Project #2, Snapshot 1
Status Report - Team Opal

<u>What has been completed</u>:
We created a solid foundation for successful development of the project. At the initial meetings, roles were established and discussion revolved around the project and potential issues. Implementers agreed to use SVN for code sharing and created a temporary graphical map for reference purposes. The tech lead created a requirements document with test cases, a system design document, and listened to the groups' suggestions without losing conceptual integrity. The assistant tech lead created a projected schedule, maintained logs of meetings, wrote this status report, and a schedule appendix with supporting time estimates. The implementers coded initial testbed programs for intensive testing in the future.

In addition to these accomplishments, the tech lead took the initiative in proposing a symposium among the CS411 groups to define standards and server function calls. The group nominated a representative for this meeting. The implementers also had a separate meeting for strategic discussion and knowledge sharing in order to implement the tech lead's design without forfeiting conceptual integrity.

<u>What is to be done next</u>:
During the next week (11/10-11/16) the implementers will begin coding the project in earnest with an emphasis in finishing by the second snapshot. They will split the various server and client tasks among them and design testbed programs for extensive testing of their code. They will also find or create graphics to implement the interface required by the customer. Research will continue if necessary on Java graphics and network programming. The tech leads will continue to refine and update the system design, requirements documents, and the schedule. The will schedule at least one meeting for to resolve issues. Initial user documentation will be started.

The week after that (11/17-11/23) the implementers will attempt to finish the game entirely and all necessary testbed programs. All necessary graphics will be finished and implemented into the game. All messages between the server and client will exactly follow the specifications outlined at the CS411 group symposium. Extensive testing will continue to find and eliminate bugs and to ensure the requirements document is followed while maintaining conceptual integrity. The tech leads will finalize and compile all necessary documents for snapshot two, including another status report. At least one meeting will be held, and additional meetings if necessary.

<u>Issues</u>:
Some of our implementers have limited experience with graphics programming or with Java. Research and practice will be necessary to eliminate this obstacle. Some aspects of the project remain somewhat unclear and will need to be discussed in meetings.

The CS411 group symposium has not yet occurred, which makes initial coding difficult, as there are no set standards. Hopefully it will occur soon and at least 95% of the standards can be agreed upon.

We also have an implementer who has had extremely limited interaction with the group, and thus contributed nothing so far. More attempts will be made to receive his support, but continued failures will mean updating the schedule to factor in one less implementer.

<u>Summary:</u>
Progress has been superb and the team is communicating effectively. Scheduling is aggressive and there is much confidence in the group's capabilities. We look forward to continuing development.

Scenario

Version 1.0
11/3/2009 1100 hours

A player initiates the client application and specifies a server to join.
The client attempts to connect to the server
  The server acknowledges the connection request and if permissible, allow the client to join
  The server sends a map to the client and waits for remainder of players to join
  The server sends a countdown to indicate the start of the game.
After the countdown, the player then sees the map from the player's perspective on the map.
The player presses the arrow keys and moves through the map.
The player interacts with food services to receive (or deplete) health.
The player interacts with exercise places to receive health.
The player attends a class to increase course credit.
The player steps on a manhole cover and either gains or loses energy.
After attending 36 credits of class, the player proceeds to Agganis arena.
Upon arriving at Agganis, the game is over and the server broadcasts this to all players.

Ability To

Tuesday, November 03, 2009
10:17 AM

Guarav
Nastia
Jacob

Version 1.2
11/5/2009 2040hours

Server
- Ability to generate a game map with the random pieces within it.
- Ability to receive requests to join the game from clients.
- *Ability to distribute map to clients as they connect.*
- *Ability to randomly position players for game start.*
- Ability to track information for each client.
- Ability to give a game start countdown to all clients.
- Ability to determine client's new location based upon a 'request' direction to move and client's health, as well as any obstacles (e.g. map edge)
- Ability to broadcast to all clients when there is a winner.
- *Ability to recognize the start and completion of a bridge circuit.*
- *Ability to place professors randomly and move them after they encounter someone.*

Client
- Ability to join a game server.
- Ability to receive a map from server.
- Ability to start game based on server countdown.
- Ability to display graphics while receiving networking information.
- Ability to display map from *top* view~~point of~~, centered at player.
- Ability to layover objects on the map sent from server. (e.g. place visual for H1N1, *manhole*)
- Ability to send a request to the server to move in each of 4 directions.
- Ability to update graphics based upon new location from server.
- Ability to display health meter.
- Ability to update health meter based upon information from server.
- Ability to specify server to join game on.

