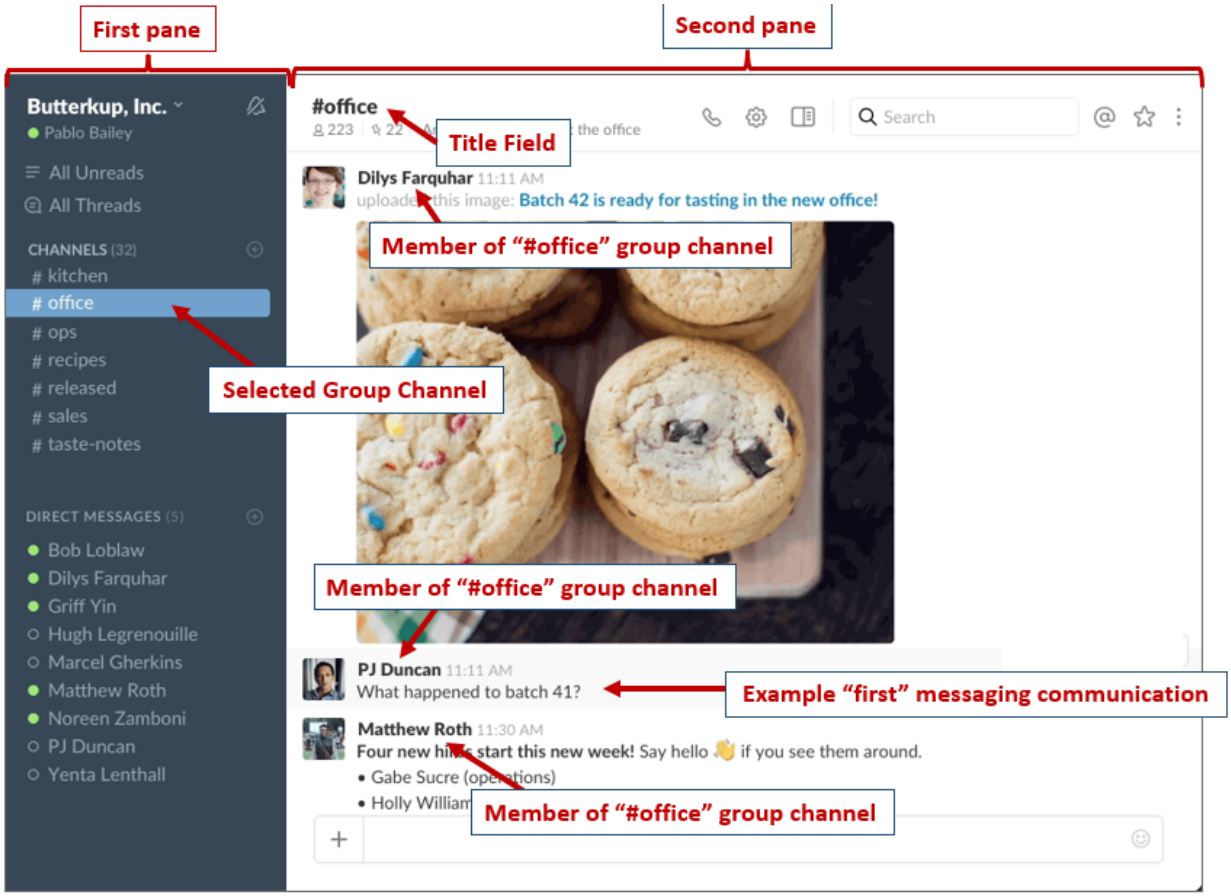
[1e] wherein, associated with said second pane, is a channel text entry field that is user operable to generate communication in said selected one of said plurality of group-based communication channels, and a title field displaying information identifying said selected one of said plurality of group-based communication channels,

36. As shown in the below screenshot, associated with the second pane in the Slack User Interface is a channel text entry field that is user operable to generate communication in the selected one of said plurality of group-based communication channels, and there is a title field displaying information identifying the selected one of said plurality of group-based communication channels.



