

Requirements

- Load list of public rooms in chunks
- Can't get list of all users logged on, have to know a user's username.
- Persistent permissions, no auto-cleaning of inactive chats
- Tiered permissions system, owner, moderators, general users

Meeting Notes

Asked about loading list of all public chat rooms piece by piece, in small sections to avoid flooding network, getting a huge list of rooms.

Asked if all online users would be visible (privacy concerns). Only users in same rooms as you are visible.

Asked about sending files. Not planned.

Asked about flagging certain words, watching for "illicit (not vulgar)" speech. Not planned.

Asked about multiple mods/admins per room. Could implement multiple mods/admins per rooms.

Asked how the chat history/room information would be stored. Storage is distributed among peers. Each peer stores part of the history.

On log-in, local machine is checked for history before getting missing history.

Thorough debate about persistency of chat rooms