Project - Media Delivery Network Simulator

Date	10/27/2014	Place	CMU SV - Room 118
Start Hour	15:00	End Hour	17:00

Participants
- Vladimir Katardjiev   - Vinay Vavili   - Jeremy Fu   - Jigar Patel   - Hao Wang

Points
1. Node Location should be appropriate and nodes should not move here and there 2. Show direction of data flow on edges 3. Show stream lifecycle on edges of graph (like Stream started, in progress, completed) Example - black edge for Start - green edge for in progress & red edge for dead stream 4. Implement Stopping datastreams Send the stop message both ways (from sink to source & vice-versa) to cleanly stop the stream and release all resources 5. Report all exceptions to master and show node in red when node is dead 6. Log all the node reports - low priority 7. Node Type should be one of the pre-defined class names 8. Implement Processing Node based on absolute values 9. Input Work Specification - Change Byterate to bitrate (Kbits) and size in Kbits 10. Draw multiple edges for multiple data streams

11. Abstract out send, receive and report functions (message related) in base class

12. Draw the nodes only when they are up