

Purpose: Review Plans

Time: December 2, 2004 Thursday, 9th hour

Location: Sun Lab

Secretary: Matt Weinstock

Present: Brandi, Steven, Matt, Jonas, Jason

Guests: None

Items Discussed:*Jonas - Group Chat Document*

- Elaboration on basic group chat for jabber protocol
- extends group chat 1.0 protocol
- does not explicitly address relationships between rooms, security, advanced features, etc.
- Requirements 1.0 groupchat protocol
 - Basic striped down implementation that we will be implementing
 - special type groupchat
 - each room is defined as room@service where room is room and service is hostname
 - occupant is resource@room /nickname
 - user enters room by sending presence
 - exits by sending presence unavailable
 - change name by change from in presence
- Examples with groupchat 1.0
- TODO: snip out groupchat1.0 snippets for a document
- How do you create a room? How does a user know if they are in a room?
- Will not add any of this stuff to GUI

Project Plan

- First Week: Send message over Jabber protocol
- TODO: get jabber ids
- Third Week: Send inkscape messages and display
 - minimalistic
 - error handling for messages
 - encode SVG
 - displaying SVG sent by messages
- Fifth Week: chat between people
 - conflict resolution (two users only)
 - connection interface
 - buddy options
- Seventh Week: group chat
- Separate into two teams
 - Inkscape team in top box
 - Jabber team in bottom box

Ted's message

- Documents on wiki
- archive?

- Code development
 - new project plan
- Jabber library chosen
 - loudmouth
- Unfamiliarity with Inkscape
 - switch to .40?
- Starting of CVS repository
 - just need an inkboard module

Tasks assigned:

Jabber Team (Steven, Jonas)

Inkscape Team (Jason, Matt, Brandi (partially))

First jabber message (Jason)

Groupchat document (Jonas)

Get Jabber IDs (everybody)

...

Next Meeting:

Tuesday, 7th Hour