CURRENT SYSTEM

* Java client>
  + User completes game and submits it as post data to php page
* Php>
  + Save the post data to file
  + Save file.txt and add those files to the database
* Database>
  + Have file path and other info, such as ids
* Chron job>
  + Periodically, if new files in folder, check them
  + Output results to file.txt.checked
  + Rejects files that look like spam
* Java server-side>
  + Run code to check files
  + Program under dropbox/AngryAnts/code/verification
  + Can run from php with exec() method
* Java server-side>
  + Runs algorithms on data
  + Frechet-distance data is stored on Yunhao’s local disk, not server
  + Program under dropbox/AngryAnts/code/frechetdistance
* Php>
  + Check database return ant that needs to be checked, with some randomness

NEW SYSTEM

* Flash>
  + Call php to get ant
* Php>
  + Looks into database, gets ants with min count of data, randomly
* Flash>
  + User submits path to php through post data
* Php>
  + (Call java to verify this one file)
  + If successful: Store it in the database
  + Also store it in a file for now
  + Updates that ant’s count for data
  + (Run frechet distance algorithm)
    - Needs ground truth and ant path
* Flash>
  + Go to main menu

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* Need complete data set for two videos, which is for all ants and as many people as we can get
* Need online tool soon.
* Livio will definitely get this done by Wednesday, March 13th, or by the end of today (Thursday, March 7th).