

CrowdWire

<!-- MASSIVE ONLINE MEETINGS -->

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OUTSIDE AT HOME

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LICENCIATURA EM ENGENHARIA INFORMÁTICA
PROJETO DE INFORMÁTICA
GRUPO 09

TEAM



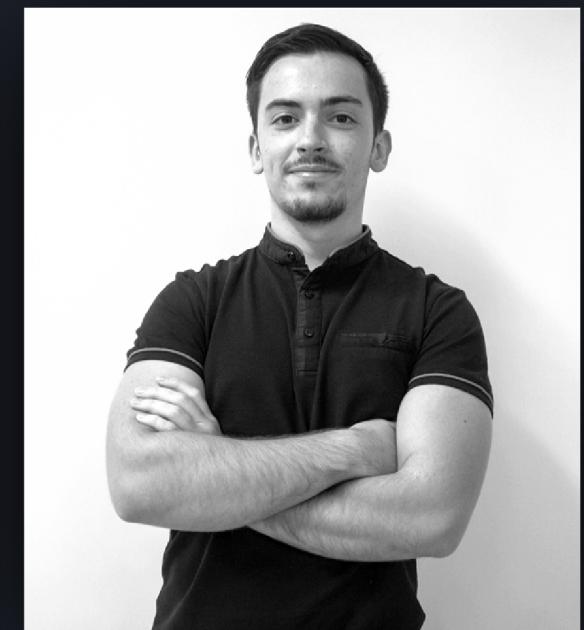
Daniel Gomes

DEVOPS MASTER



Leandro Silva

PRODUCT OWNER



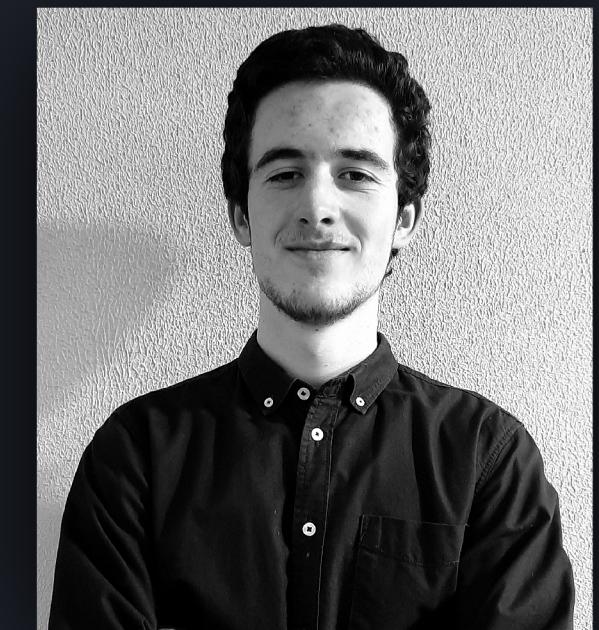
Mário Silva

LEAD DEVELOPER



Bruno Bastos

ARCHITECT



Pedro Tavares

PROJECT MANAGER



Diogo Gomes

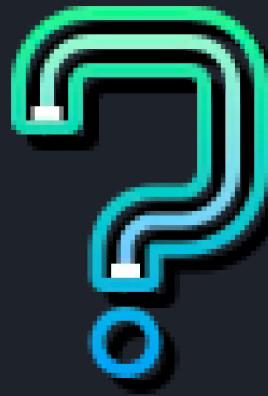
ADVISOR

Context

With the emergence of Covid-19 all around the World, many people, companies and organizations started adopting remote procedures like video-conferences to continue doing the common tasks they used to do “in person”. Therefore, the search and use of these types of systems that allow video and voice calls has increased a lot.

