VZCode

Description

VZCode is a state-of-the-art multiplayer code editing platform designed to provide a real-time collaborative development experience. It provides a browser-based environment where users can simultaneously edit, allowing for instant collaboration on projects. With features such as file listing, real-time collaboration, and syntax highlighting, VZCode is a formidable solution for teams looking to streamline their development workflows.

```
index.html ×
                       app.jsx × script.ts ×
                       1 <!DOCTYPE html>
TestFile2.txt
                       2 < html>
                       3 v <head>
app.jsx
                           <meta charset="utf-8" />
                            <meta namde="viewport" content="width=device-width" />
TestFile1.txt
                          </head>
index.html
                       8 <body></body>
                      9 </html>
index.js
script.ts
     Settings
```

Stack

Front End:

React

- Vite
- CodeMirror 6

Backend:

- NodeJS
- Express
- ShareDB
- JSON1 Operational Transform

Goals

The project aims to:

- Offer a feasible alternative to VSCode + Live Share for frontend development
- Support instant feedback through hot reloading
- Facilitate easy project-specific IDE embedding
- Enhance user experience with advanced features
- Keep improving based on feedback
- Serve as a core for VizHub's next-gen editor

Milestones

See also Live Kanban Board

September

- Team onboarding and development environment setup
- Robust error handling and presentation of syntax errors
- Usability improvements for renaming files
- Set up live demo site where anyone can try VZCode

October

- Intelligent Autocompletions (using TypeScript language server)
- Al-Assisted Coding leveraging OpenAl
- Add interactive widgets from <u>codemirror-interact</u>

November

- Usability improvements for working with directories (rename, moving files)
- Make VZCode more like VSCode using existing CodeMirror extensions
- Presence improvements (colored cursors, selections, usernames)
- Usability testing & dogfooding VZCode for VZCode development

December

- Documentation and Demo Videos
- Final presentation and write-up
- Final code commits

Team

- Jack Hankin Hankij@rpi.edu Darmin-Geek
- Dominick ladevaia iadevd@rpi.edu DomaDude123(Git)
- Evan Whymark whymae@rpi.edu/whymarkevan@gmail.com(personal)/EvWhymark(Git)
- Amanda Ruan ruana2@rpi.edu aruan20
- Ngawang Ghongwatsang ghongwatsang https://github.com/nghongwatsang
- Michael Krar <u>krarm@rpi.edu</u> michaelkrar
- Jordan Lewenthal lewenthal2004

Individual Milestones

September

- (who?) Robust error handling and presentation of syntax errors
- (Mike) Usability improvements for renaming files

October

- (Dominick) Intelligent Autocompletions (using TypeScript language server)
- (Jordan) Al-Assisted Coding leveraging OpenAl
- (Jack) Add interactive widgets from <u>codemirror-interact</u>

November

- (Amanda) Usability improvements for working with directories (rename, moving files)
- () Make VZCode more like VSCode using existing CodeMirror extensions
- (Evan) Presence improvements (colored cursors, selections, usernames)

December

- (everyone) Documentation and Demo Videos
- (everyone) Final presentation and write-up
- (everyone) Final code commits

Spaces

- Github: https://github.com/vizhub-core/vzcode
- Discord Channel within RCOS

Contribution Guidelines

- All team members will be added to the GitHub repository, no need to fork to PR
- Create a draft PR as early as possible to surface work in progress
- Run Prettier on the code before committing
- Students will review each other's PRs
- Curran will do final review, cleanup, and merge
- Use the "Closes #241" syntax to auto-close issues when PRs get merged
- Ideally 1:1 mapping between issues and pull requests
- If you want to work on something with no issue, create the issue first