

Inkboard Senior Project

March 14, 2005

Meeting Log

Purpose: Continue towards 2nd release

Time: March 14, 2005 Monday, 8th hour

Location: Sun Lab

Secretary: Jonas Collaros

Timekeeper: Jason Segal

Present: Brandi, Jonas, Jason, Steven

Status Reports:

Inkscape-side (Jason, Brandi)

- Initial document sending:

No progress in initial doc sending, Jason's help was needed

Jabber-side (Jonas, Steven)

- Error recovery
 - o Still working on client awareness and queue
 - o Possibly packaging doc and queue together in one message
 - o Watch for potential problems when a user disconnects and a message is sent before we are aware of it
- Binaries for 1st release
 - o Red Hat/Fedora RPM package possible to use for binaries
 - o Don't want all CVS stuff in binaries (all of Inkscape, but not intermediaries, object files, source code, etc)

Form of releases:

- Inkscape developers oversee changes and combine changes into releases. They might know the right way of helping with binaries.
- We need to think about how to report issues and bug to developers along with preliminary releases. Sourceforge bug tracker is something we can use (Brandi will look into it).

Goals:

- "Essential functionality" had been implemented, sans chatroom features, and focus should now turn to beautifying the programs and fixing bugs, specifically the use of all tools, not just rectangles and lines.
- Pacing of our project can ease a little now that we are at the beginning of the term. The high amount of hours per week expected at the rigorous pace of last term is not expected to need to be maintained.
- Goal of major fixes will be spring break.
- Salman remarks: Be sure to maintain buffer time in schedule

Total goals for project

- Sending/receiving all items
- Graceful recovery, intuitive interface
- One-to-One, chatroom is also highly desired
- Emphasis on documentation for advanced ideas
- Melding of senior project and open-source experience

Goals for this week:

- Send the rest of the objects successfully (circles, etc)
- Chatroom environment

Things to Schedule/Assign:

Hunting down/correcting object send errors (circles, etc) – Everyone

Continue error management as necessary (Jonas)

Provide support for release 1 (Brandi, Steven)

Chatroom- user end (Inkscape side)

Chatroom- hookups (Jabber side)

Next meeting- Thursday, 8th hour, CSSE Conference room