Problem

- Limited video meetings systems
 - Lack of remote interactive environments
 - Impedance of side conversations
 - Absence of real-life behaviors simulations
- Lack of related open source projects
 - It's a newly growing idea



Goals

- Interactive meetings
- Great scalability (ex: hosting of conferences)
- File sharing Functionality
- Real-life communication experience
 - Create and customize environments
 - Proximity chat, voice and video
- Embedded service tools
- Open Source Project



Risks

- Scalability Issues
- World Editor may not be flexible
- Performance
- Secure communications
- Mobile usability of the System
- Undocumented State of the Art

Technologies



Expected Results

- Fully Functional Web Application
- Allow Users to create, edit and interact with multiple maps.
- Flexible Usage: Classes, Conferences, Meetings or Recreation.

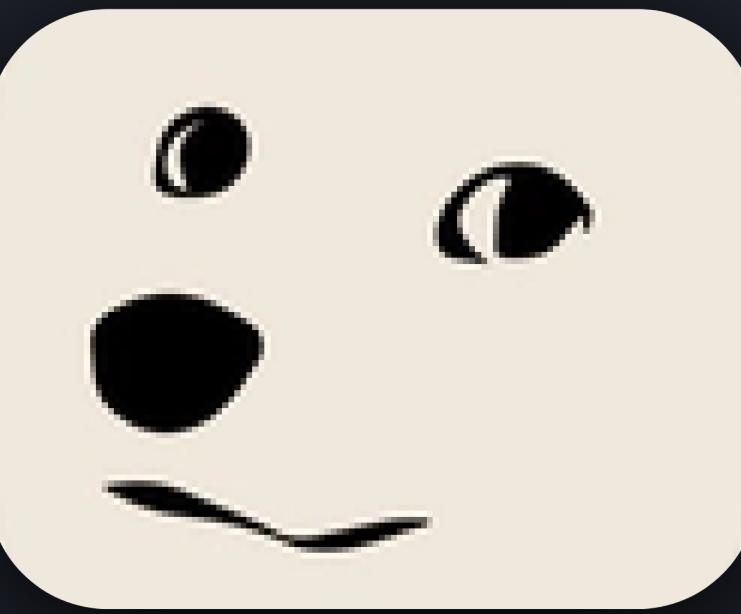


RELATED WORK



Gather.town

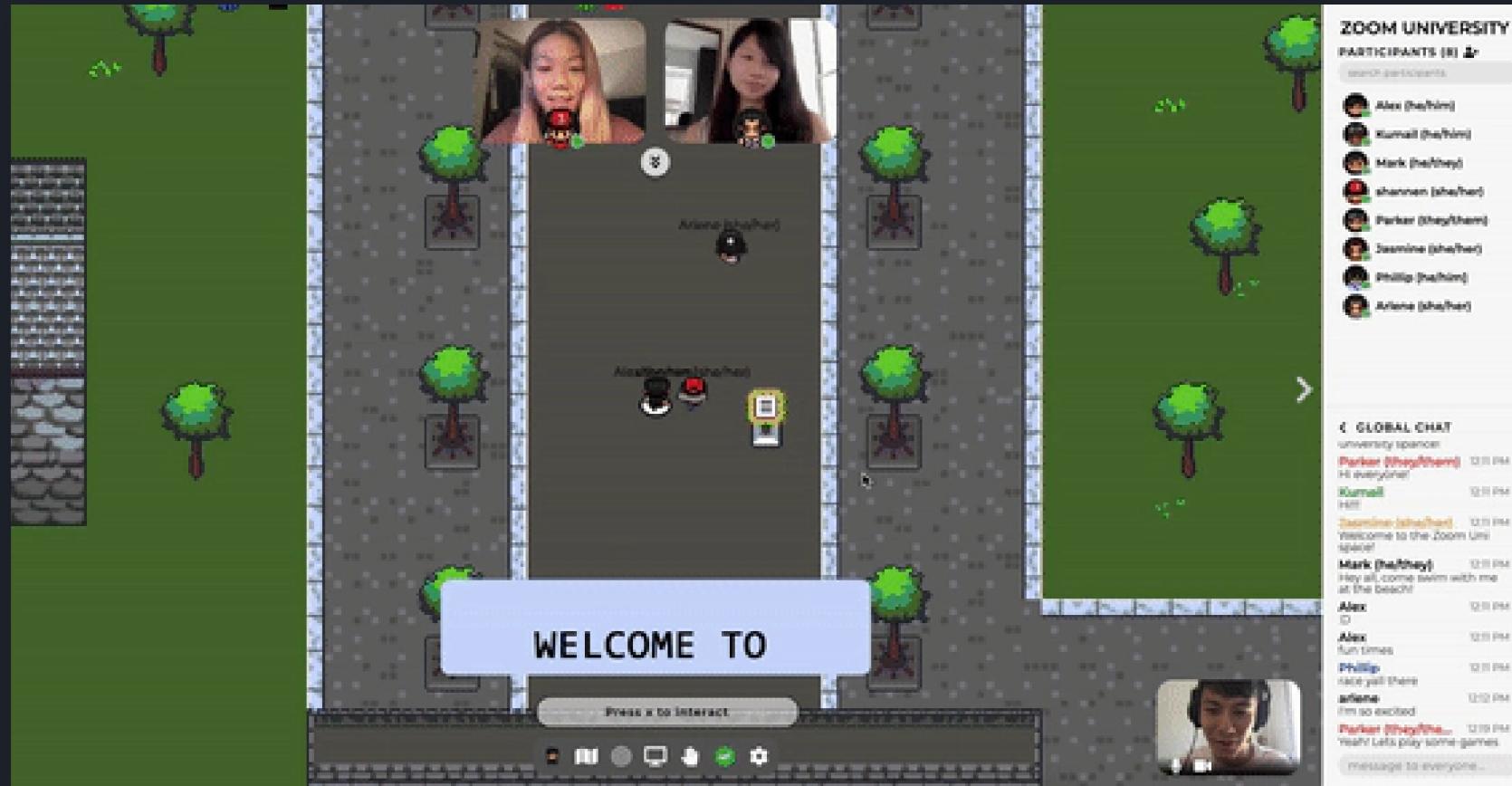
Gather is the main inspiration
for our project.



DogeHouse

DogeHouse has the purpose to
host large voice meetings in a
very scalable manner.

