Kazoo.js

(a WebRTC / RTMP softphone JS Library)VERSION HISTORY

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| **Version #** | **Implemented**  **By** | **Revision**  **Date** | **Approved**  **By** | **Approval**  **Date** | **Reason** |
| 1.0 | JR Maitre |  |  |  | Initial Design Draft |

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# Introduction

## Project Objective

The goal is of this project is to take the Kazoo.js library and create a user interface as a webphone. The webphone can be embedded in any browser, with various different parts of the webphone enabled/disabled using simple JavaScript. The webphone will auto-fallback to RTMP and allows for phone-based features such as transfer.

# General Overview and Design Guidelines

## Prototype and Scope Assessment

The library has already been written but some features need to be added to the library.  
  
The library need to add a mechanism allowing the user to provide a string in order to set some settings of the library. This will allow progressive enhancements in the future, without having to change the code for the client.   
  
The library also needs to add a way to allow the user to get this string back, so the user can store it in a database for example and use it every time to initialize the library.

## Assumptions / Constraints / Standards

It is assumed that the WebRTC library and the RTMP library will support the same features. This means that work will need to be done to ensure both protocols are able to perform the same functionality.

The webphone and the supporting library will NOT be released as open-source.

It is assumed that the kazoo.js library work on all the modern browsers, including IE7+, Safari, Firefox and Chrome. More detailed versions to be determined by the engineer during testing.

# Components

## End-User Experience

## Management and Configuration

Everything is configured in JavaScript. There is an API to initialize the kazoo.js client, and another one to register with SIP Credentials.

A PDF Documentation exists and we need to add this documentation in the Wiki.

## Core / Backend Work

The back-end work has already been done to support this library with Kazoo.

# Operational Considerations

## Installation Considerations

The code is privately hosted on github (<https://github.com/2600hz/webphone/>)

In order to add it to a project, the user would need to get the lib folder (composed of the kazoo.js library and its dependencies folder) and add a link to the kazoo.js library in his web Project.

## Monitoring Functionality

## Diagnostic Tools

## QA Automation Concepts

# Task List

Below are the assumed list of tickets that need to be filed, as provided by an engineer who has reviewed the above requirements.

*This list of ticket is small because almost everything is done on this project*

* Add a String field to the register API (a serialized JSON Object) that will allow us to set some settings in the future without having to change the JS code of all our clients.
* Add an API that gives the String of settings in a callback (allowing the user to store that string somewhere in order to re-use it the next time he loads the library for example)
* Add the Documentation for the kazoo.js library in the new Wiki

# Approval

The undersigned acknowledge they have reviewed the ***CUSTOMER*** project design specification document and agree with the approach it presents. Any changes to this Requirements Definition will be coordinated with and approved by the undersigned or their designated representatives.

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