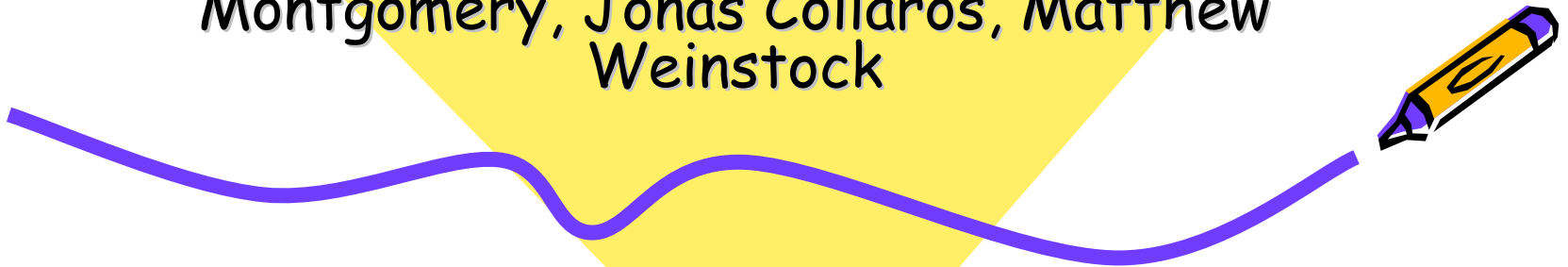


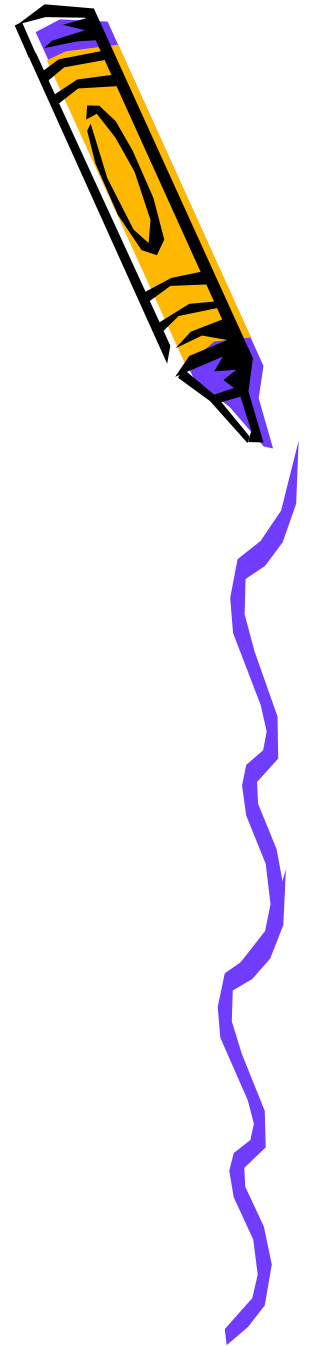
# Inkboard

Brandi Soggs, Jason Segal, Steven  
Montgomery, Jonas Collaros, Matthew  
Weinstock



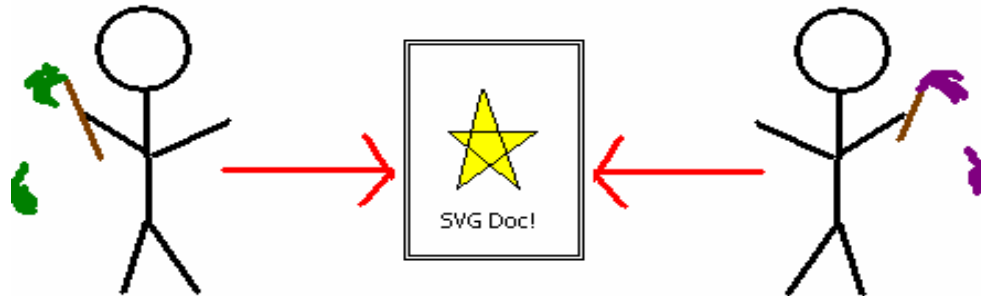
# Overview

- Recap
- Project Schedule
- Division of Labor
- Demonstration 1
- Difficulties
- Demonstration 2
- Difficulties
- Plans for the Future
- Risk Management



