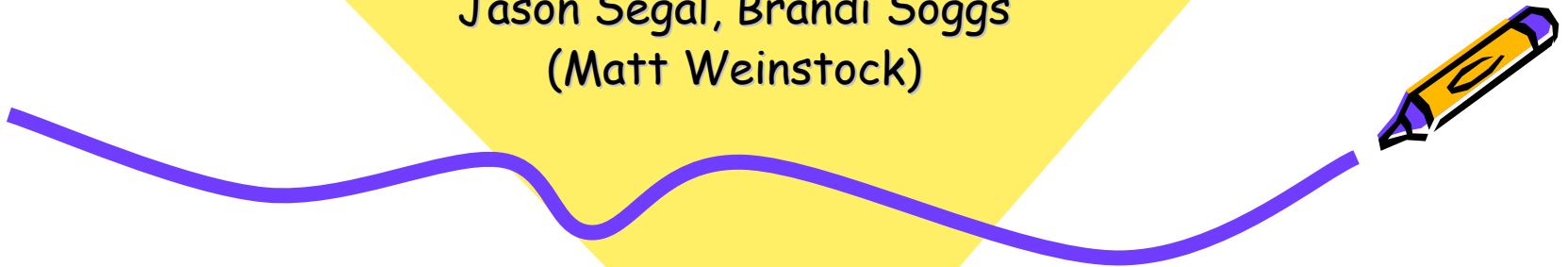


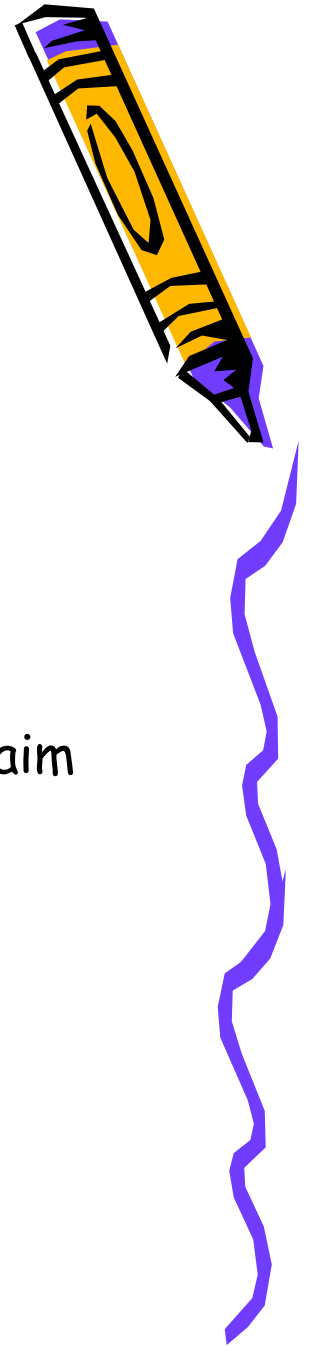
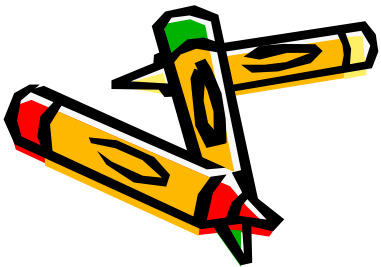
Inkboard

Jonas Collaros, Steven Montgomery,
Jason Segal, Brandi Soggs
(Matt Weinstock)