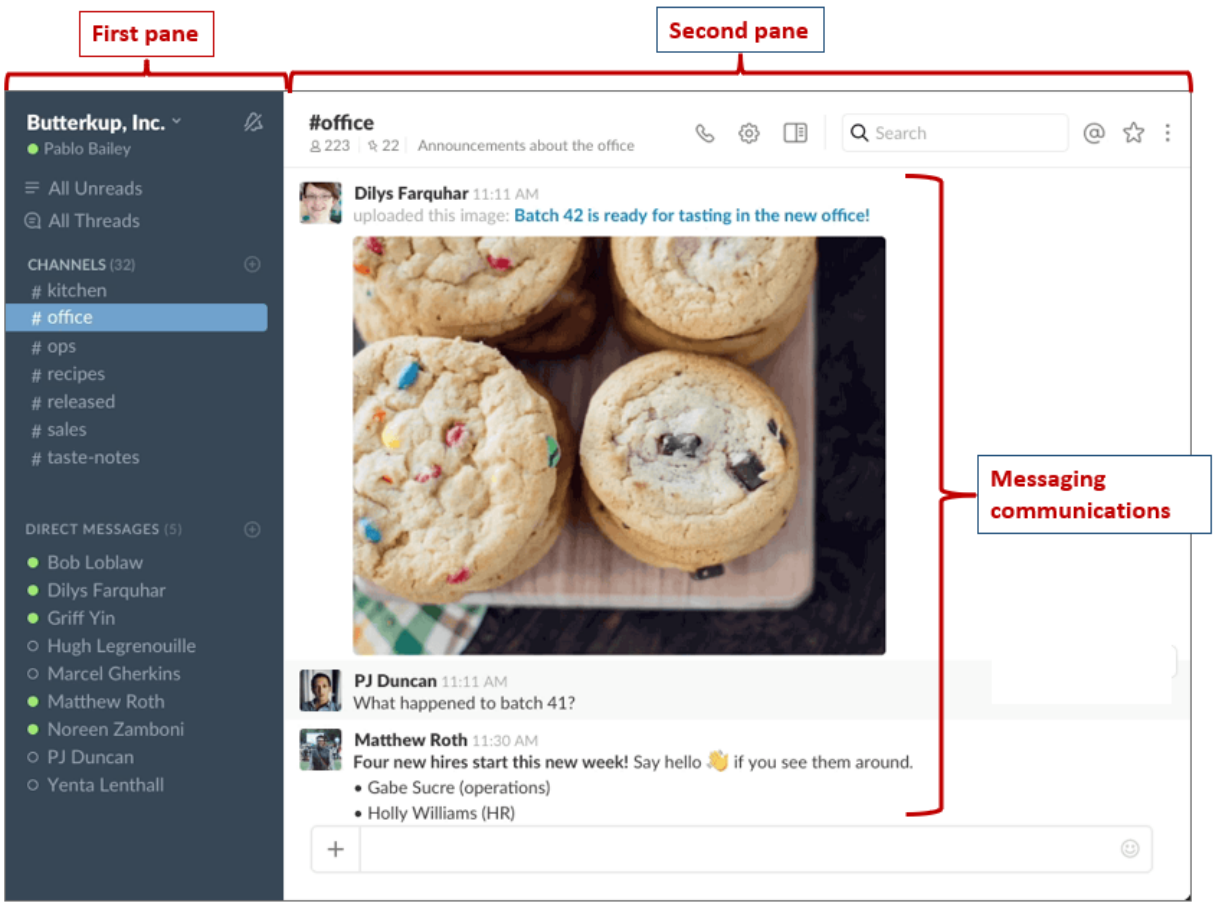
[1f] receive a first messaging communication associated with the selected one of the plurality of group-based communication channels, the selected one of the plurality of group-based communication channels comprising messaging communications, including said first messaging communication, between members of the group associated with said selected one of the plurality of group-based communication channels;

37. As shown below, each Slack Apparatus includes instructions for causing it to receive a first messaging communication associated with the selected one of the plurality of group-based communication channels. The selected one of the plurality of group-based communication channels will comprise messaging communications, including the first messaging communication between the members of the group associated with the selected one of the plurality of group-based communication channels.



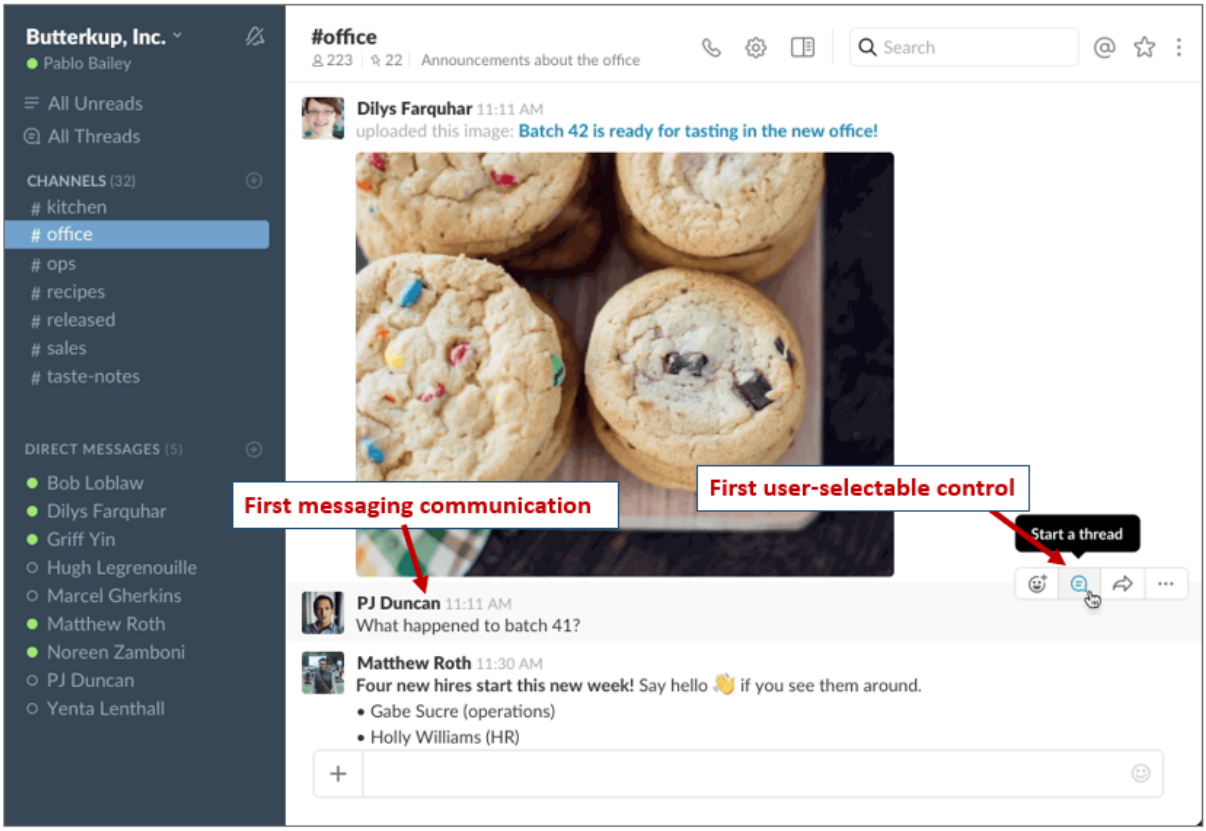
[1g] display said first messaging communication within a second pane;

38. As shown below, each Slack Apparatus includes instructions for causing it to display the first messaging communication within a second pane of the user interface.