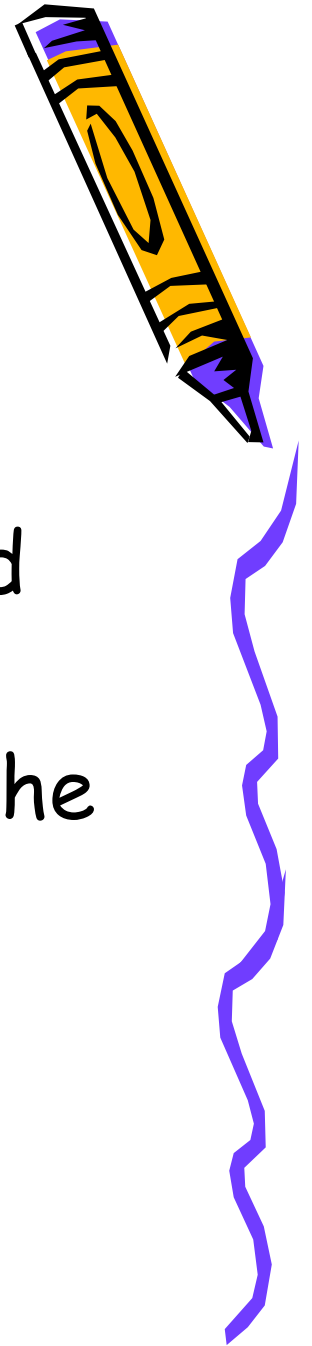
# Inkboard is...

- An online whiteboard for document sharing
- An addition to an Open-Source SVG Graphics editor (Inkscape)
- A limited Jabber Instant-Messenger client



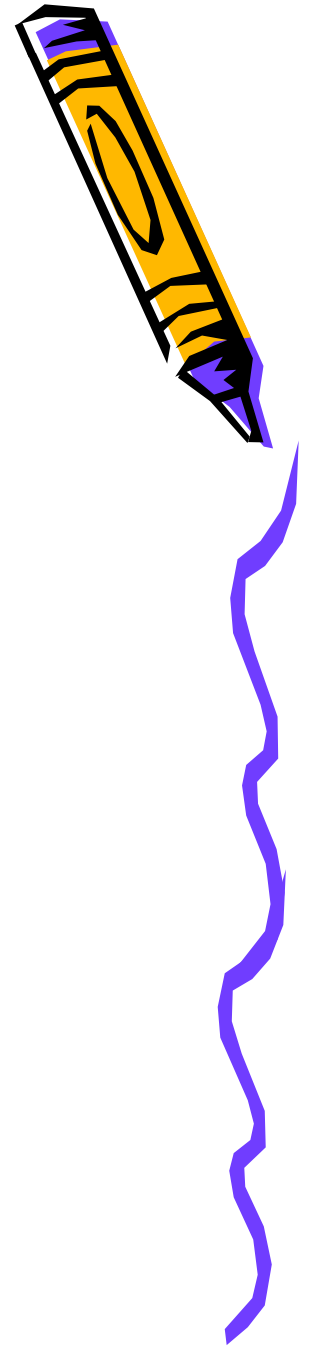
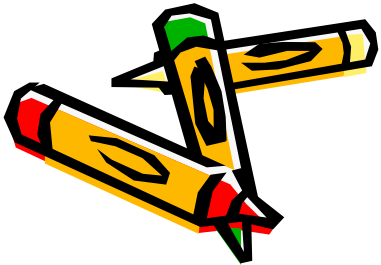
# Project Schedule

- Very ambitious at first
- Not enough slack for unanticipated difficulties
- Plan to be finished by the end of the quarter
- Constant revisions and updates

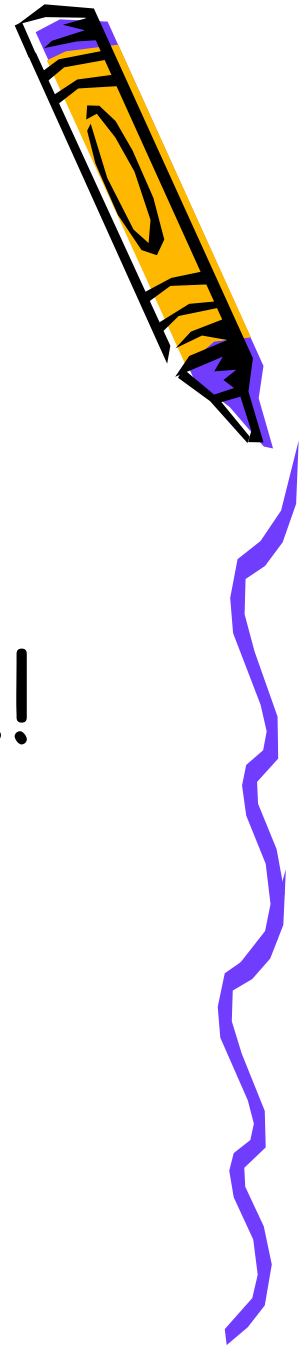


# Sub-teams

- Jabber-Side (Jonas, Steven)
  - Create inkboard message standards
  - Comply with Jabber protocols
  - Transmit/receive inkboard messages
- Inkscape-side (Jason, Matt, Brandi\*)
  - Determine where graphics are stored
  - Parse Inkscape XML into usable information
  - Capture/display changes
  - Handle change conflicts