GATHER.TOWN EXAMPLE FEATURES

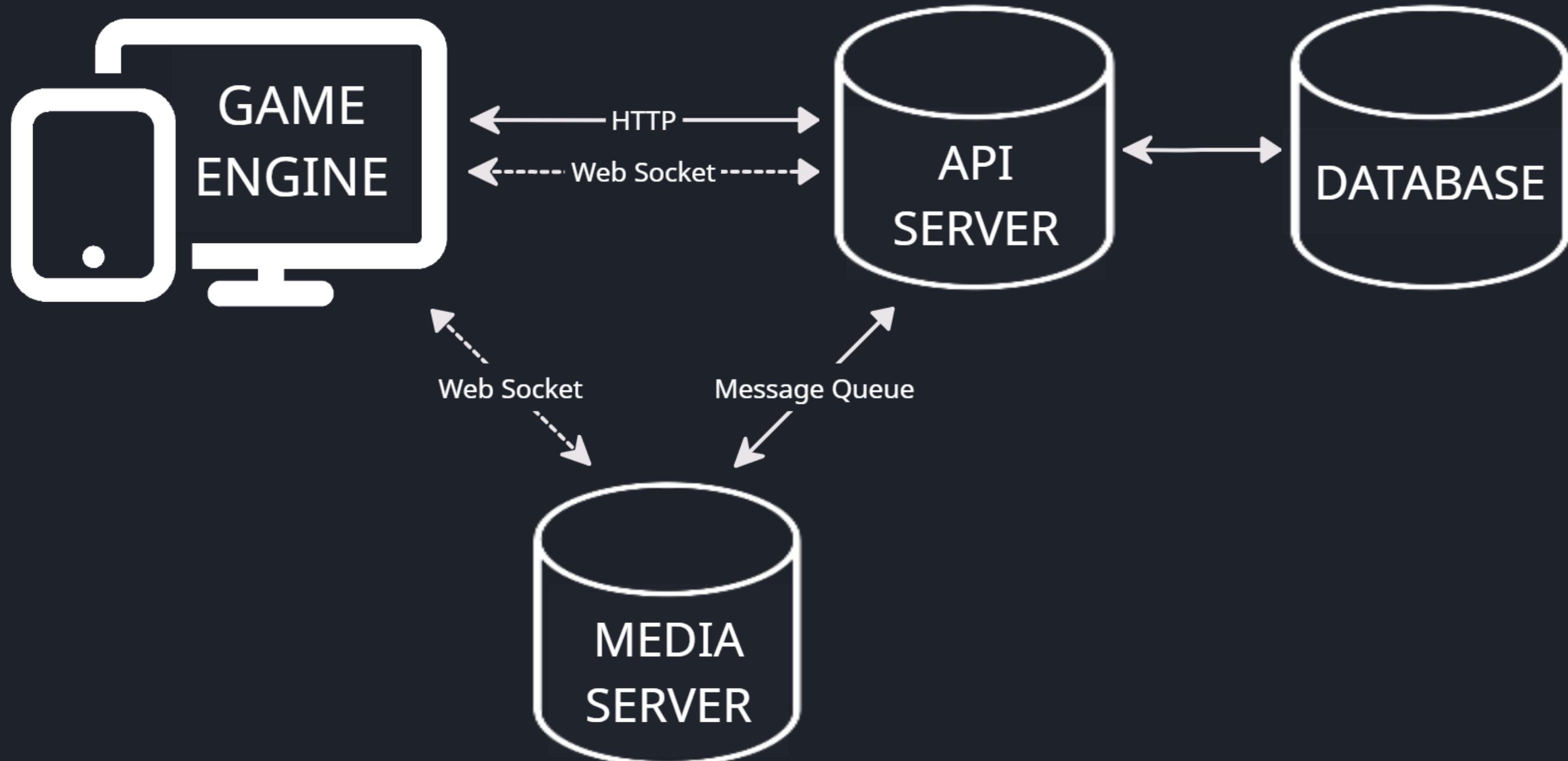


Proximity chat with video



Interactive environments
and collaborative tools

HIGH-LEVEL ARCHITECTURE

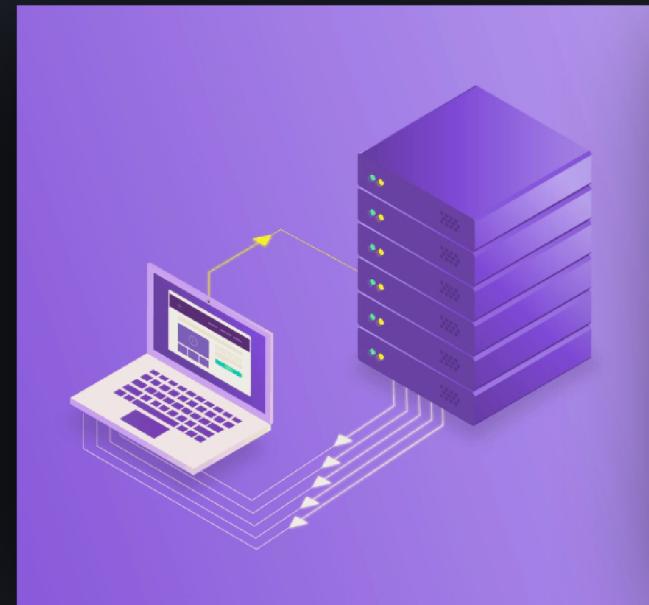


WORK ASSIGNMENT SPLIT



Frontend

Pedro Tavares



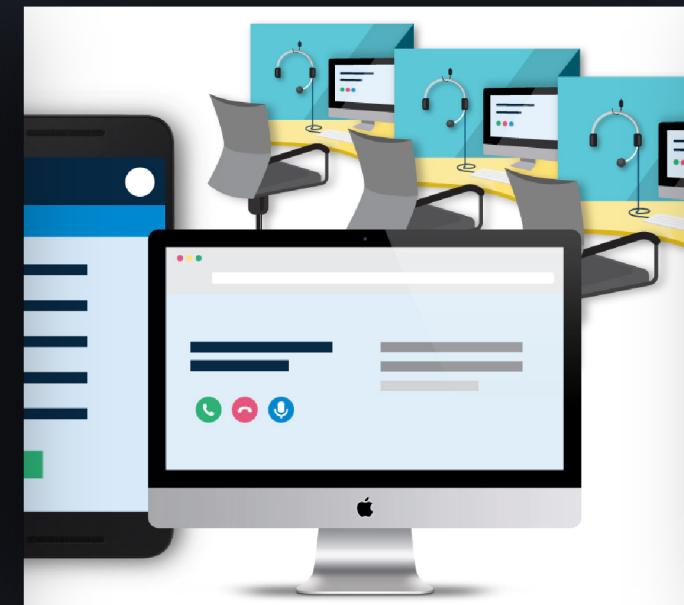
Backend

Bruno Bastos



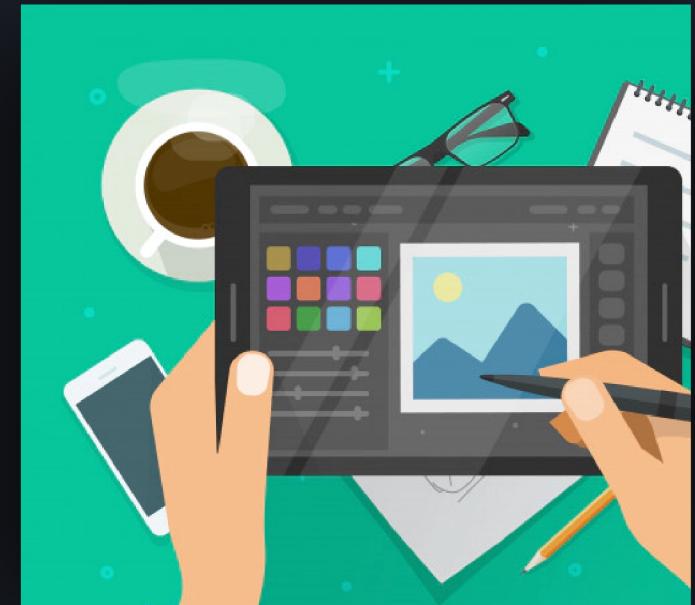
Infrastructure

Daniel Gomes



Communications

Mário Silva



World-Editor

Leandro Silva

TASK ASSIGNMENT

Frontend	Backend	Infrastructure	Communications	World-Editor
TASKS				
<ul style="list-style-type: none"> • Provide an usable and simple interface • Embedded game in the Interface as well as video and voice media • File Exchange Feature 	<ul style="list-style-type: none"> • Create database schema • Develop REST API and write its documentation • Exchange information with the communication Service 	<ul style="list-style-type: none"> • Investigate technologies for deploying and scaling the system • Integrate and orchestrate all microservices • CI/CD pipelines 	<ul style="list-style-type: none"> • Investigate WebRTC technologies and architectures • Create communication service • Proximity Chat 	<ul style="list-style-type: none"> • Provide a world editor interface • Decide the Web Game engine