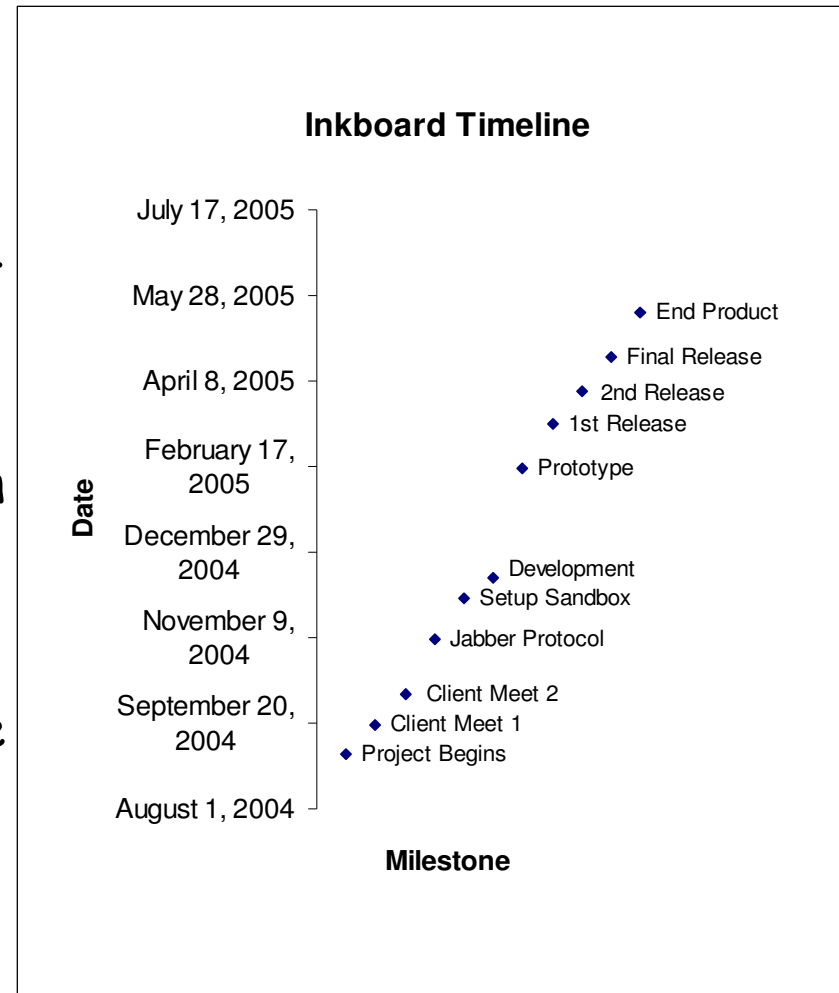
Overview

- Inkscape is...
 - Scalable vector graphics editor
 - Pre-existing open source project
- Jabber is...
 - Instant messaging protocol
 - Implemented by many popular IM clients, such as Gaim
- Inkboard is...
 - Online whiteboard for Inkscape using jabber
 - Allowing two people to simultaneously edit the same picture
 - Useful for design collaboration



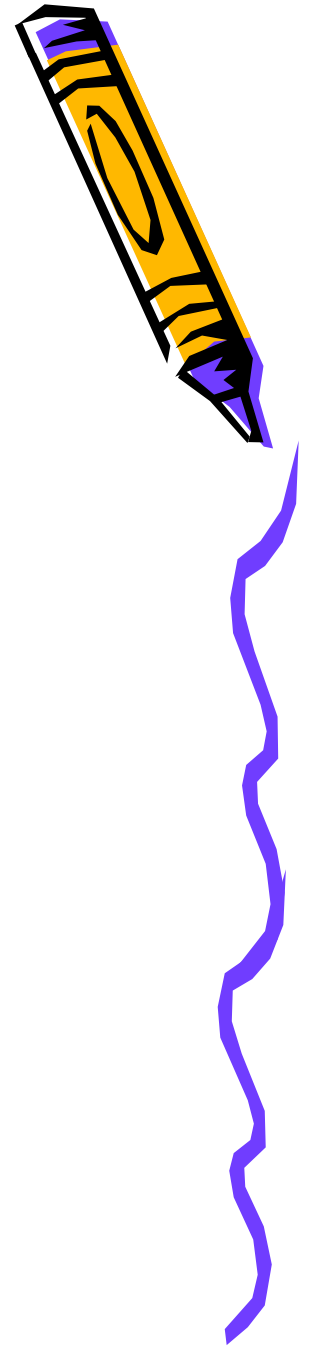
Progress

- Prototype - February 16
 - Connection to user
 - Sending sample messages
- First Release - March 14
 - Sending messages both ways
 - Improved error resolution
- Second Release - April 11
 - Sending initial document
 - Improved user experience



Obstacles

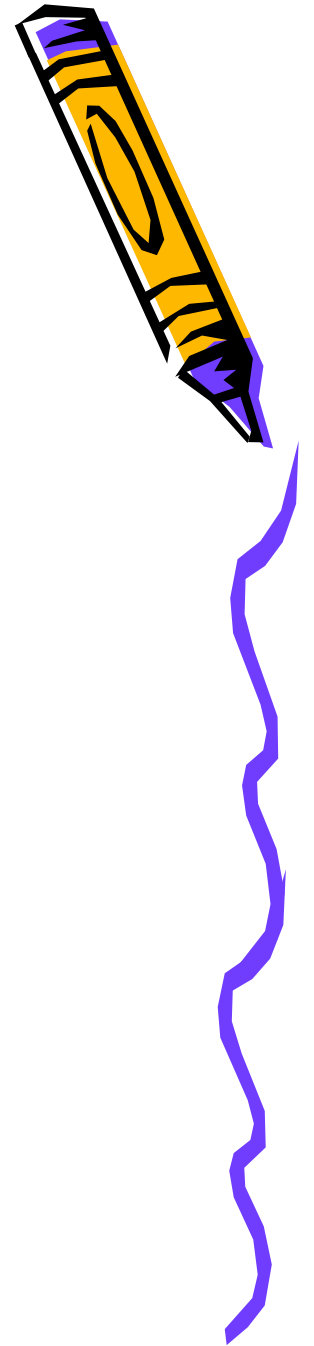
- Sending messages properly
 - Brainstorming and research
 - Creating and maintaining interface documentation
- Sending additional objects
 - Memory management
 - Consistent coding style
- Sending initial document
 - Further research of existing Inkscape code
 - Trial and error
- Generating releases
 - Communication with Inkscape developers