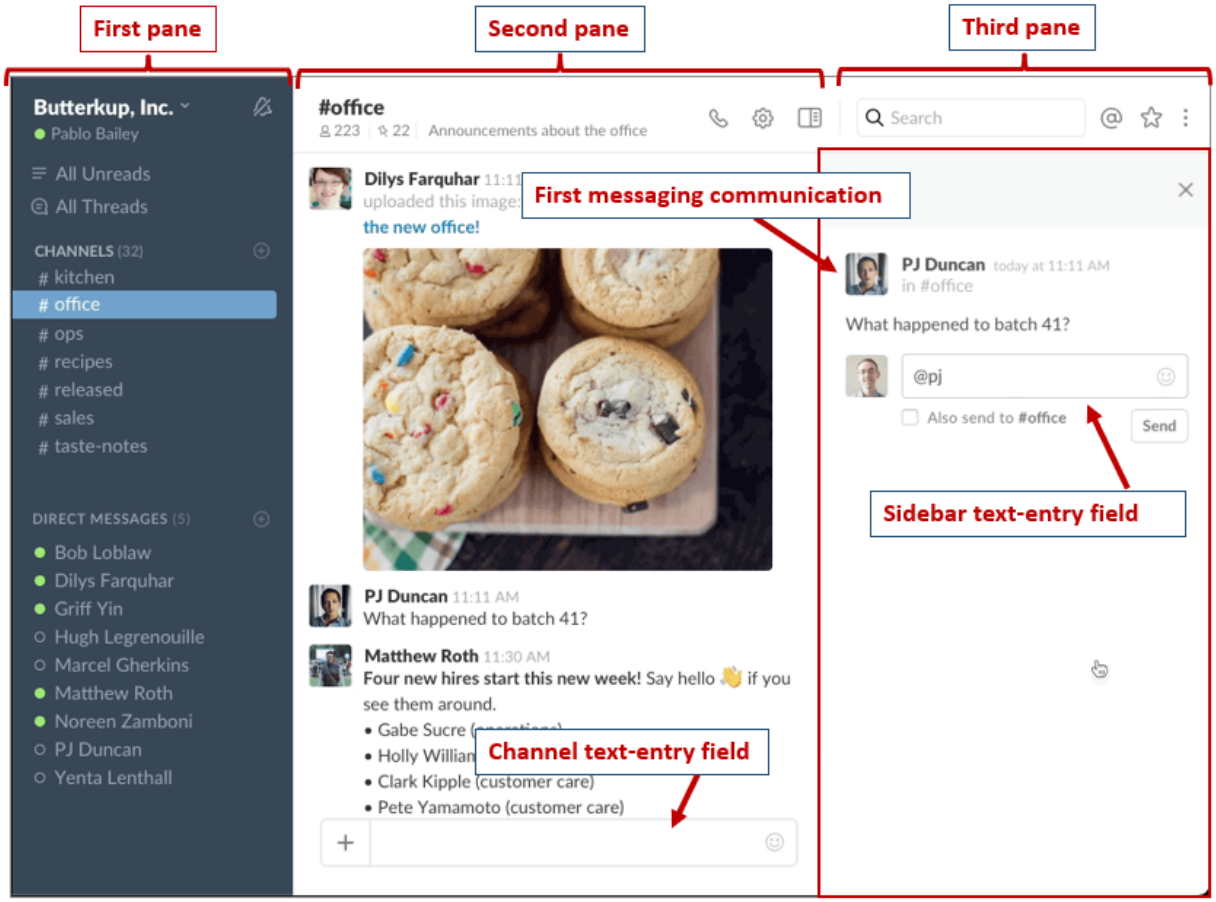
[1h] display a first user-selectable control associated with said first messaging communication;

39. As shown below, each Slack Apparatus includes instructions for causing it to display a first user-selectable control associated with the first messaging communication.