DEVELOPMENT TOOLS



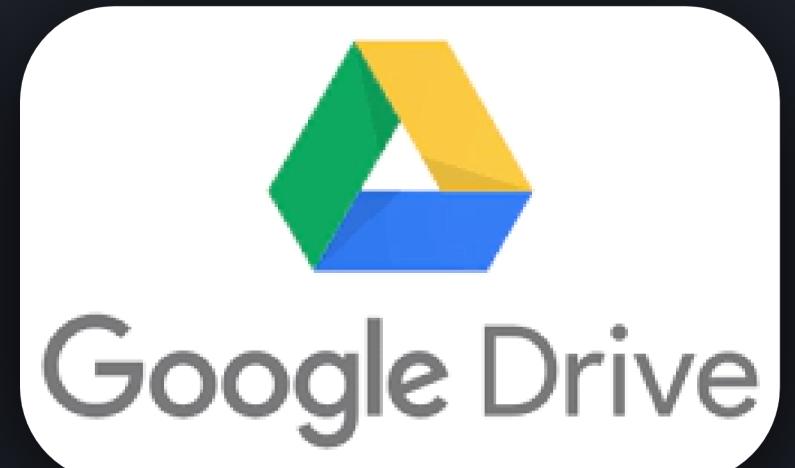
GIT PLATFORM



COMMUNICATION



BACKLOG
MANAGEMENT

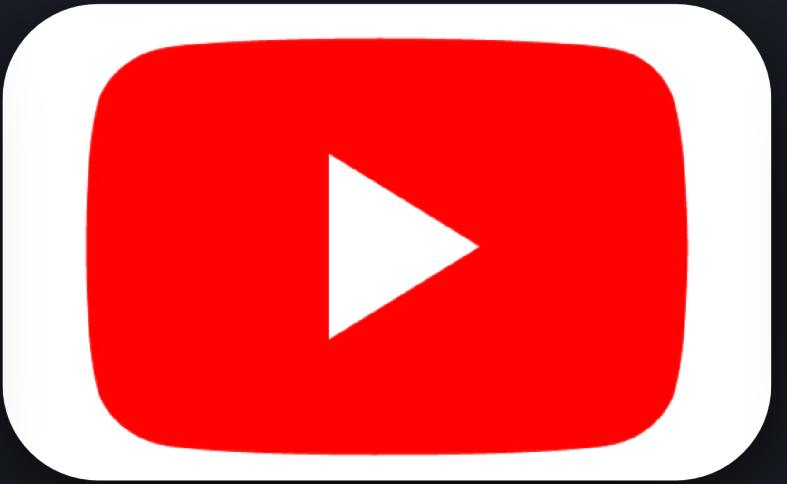


FILE SHARING

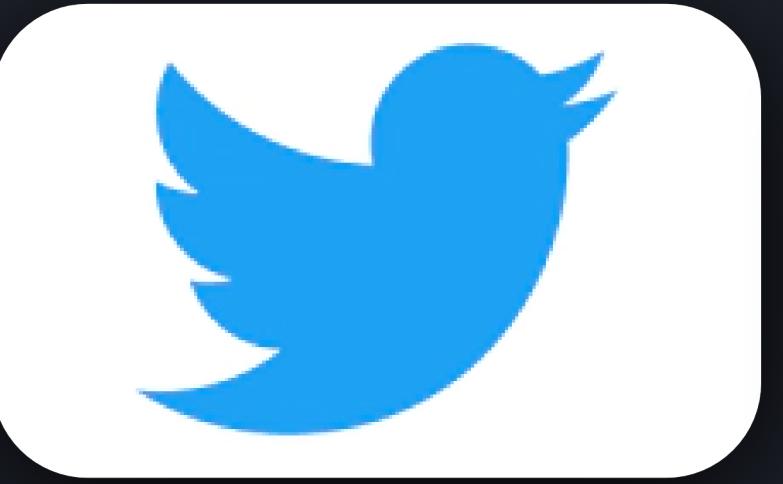
COMMUNICATION PLAN



DEVELOPMENT
COMMUNITY



PROMOTIONAL
VIDEOS



AUDIENCE
UPDATE



PROMOTIONAL
WEBSITE

PROJECT CALENDAR



- Milestone 1: Presentation of the lifecycle objectives and calendar for the Project
- Milestone 2: Presentation of the lifecycle Architecture; Validation of the Architecture
- Milestone 3: Prototype; Mid-Term Presentation with supervisors; Peer Evaluation.
- Milestone 4: Project Presentation; All Functionalities have been developed.