Status

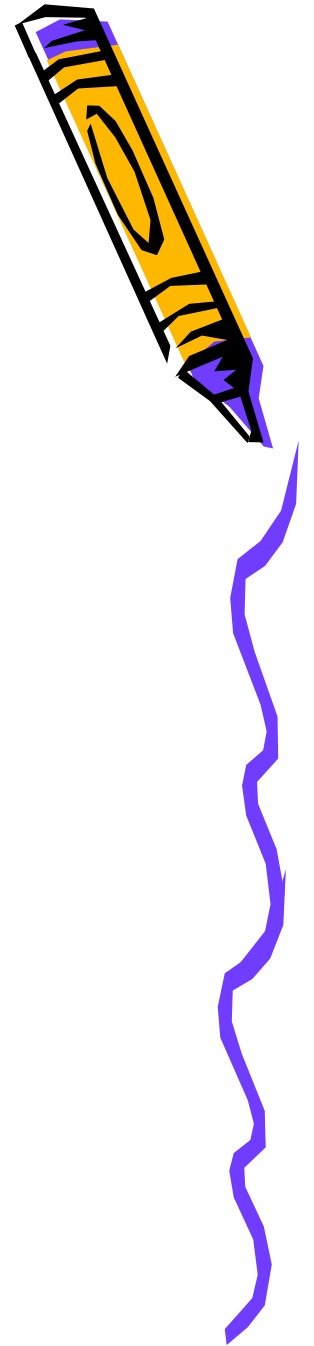
- Project is 95% complete
- Fine-tuning stage
- Listening to user input
- *Generating useful documentation*

<Demonstration>



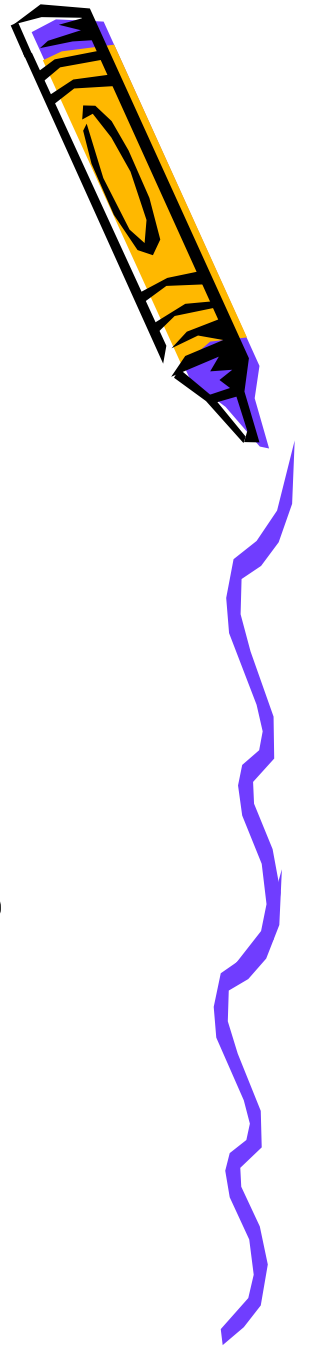
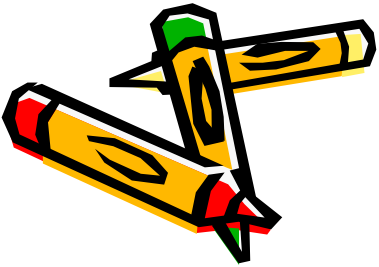
Lessons Learned

- Keep priorities straight
- Focus
- Solid communication, maintain documentation
- Consistent style
- Ask questions



Future

- Final release at the end of April
- Continue with documentation for future Inkscape developers
- Outside interest in our work
- End product we can use even after graduation



Questions?