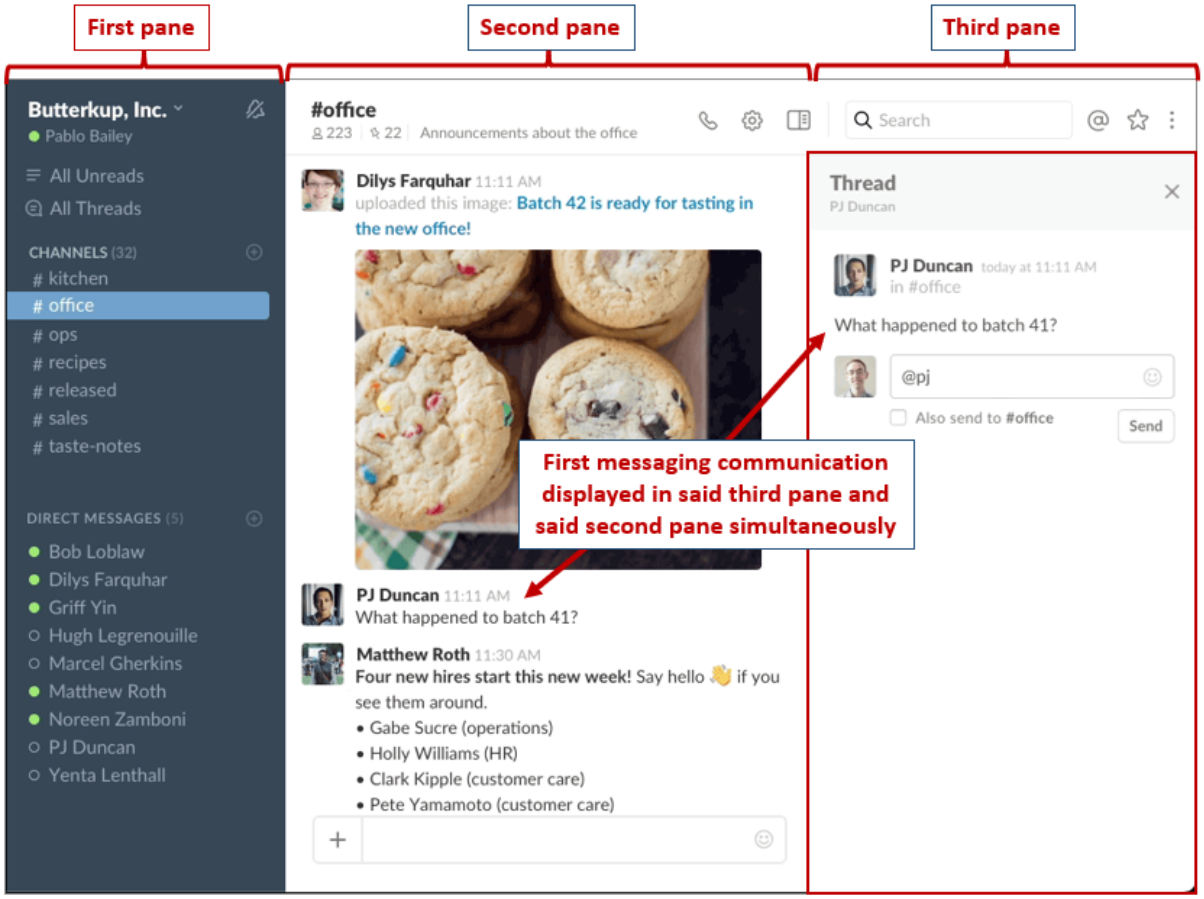
[1i] in response to a user selection of said first user-selectable control, display a third pane, said third pane displaying said first messaging communication and having an associated sidebar text-entry field that is different from said channel text-entry field and operable to receive user input of an additional messaging communication; [1j] wherein said third pane and said sidebar text entry field are displayed simultaneously with said first pane, said second pane and said channel text-entry field;

40. As shown below, each Slack Apparatus includes instructions for causing it to, in response to a user selection of the first user-selectable control, display a third pane, said third pane displaying the first messaging communication and having an associated sidebar text-entry field that is different from the channel text-entry field and operable to receive user input of an additional messaging communication. Further, each Slack Apparatus includes instructions for causing it to display the third pane and the sidebar text-entry field simultaneously with the first pane, the second pane, and the channel text-entry field.



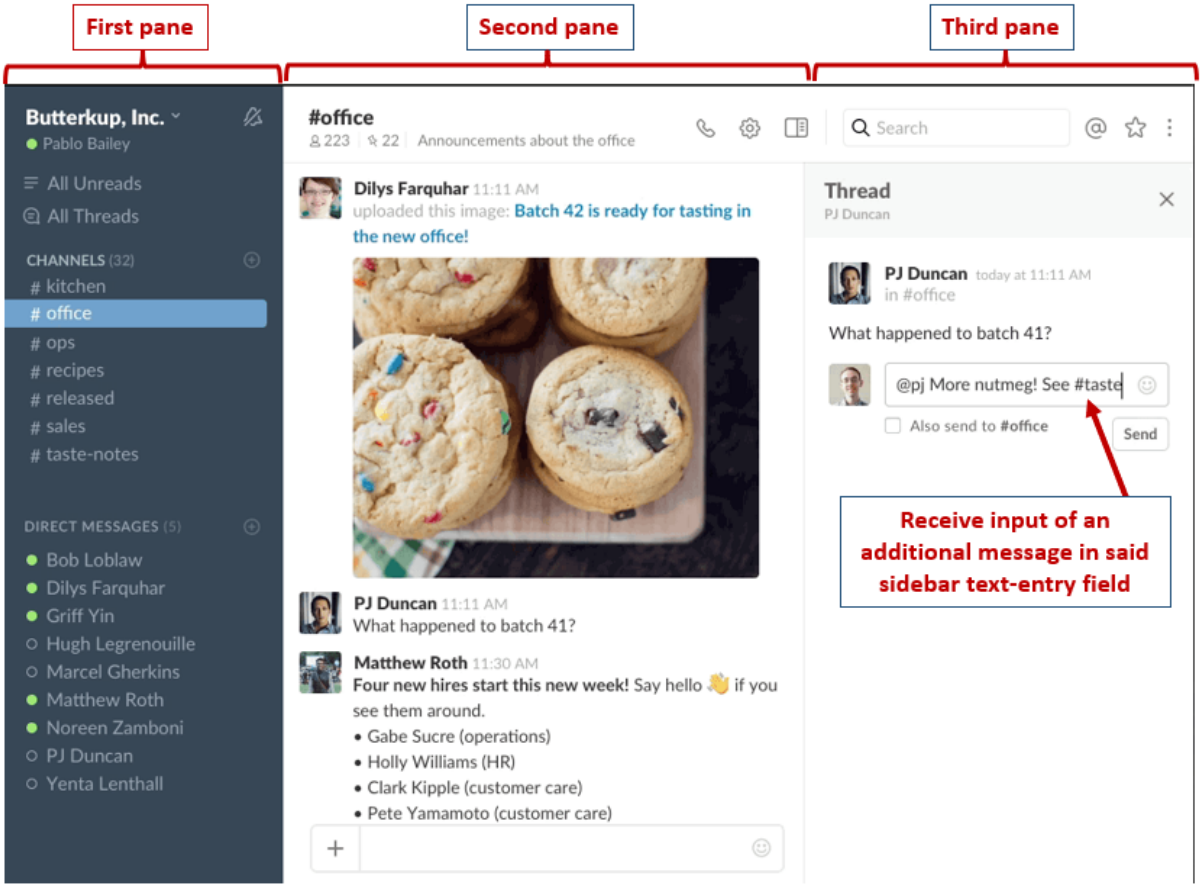
[1k] and wherein said first messaging communication is displayed within said third pane and said second pane simultaneously;

41. As shown below, each Slack Apparatus includes instructions for causing it to display the first messaging communication within the third and the second pane simultaneously.



