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Writeup about Sirius Meet, A video conferencing system:

- The initial part of working focussed on creating the basic ui for the video meeting page and the back-end to stream the video and create a peer network using peerjs.
- As experienced in our previous project ,it was time consuming to find out and test the libraries present before settling on the technology of peerJS and socketIo using javascript.
- As establishing and testing the video meeting functionality was going on,work was started on creating a chat network for the meet using socket-io and integrating it.
- These were the major functionalities target for completion by review 2.
- This was followed by the development of file upload, white-board and screenshare simultaneously. The major technologies in play here was socket.io for file upload and screenshare while vanilla JS was used for the whiteboard .
- File upload was planned to be designed in a unique way, with the facility to share the link on demand to any student as well, which would allow them to download it instantly.
- Integration of these structures after development independently took some time, to debug minor errors, integrate with the existing node.js server and to manage the UI.
- At this time a nav-bar was also added along with the mute audio and mute video functionalities to complete a fully functioning standalone prototype of out project.
- After testing and running on localhost till now, deployment was done onto Heroku relatively hassle free.