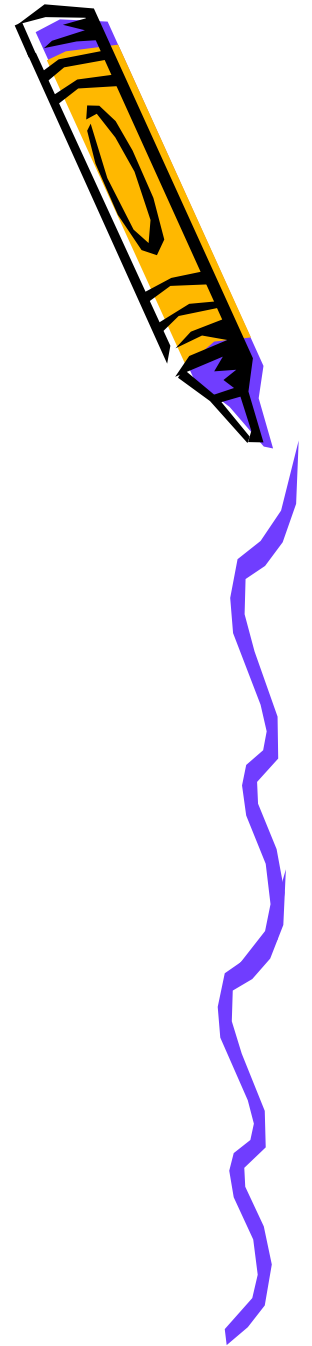


Brilliant Demonstration 1!

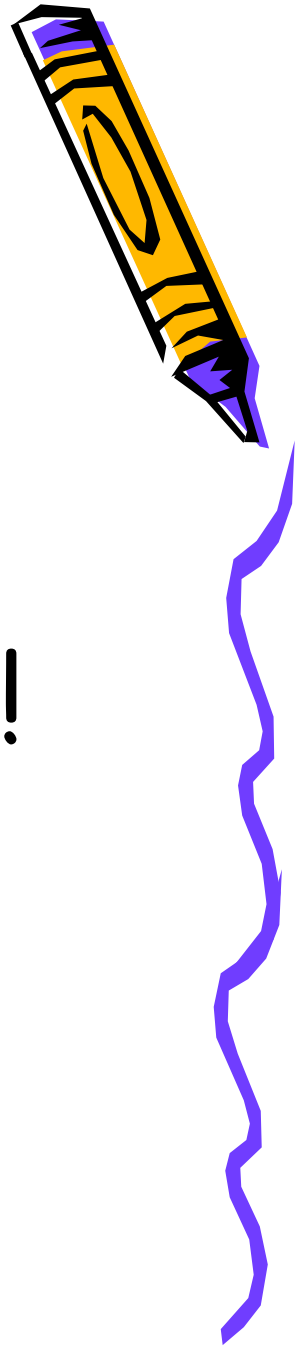


# Difficulties (Jabber)

- Getting our machine set up
  - Special thanks to Mike McLeish
- Loudmouth Documentation
  - Classes are documented well
  - Lack of examples
- Reliability of sending messages
  - Overload of jabber.org
  - Messages timing out



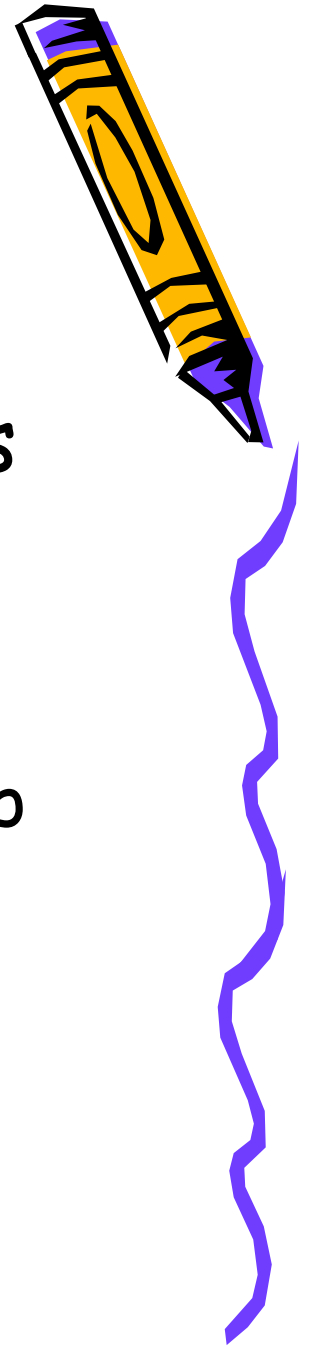
Brilliant Demonstration 2!