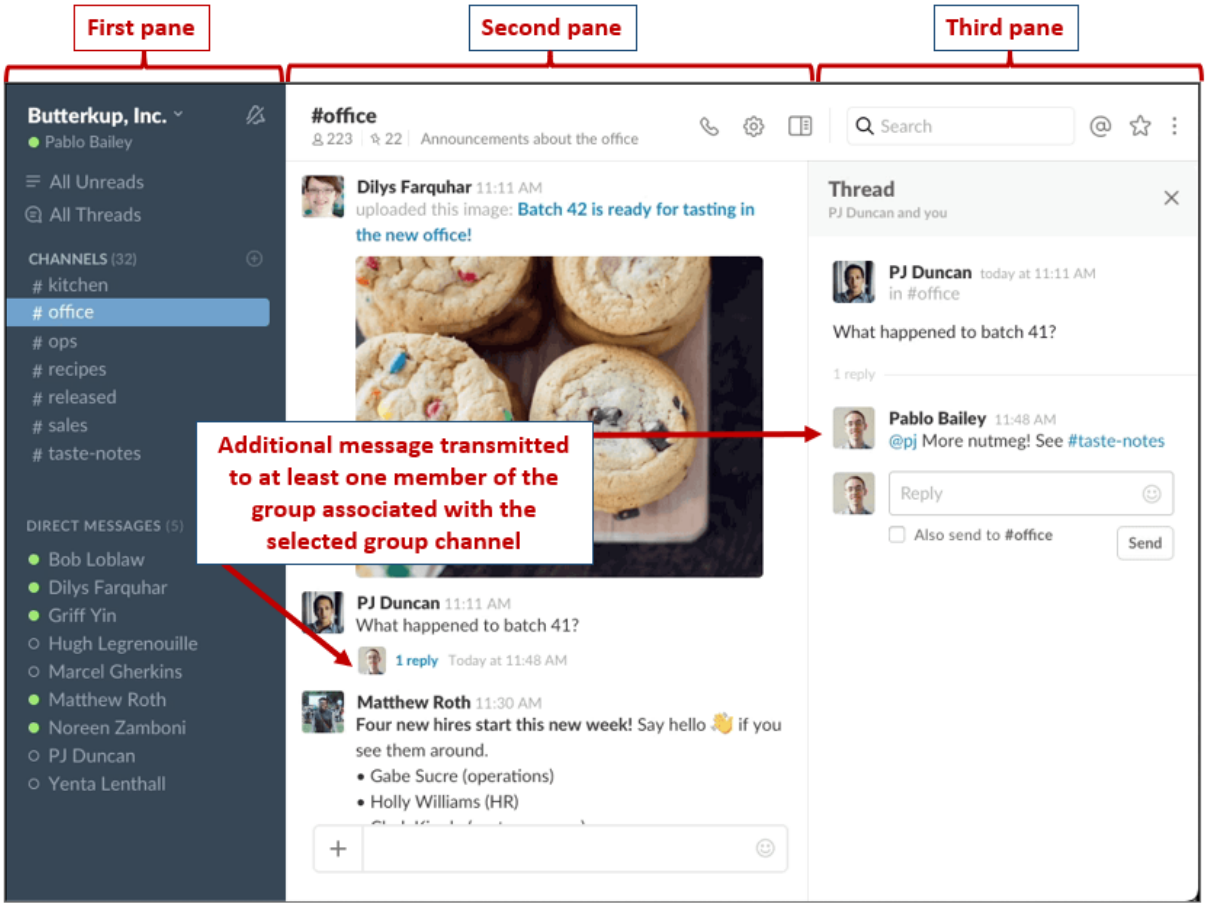
[1l] receive user input of an additional messaging communication in said sidebar text-entry field;

42. As shown below, each Slack Apparatus includes instructions for causing it to receive user input of an additional messaging communication in the sidebar text-entry field.