Higher Level - *("User has ability to")*
- Ability to move around map in 4 directions.
- Ability to walk at different speeds (based on health).
- Ability to attend class.
- Ability to eat.
- Ability to exercise inside (FitRec) and outside (Bridge circuits).
- Ability to interact with professors/administrators.
- ~~Ability to interact with other players?~~
- Ability to increase and decrease health.

System Design

Version 1.1
11/3/2009, 1100 hrs

Server
- Global variables
  - Map
  - Winner flag
- Initial thread
  - Allow clients to join
  - Generate Map (take map file and add the pieces that are random each time)
  - Push Map
  - Select Starting Locations (?)
  - Broadcast countdown
  - Check for winner
    - When found ~~broadcast to all threads~~, end game
- Thread for each client
  - Data
    - Health
    - Location
    - *Class credit received*
    - *Last class attended - to prevent duplicates*
    - *Distance since last eaten/exercised*
  - Receive direction "request"
  - Update client with new location in time based upon health
  - Update health based upon location (e.g. food, excersise, H1N1, prof encounters, etc)
  - Update client with other player's locations (?)
  - *Check for winner, announce to client if another user has won.*
  - *Recognize if this client wins.*

Client
- Shared Variables
  - Location
  - Health
  - Map
  - *Course credit received*
- Graphics thread
  - Constantly update screen based upon variables
- Networking thread
  - Receive map, countdown.
  - Update variables based upon information received from server
  - Scan keyboard and send move request when keys pressed

Snapshot #1 Meeting Logs

Minutes 10/29/2009 Meeting
Present were James, Lincoln, Guarav, Nastia

-Tech lead primarily designs and documenting the system design, documenting test cases, completes the test cases, writes the requirements
-Assistant tech lead keeps minutes, meeting logs, communication logs, user documentation, status reports, schedule
-To do: Make Google code project, make Google spreadsheet
-To do: Look into "SVN"
-Guarav: The Server- first we have to think about how we want to store data, some stuff only the server knows, like location of player, health.
-The server has to be multithreaded if there is more than one client, which we must have, there will be some sort of client handler object, and each client will be assigned a client handler
-That object will store everything related to that client and communicate with that client in a separate thread, even in the client there is multithreading as it does graphics and networking at the same time
-Map will have to be stored on the server and sent to every client
-Everyone is implementing the same game exactly the same way
-James: Make schedule for snapshot
-All implementers should install SVN tortoise
-Ask Keklak if the manholes are randomly generated at each step, or at the beginning of the map
-First we need map for the client, cell based, a grid basically, one person at a cell at a time, when you move, the screen moves not the character
-Use tile based system stored in a square matrix, each tile is one character and the client redraws
-We will listen in class on Monday to decide how to proceed with the project, and tentatively schedule a meeting for next Thursday
-Where is Jacob?

Minutes 11/5/2009 Meeting
Present were: James, Lincoln, Guarav, Nastia

-Looked at system design, discussed
-Discussed needs within protocol

-Map distribution

-Map problems/solutions - 2 "layers" via 2 files
    -Cell size 32x32 on graphical map
    -Text file with array structure of characters equivalent to map width/32
x   map height/32
        -0 = no walk
        -1 = road
        -Etc
-Snapshot 1
    -a status report - James
    -a requirements document with test cases -Lincoln has and will
complete
    -a current projected schedule - James will "finalize"
    -a log of meetings - James Has/will compile
    -an initial system design - Lincoln Has
    -initial testbed programs - Lincoln will divide "Ability To" Statements to
        implementers who will write cases to test each of these
    -*All SS1 materials should be to Lincoln by Monday morning 11/9*

Testbed programs will be simple "main" functions that invoke other
functions to test them.