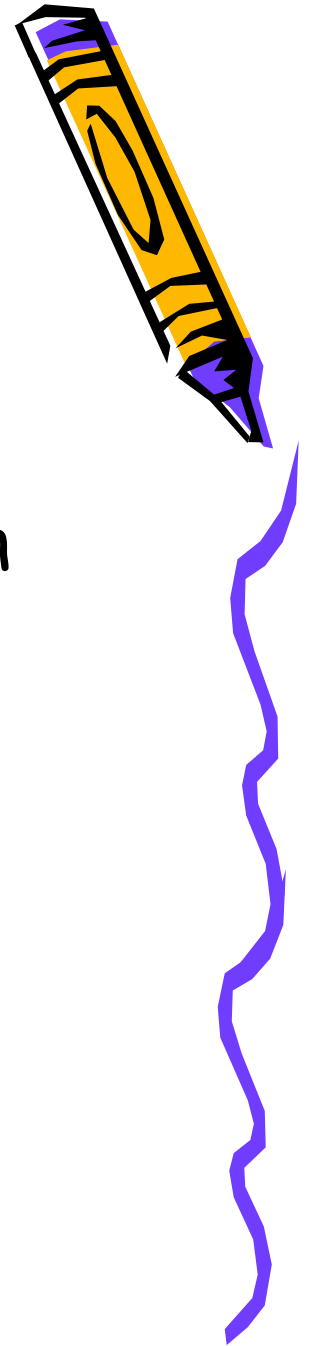
# Difficulties (Inkscape)

- Locating document/object changes
- Inkscape Documentation
- Contact with Inkscape developers
  - Monitoring the developers' newsgroup
  - Evening chats with Inkscape users
- Rampant winter-time illnesses



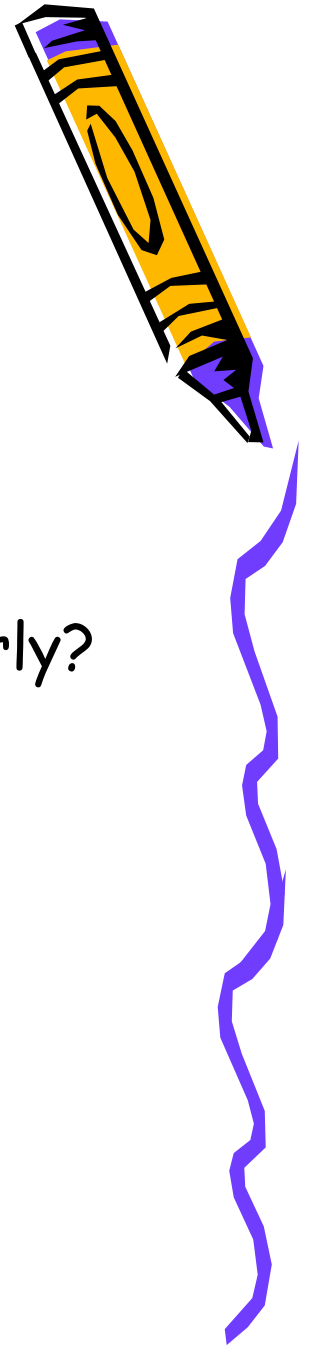
# Plans for the Future

- 2-way whiteboard modification
- Hope to have a preliminary release soon
- Continue communication with Inkscape developers
- Continued research
- Weekly/biweekly modification of the Project Schedule



# Risk Management

- What if it's slow (and we can't fix it)?
  - Smaller concern
  - Use Inkscape community
- What if scaling-up document chats works poorly?
  - Make sure 2-person works well
  - Create a good design for future expansion
- What if we don't finish?
  - It's not looking nearly so bleak
  - Get the design and skeleton up
  - Work more in the future



# Questions?