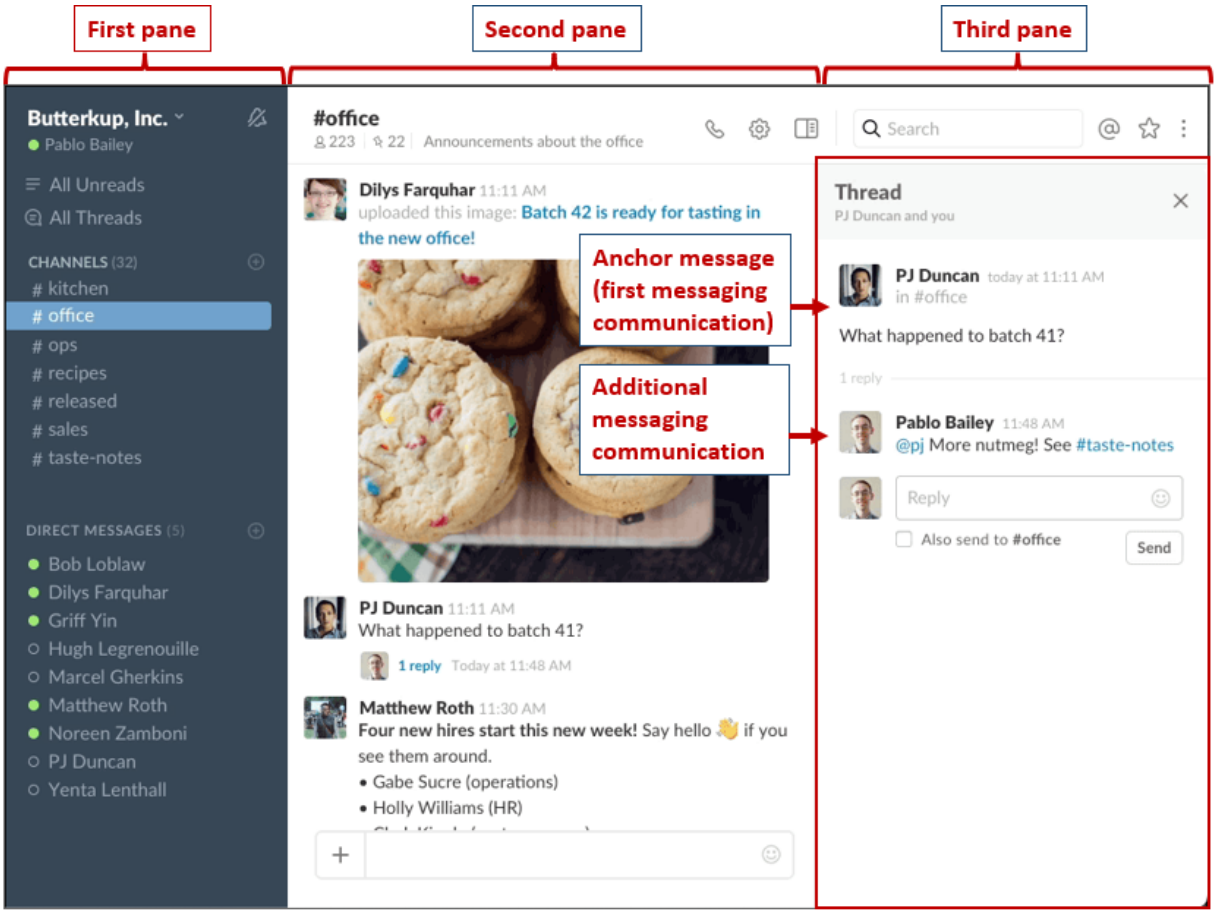
[1m] after receipt of said user input: transmit said additional messaging communication, via a network, to at least one member of the group associated with said selected group-based communication channel and

43. As shown below, each Slack Apparatus includes instructions for causing it to, after receipt of the user input, transmit the additional messaging communication, via a network, to at least one member of the group associated with said selected group-based communication channel.



[1n] display, in said third pane, a first subsidiary communication thread having an anchor message, said thread comprising said first messaging communication together with said additional messaging communication, wherein said first messaging communication is the anchor message of said first subsidiary communication thread;

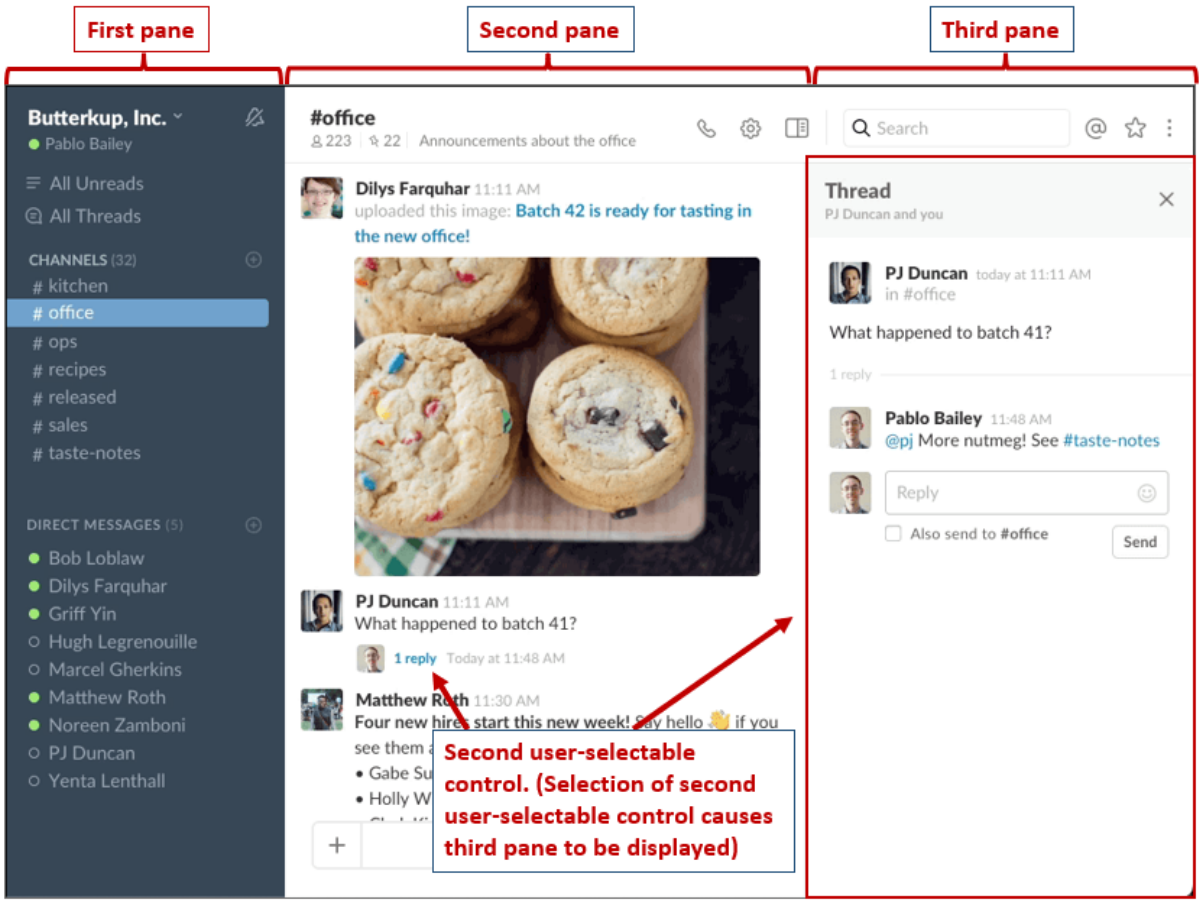
44. As shown below, each Slack Apparatus includes instructions for causing it to, after receipt of the user input, display, in the third pane, a first subsidiary communication thread having an anchor message, said thread comprising said first messaging communication together with said additional messaging communication, wherein the first messaging communication is the anchor message of the first subsidiary communication thread.