Guarav will call an implementers meeting soon, most likely after the
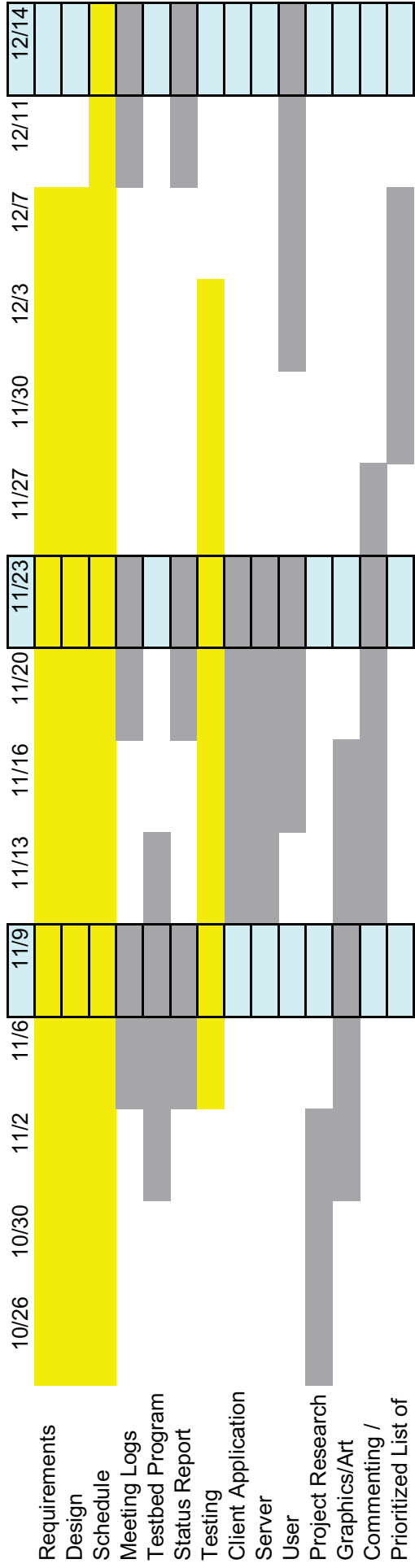protocol committee meeting.

Minutes 11/7/2009 Implementers Meeting
Present: Guarav and Anastasia

-Discussed:
    -TortoiseSVC - a Subversion control program that links with google
code --   All implementers should have it installed on their computer
(Jacob, that   includes you... it will just take a few minutes to show
you what it is all   about and how it works)

-Demonstrated the first testbed program for connecting client to server.

-Discussed programming/system strategy and networking

-Shared ideas of implementation while maintaining spirit of conceptual
integrity

-Discussed coding standards, commenting, refactoring

-Discussed issues to bring up at CS411 Group symposium with Guarav being the representative

-Discussed lack of 3rd coder (Jacob) attending meetings

Task	Date Completed	Status	Worker(s)	Notes
Lead Tasks				
Requirements and Tests Document		done	Lincoln	
User Documentation		N/A	James	
System Design		done	Lincoln	
Status Report	11/8/2009	done	James	
Projected Schedule	11/8/2009	done	James	
Meetings Log	11/8/2009	done	James	
Implementation Tasks				
Map		done	Gaurav	
SVN Installation		in progress	Implementers	
Meetings		done	Implementers	
Testbed Programs		in progress	Implementers	
Snapshot 1 Due November 9				
Lead Tasks				
Requirements and Tests document Updating			Lincoln	
Initial User Documentation			James	
Status Report			James	
System Design			Lincoln	
Meetings Log			James	
Schedule Updating			James	
Implementation Tasks				
Server logic				
Server system code				
Game Graphics				
Network Code				
Client code				
Commenting/Refactoring				
Server Testing				
Client Testing				
Game Testing				
Snapshot 2 Due November 23				
Lead Tasks				
Requirements and Tests document updating			Lincoln	
Finalized User Documentation			James	
Status Report			James	
Final Schedule			James	
Prioritized List of Open Issues				
Final System Design			Lincoln	
Implementation Tasks				
Final Testing				
Code Refactoring				
Connecting with other groups				
Additional coding if necessary				
Extra features if time allows				
Project Due December 14				

A Gantt chart showing a project schedule. The timeline along the top runs from 10/26 to 12/14 with markers at: 10/26, 10/30, 11/2, 11/6, 11/9, 11/13, 11/16, 11/20, 11/23, 11/27, 11/30, 12/3, 12/7, 12/11, 12/14.

Tasks listed along the left side:
- Requirements
- Design
- Schedule
- Meeting Logs
- Testbed Program
- Status Report
- Testing
- Client Application
- Server
- User
- Project Research
- Graphics/Art
- Commenting /
- Prioritized List of

Key
- Ongoing task
- Definite task
- Milestone

Team Opal Schedule Appendix

Requirements- Listed as "ongoing" as they will be constantly updated and refined as the project continues and if the customer changes their requirements. Will be frozen one week before the due date as implementing further changes will be impossible.

