



Frederick Harrington
Fred Barnes
CO600: Project Meeting

Meeting 8th Dec 2015

Present: Alex, Mo, James

Aims:

- Design Mobile App UI
- Polish any Front end tasks

James:

- Learned majority of Golang functionality excluding concurrency components (to do by Friday)
- Started coding: Dev environment is completely set up
- Relevant Go Lang libraries have been identified and imported to dev environment
- Will finish learning concurrency tutorials in Golang
- Code some back end: setup and configure imported classes (i.e socketio server)
- Push code to git
- Write Readme.txt to run Go Lang

Mo:

- Has started on Angular coding with cookies
- API is ready to use (User, anon user, lobby)
- Will have fixed Cookies issue/active session
- Set cookie Timeout if page is closed/inactive
- Some bugs, fix bugs and push changes

Alex:

- Completed lobby API in Node.Js
- Users, anon users, lobby are up on Git
- Need to do docs for api (ReadMe file)
- Moving Serving to node
- Research node/go lang server

Ending Notes:

- Node server and Go lang server discussion and implementation efficiency
- Node may be redundant, done some research and reading to find pros/cons.
- Miscommunication as node was thought to be used for client side rather than backend. Pros and cons of node server and Golang server.

Found node is being used as server side when it can be done in Go lang backend rather than having 2 servers data passing from client side to node to back end is creating extra steps and less efficiency.

Loads of architecture drawings completed

Go lang to sql: Supported by GoLang

Look at Golang to JSON: (assumption: should be supported)

JSON is built in to Golang and is supported

Need for node... Yes or No?

Separate instance for api server??

Web sockets general readings

Running game instances

Plan A: JavaScript instance

Plan B: go lang instance