[1o] display a second user-selectable control associated with said first messaging communication in said second pane, said second user-selectable control being associated with an indication that said first messaging communication is an anchor message of a subsidiary communication thread, and being configured to; [1p] in response to a user selection of said second user-selectable control, cause at least a portion of said first subsidiary communication thread containing said first messaging communication to be displayed in said third pane.

45. As shown below, each Slack Apparatus includes instructions for causing it to display a second user-selectable control associated with said first messaging communication in the second pane. The second user-selectable control is associated with an indication (e.g., "2 replies") that said first messaging communication is an anchor message of a subsidiary communication thread. Further, each Slack Apparatus includes instructions for causing the second user-selectable control to, in response to a user selection of said second user-selectable

control, cause at least a portion of said first subsidiary communication thread containing said first messaging communication to be displayed in the third pane.



Praise for the Infringing Group-Based Channel Messaging Features

46. The infringing features in the Accused Product have received critical acclaim and have become very popular, demonstrating both that the infringing features add value to the Accused Product and that the claims of the '731 Patent contain inventive concepts. Examples of such acclaim include:

- **Mashable (January 18, 2017):** "Once the feature rolls out (it will be available on both Slack's desktop and mobile apps), you can start a thread within one of your channels by hovering over a message and selecting 'start a thread.' This opens up a new section on the right side of the app where you can compose a reply and

keep track of the thread." "Slack says the new feature will help teams keep their conversations more organized as it's easier to have multiple conversations about different topics within a channel without the chats getting lost in the chatter."[13]

- **The Verge (January 18, 2017):** "It's hard to imagine a more elegant implementation of threads than the one Slack designed." "The feature, which has been a top request of Slack users, reflects the company's evolution from a simple communication tool to a place where an increasing amount of work gets done." "Slack says threads help make public channels more readable by moving discussions about discrete topics into their own workspace."[14]
- **Wired (January 18, 2017):** "Slack's New Threaded Messages Tame Your Meandering Chats." "Finally. Slack has just released threaded messaging, a way to connect related messages within a chatroom." "Aside from its practical application in the workplace, threaded messaging is a reminder that while Slack is still by far the buzziest of productivity apps at the moment, it's under tremendous pressure to keep innovating."[15]
- **VentureBeat (January 18, 2017):** "Threads are more special because they fundamentally change how Slack works," . . . "When we work on something so central to the experience, it demands exceptional care and attention."[16]

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[13] https://mashable.com/article/slack-threads (accessed April 25, 2024).
[14] https://www.theverge.com/2017/1/18/14305528/slack-threads-threaded-messages (accessed May 3, 2024).
[15] https://www.wired.com/2017/01/slack-launches-threads-gain-edge-productivity-app-market/ (accessed May 3, 2024).
[16] https://venturebeat.com/mobile/slack-introduces-threaded-replies/ (accessed May 5, 2024).

- **FastCompany (January 18, 2027):** "Even by Slack standards, threaded conversations got extra TLC, because their impact is so great and so many people had been asking for them for so long."[17]
- **Mio Blog:** "Slack threads, when used correctly, can be your best friend." "By adding context in a thread, you avoid a screen of mass messages." "[Threads] make[] for easier reading, replying, and searching." "Threads give your message much-need[ed] extra context and tidy up the chat experience." "Threads preserve meaningful context and organize conversations. A thread encourages open discussion about topics without distracting others. Threads give you a way to get more clarity, without starting a new DM. Your threads make it easier to track information by looking at specific conversations. Threads keep announcement channels clear of extra clutter. Only those actively participating in a thread get notified; reducing notification overload."[18]

47. Slack's promotion of the Accused Product's infringing features further confirms that the '731 Patent claims inventive concepts. For example:

- **VentureBeat (January 18, 2017):** "'This is a big feature for Slack and we took a lot of time to get it just right,' remarked Joshua Goldenberg, the company's head of design. 'Over many iterations, there were a total of 7 designers, 2 user researchers, 1 [CEO] Stewart Butterfield, lots of [product managers], engineers, and [quality assurance testers] that worked on this.'" "'Threads are more special

[17] https://www.fastcompany.com/3067246/the-unexpected-design-challenge-behind-slacks-new-threaded-conversations (accessed May 7, 2024).
[18] https://www.m.io/blog/slack-threads#:~:text=A%20thread%20encourages%20open%20discussion,way%20to%20use%20Slack%20threads (accessed May 21, 2024).

because they fundamentally change how Slack works,' Goldenberg claimed. 'When we work on something so central to the experience, it demands exceptional care and attention.'" "For Goldenberg and Underwood, this feature is 'an incredibly important feature' and one that underscores the impact Slack has on the workplace across businesses of all sizes. 'We have graduated beyond smaller teams using Slack. As we graduate to larger deployments in many of the Fortune 100 customers using Slack, as we see more businesses of every size around the world using Slack, we have to look at some of the features that map to how people use [it] to get work done,' Underwood said." "'Threads is absolutely in the top couple of features that we've launched in the last few years in terms of the type of uses for Slack and chipping away at one of the good problems to have: As people use Slack more, they run into challenges of information overload.'"[19]