Design- Mostly finished before the first due date, but listed as "ongoing" as it will be updated as issues arise. Changing the design will not alter conceptual integrity.

Schedule Updating- Listed as "ongoing" as it will be constantly updated, refined, and altered as tasks are finished, deadlines are finished early or missed, and unforeseen circumstances occur.

Meeting logs- Compiled 4 days before each due date, with extra time to allow for changes and potential last-minute meetings. Can be budgeted accurately as work required is minimal with little risk for missed deadlines.

Testbed Program Creation- Estimated at 5 days for implementation, with a 2.0 safety factor for potential issues for 11 days total. Will take place before snapshot #1 and continue into snapshot #2 concurrent with system programming. Should be finished before the actual system is finished.

Status Report Creation- Must be written within three days of snapshot due date in order to be current. Takes about an hour to complete including reviews of meeting logs and email correspondence, so budgeting three days should give plenty of room for unforeseen problems like illness, etc.

Testing- Listed as "ongoing" as it should happen as code is being written, though there will be serious phases of testing after the first version of the code is finished, then again after the first version is refined. Will involve testbed programs, and should be completed several days before the second snapshot is due.

Client/Server application code- Budgeted for the two weeks between snapshot #1 and #2. The goal is to have the software working and stable before snapshot #2 is due. With a safety factor of 2.0, an extra 14 days

(for 28 days total) are budgeted for the two weeks immediately following snapshot #2 if the deadline is missed. Heavy emphasis is placed on making the first deadline.

User Documentation- 3 days budgeted, with 7 days total with 2.0 safety factor for user documentation. This occurs before snapshot #2 and again before snapshot #3 to incorporate any changes. Must occur after significant coding and implementation decisions have occurred so it remains accurate.

Project Research- One week budgeted at the beginning of the project for the implementers to brush up on graphics coding with Java. Extra time can be allotted as the project proceeds if necessary, without interfering with the projected schedule.

Graphics/Art- 7 days budgeted with 14 after 2.0 safety factor. Could take significantly less time depending on the availability of GNU licensed graphics and icons. Otherwise, they will be created by the implementers as necessary.

Commenting/Code Refactoring- Occurs simultaneously during the coding process, and a few days after, of snapshot #2. Will be extended with the server/client coding if necessary if a deadline is missed.

Prioritized list of open issues- 3 days allotted, with 7 days after 2.0 safety factor, for deciding what will remain unfinished by the project deadline. May change during the scheduled period depending on the progress of the implementers. What will be included in this document will be decided on at a meeting with all Opal team members.

Gmail by Google

[Opal] project 2
22 messages

Josiah Wang <legendaryfox@gmail.com>   **Tue, Oct 27, 2009 at 4:54 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

hey guys,

so are we supposed to decide who gets what role next? it looks like chris and nastya can't be tech lead / assistant tech lead anymore; there are 3 implementers, and two of us have to step into those roles. any takers?

for starters, i'm very limited in Java, having taken only one semester cs112 that required java. that being said, this seems like a pretty interesting project; i'm a fast learner, so i don't think this will pose too much a problem if i stay an implementer. however, i want to put the team first before my priorities.

does anyone else have a strong stance to stay implementer?

-josiah

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jamesishere <jamesishere@gmail.com>   **Tue, Oct 27, 2009 at 5:05 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Sorry Josiah, you aren't part of the cool kids club anymore http://cs-people.bu.edu/jkeklak/courses/cs411/CS411GroupAssignments-Project-2.htm

-James
[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>   **Tue, Oct 27, 2009 at 6:32 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Hey guys, sorry too see Josiah and Chris go. Hope your next group is just as cool as us :)

I am going to change to 411opal email list to include the new members.

Nastia
[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>   **Tue, Oct 27, 2009 at 6:34 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

As soon as i figure out how to do that... or if i can do that at all :) (sorry for flooding your emails)
[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>   **Tue, Oct 27, 2009 at 6:42 PM**
To: 411opal@googlegroups.com

Yeah you can do that. Near the top of your gmail you should see something like "**Gmail** Calendar Documents Reader Web more". Click more, then groups. Click Opal. On the right side, click "Management Tasks" there you can drop users. To add, click "Invite Members". But then, instead of actually inviting by email, I just "add members directly" (may want to see if our new folks have gmail first though)

Lastly I don't mind still being an implementer, though my Java experience is limited and from a long time ago. (I do learn quick though) I certainly can take on a lead role also.

