Project SLive

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1. Feature
   1. Hand out
      1. Digital, OneNote support
      2. Sync distributed
      3. Auto distributed
   2. Real-time interaction
      1. Engagement
      2. Live slides
      3. Professional report
   3. Do everything in PowerPoint
   4. Easy deployment
2. Scenario
   1. Basic handout
      1. word-filled slide text
      2. hint / materials
      3. foreigner's presentation
      4. unmanned exhibition
   2. Digital information
      1. handout
      2. link
      3. large image
      4. image flow
      5. contact
      6. file
      7. two screen animation
      8. something you can do by yourself
   3. Multitasking
      1. video vs. questions
   4. Interaction
      1. worksheet
      2. quiz race
      3. poll (Decide result displayed or not)
      4. lottery
      5. game
      6. feedback (upvote?)
      7. user defined (HTML?)
   5. Lively slides (result sorted?)
      1. storyboard / speech bundle
      2. open ended question
   6. Set up new question / poll
3. Process
   1. Edit – In PowerPoint
      1. Login with your Microsoft account
      2. Add materials to your ppt file
      3. Upload necessary files to OneDrive
      4. Save index data into SLive
   2. Show
      1. Pre show
         1. PowerPoint – Fire starting signal
         2. Speaker – Loading process / Listener info
         3. Listener – Connect to SLive
         4. SLive – Load files from OneDrive / Push handout to Listeners
      2. Show
         1. PowerPoint – Display ppt file / Fire signals to push
         2. Speaker – Get feedback data / Control the show
         3. Listener – Take notes (send to OneNote) / Feedback
         4. SLive – Push data / Collect feedback
      3. Post show
         1. PowerPoint – Fire ending signal
         2. Speaker – Get report (also to OneDrive)
         3. SLive – Clear cache / Generating report
4. Problem
   1. Listeners' focus
   2. Network speed problem
   3. Distraction of devices
5. Optional feature
   1. Instant messaging feedback
   2. Sync the slides and annotation
   3. Game Engine like edit
   4. Personal materials
   5. Location based diversely handout
   6. One audience control all devices
   7. Trigger for nonlinear ordering
   8. Mark down slide and feedback
   9. Fluently switch out and push the previous slide
6. Roadmap (Year 2016)
   1. Jan.01 – Jan.15 Survey
   2. Jan.16 – Jan.25 Final Exam
   3. Jan.25 – Jan.31 Relaxing
   4. Feb.01 – Feb.06 Detailed Plan & Develop 0
   5. Feb.07 – Feb.14 Spring Fest.
   6. Feb.15 – Feb.24 Fast Develop 1
   7. Feb.25 – Feb.29 Settle Down & Project Random Master
   8. Mar.01 – Mar.13 Fast Develop 2
   9. Mar.14 – Mar.19 Alpha Test & Bug Fix 1
   10. Mar.20 – Mar.27 Beta Test & Bug Fix 2
   11. Mar.28 – Mar.31 Bug Fix 3 & Submit
7. Implementation
   1. PowerPoint Side
      1. Task Pane (Ribbon bar?) (VSTO or Add-in?)
         1. Login with MS Account -> Post User ID
         2. Add Handout (In Task Pane)
         3. Add Activity (Content Add-in)
         4. Upload Handout to OneDrive
         5. Upload Presentation Index to SLive
         6. Post Show-Begin Signal
         7. Post Slide ID
         8. Post Show-End Signal
      2. Content Add-in
         1. Display Show ID
         2. Design Interaction Content
         3. Display Feedback
   2. MVC – View
      1. Speaker Side
         1. Login with MS Account -> Post User ID
         2. Get Show ID
         3. Handle Listener info
         4. Get Feedback
         5. Get Report
      2. Listener Side
         1. Enter Show ID
         2. Login if necessary
         3. Show Handout
         4. Post Feedback
         5. OneNote Pass -> "Send to OneNote"
   3. MVC – Control
      1. Interact with PowerPoint
         1. Get User ID
         2. Save Presentation Index
         3. Get Show-Begin Signal -> Hit Show-Begin Event
         4. Get Slide ID -> Hit Push Event
         5. Get Show-End Signal -> Hit Show-End Event
      2. Speaker Side
         1. Get User ID
         2. Wait Show-Begin -> Push Show ID
         3. Wait Show-Begin -> Download Handout from OneDrive
         4. Wait Show-End -> Discard Handout
         5. Wait Show-End -> Push Report
      3. Listener Side
         1. Get Show ID
         2. Get Listener ID
         3. Wait Push Event -> Push Handout
         4. Get Feedback -> Save to Report
      4. Database
         1. Using Model with Entity Framework