Student Project

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# Project

The objective of our student project is to design and implement an app enabling web calls through WebSockets. The primary objective would be to implement two way audio calls, with video calls as a secondary goal. In order to obtain the data from the user’s mic/Camera we will be using the getUserMedia() API.

# Technologies

The technologies that we plan to use our as follows

## Node.JS

For the server side logic. If given time and whether it suits our node modules will be written in C++.

## Socket.IO

For passing binary data through WebSockets

## Angular.JS

For client side logic

## getUserMedia() shim

We will be using this shim (<https://github.com/HenrikJoreteg/getUserMedia>) for normalizing our implementation of the getUserMedia API

## Browserify

For the client side we will be using Browserify for our script management.

## Gulp

Gulp will be used as our build tool

## Sass

Sass will be used for css.