- **Software Development (SD) Times (January 19, 2017):** "According to Paul Rosania, a member of the core product team at Slack, the company was trying to implement a feature that would group conversations in a channel to make it clear which message someone is typing to."[20]
- **TechCrunch (January 18, 2017):** "'We're giving people the choice to have sidebars, where they don't feel like the only option is to take things into a private channel or direct message,' Slack VP of product April Underwood said."[21]

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[19] https://venturebeat.com/mobile/slack-introduces-threaded-replies/ (accessed May 3, 2024) (alterations in original).
[20] https://sdtimes.com/automation/slack-introduces-threads-realm-mobile-platform-reaches-v1-0-ca-technologies-officially-acquires-automic-sdtimes-news-digest-jan-19-2017/ (accessed May 7, 2024)
[21] https://techcrunch.com/2017/01/18/slack-launches-threaded-messaging-to-take-conversations-off-to-the-side/# (accessed May 7, 2024).

- **Slack Design:** "The most valuable aspect of Threads was the reduction of extra noise in channels, but in some cases, that was problematic. For a few people, the previous design (where all replies were posted in the channel) was exactly what they needed. By adding the ability to also send your reply back to the channel, we allowed people the flexibility to use Threads in whichever way made sense to them."[22]
- **Slack Engineering:** "We realized that Threads could help people manage and organize conversations, so that they could work more efficiently in Slack."[23]

48. Defendants have benefited from the infringing group-based channel messaging features. For example, the infringing features improve the user experience and drive consumer demand for subscriptions to the Accused Product.

COUNT I: INFRINGEMENT OF U.S. PATENT NO. 11,973,731

49. Wrinkl realleges and incorporates by reference Paragraphs 1–48 above, as if fully set forth herein.

50. The '731 Patent is valid, enforceable, and was duly issued on April 30, 2024, in full compliance with Title 35 of the United States Code.

51. Upon information and belief, Defendants have directly infringed at least claim 1 of the '731 Patent in violation of 35 U.S.C. § 271(a), either literally or under the doctrine of equivalents, by making, using, offering for sale, selling, and/or importing into the United States the Accused Product. For example, Defendants have used the Accused Product in the United States, at a minimum for internal testing and development and for internal corporate

[22] https://slack.design/articles/threads-in-slack-a-long-design-journey-part-2-of-2/ (accessed May 6, 2024).
[23] https://slack.engineering/weaving-threads/ (accessed May 6, 2024).

communication, in the manner described above, thereby directly infringing at least claim 1 of the ’731 Patent. Defendants have also directly infringed by making and using multiple Slack Apparatuses to provide communication services to end-users.

52. Upon information and belief, Defendants have been and continue to actively induce others, including end-users of the Slack Platform, to infringe the ’731 Patent by using Slack Apparatuses to access the communication services of the Slack Platform, and thereby have been and continue to indirectly infringe the ’731 Patent in violation of 35 U.S.C. § 271(b).

53. Wrinkl alleges on information and belief that Defendants had knowledge of the ’731 Patent and knowledge that they infringe one or more claims of the ’731 Patent via the Accused Product as of at least the date on which this Complaint was served. On information and belief, despite having such knowledge, Defendants continue to knowingly engage in their infringing conduct, including by directly infringing the ’731 Patent and by actively inducing infringement of the ’731 Patent by others.

54. Upon information and belief, Defendants have contributed to and/or will in the future contribute to direct infringement of at least claim 1 of the ’731 Patent by others, including end-users of the Slack Platform, in violation of 25 U.S.C. § 271(c). Acts by Defendants that have contributed to the infringement of others include, but are not limited to, selling access to the Slack Platform. The Slack Platform includes distinct components that are especially made for or adapted for use to infringe at least claim 1 of the ’731 Patent, and are not a staple article of commerce and are not suitable for substantial non-infringing use. Upon information and belief, Defendants were either aware that the Slack Platform includes components especially made or adapted for use in an infringement of the ’731 Patent prior to the filing of this Complaint, or became aware of this fact when this Complaint was served.

55. Defendants have injured, and will continue to injure, Wrinkl and are liable to Wrinkl for infringement of the ’731 Patent pursuant to 35 U.S.C. § 271.

PRAYER FOR RELIEF

WHEREFORE, Wrinkl respectfully requests that this Court enter judgment against Defendants as follows:

A. Finding that the claims of the Asserted Patent have been infringed by Defendants;

B. Awarding damages adequate to compensate Wrinkl for the patent infringement that has occurred, no less than a reasonable royalty, in accordance with 35 U.S.C. § 284, including an assessment of pre-judgment and post-judgment interest and costs, and an accounting as appropriate for infringing activity not captured within any applicable jury verdict;

C. Awarding Wrinkl an ongoing royalty for Defendants’ post-verdict infringement, payable on each product or service offered by Defendants that is found to infringe the Asserted Patent, and on all future products and services that are not colorably different from those found to infringe, or—in the alternative if Defendants refuse the ongoing royalty—permanently enjoining Defendants from further infringement;

D. Providing an award of all other damages permitted by 35 U.S.C. § 284, including increased damages up to three times the amount of compensatory damages found;

E. Finding that this is an exceptional case and an award to Wrinkl of its costs, expenses, and reasonable attorneys’ fees incurred in this action as provided by 35 U.S.C. § 285; and

F. Providing such other relief, including other monetary and equitable relief, as this Court deems just and proper.

DEMAND FOR JURY TRIAL

Wrinkl demands a jury trial on all issues so triable.

Dated: May 23, 2024

FISH & RICHARDSON P.C.

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