And yes, Chris and Josiah you'll be missed. Best wishes with the Topazes

Lincoln
[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>   **Tue, Oct 27, 2009 at 6:55 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Thank you Lincoln :)

I added Gaurav and Jacob to the group and removed Chris and Josiah.

Welcome Gaurav and Jacob!

As I already said, this is our google groups email, so all email communication will be happening through this email address.

Please reply so that i know for sure that you are on the email list.

Now, who is doing what.

I was assistant tech last time. I know Gaurav was implementer, I don't know who Jacob was.
I also believe Gaurav is our "resident expert" on most of the technologies we are going to need for this project like multithreding and whatnot, so i am excited!
(resident expert --- keklak's words :))

I have to be implementer (i sorta know JAVA so that is good)
Jacob, what were you in the last project?

So I guess the implementers have to figure it out between themselves. Any wishes?

Also, we should meet. I propose either Friday morning or Weekend. Lincoln, are you feeling better? James, how are you feeling?

Gaurav, Jacob, any flu or cold symptoms?

What times would everyone like to meet?
Go Opal!

Nastia
[Quoted text hidden]

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jamesishere <jamesishere@gmail.com>   **Tue, Oct 27, 2009 at 7:28 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

I would like to switch to the other side, but if we have too many implementers who want to be tech leads then the only fair way is to randomly select roles =)

-James
[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>   **Tue, Oct 27, 2009 at 7:32 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Sounds good to me.

I actually added Gaurav's and Jacob's bu emails to the email list (silly me, i didn't read the rest of Lincoln's email... sorry) so we'll see how well that turns out :)
[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>   **Tue, Oct 27, 2009 at 10:48 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Hi all,

This new group sounds exciting, we should meet up as soon as possible and get this project started at least, since its going to be pretty long as I see it. I am free on all days except Tuesday and Thursday. I have a lot of ideas that I want to discuss which should help speed up the project a lot. As for roles, I'm fine with anything, as long as I have a part in designing the project.

Where does your group usually meet?

Gaurav
[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>   **Tue, Oct 27, 2009 at 11:08 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Hey,

so I have no clue whether you got any of the emails we exchanged in the last couple of hours (sorry for repeats) but here is a short summery of what was said:

I was assistant tech last time. I know Gaurav was implementer, I don't know who Jacob was. (Gaurav, did you work with jacob on the last project?)
I have to be implementer (i sorta know JAVA so that is good)
So I guess the implementers have to figure it out between themselves. Any wishes?

For our meeting: I propose either Friday morning or Weekend morning. We generally meet in UCS Lab (EMA?)
What times would everyone like to meet?

Also James would like to be one of the tech leads (im not sure which one)
Lincoln said he can stay an implementer, but can be a tech lead.
Gaurav, it sounds like you would be best in the tech lead team with design and all. (though you are going to have to explain the multithreads and such to me at least)

Still haven't heard from Jacob.

Nastia

[Quoted text hidden]

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jamesishere <jamesishere@gmail.com>
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Wed, Oct 28, 2009 at 8:24 AM

For meeting times, we have usually been scheduling them on weekend mornings. I work a crazy job that effectively means I'm unavailable weekdays from 7am-630pm when school is factored in. With advanced warning I can sometimes take the afternoon off, but mostly we do communication by email and limit the amount of in-person meetings.

Regardless of who are the tech leads, everyone should have input in the design. I think we should meet tomorrow (Thursday) night in the undergraduate CS lab or Saturday morning. What is everyone's availability? I'm free all of Thursday night and Saturday morning.

-James
[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>
To: 411opal@googlegroups.com

Wed, Oct 28, 2009 at 8:33 AM

I can't do Saturday morning this time 'round. I can do Thursday night and Friday morning. (5p is my preference on Thurs just so I'm not going off campus and then coming back. Friday morning anytime 9a-11a works)

Lincoln
[Quoted text hidden]

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jamesishere <jamesishere@gmail.com>
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Wed, Oct 28, 2009 at 8:55 AM

If we want to do Thursday at 5pm or Friday at 10:00am I will do my best to get out of work, but we need to decide as soon as possible.

-James
[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Wed, Oct 28, 2009 at 10:02 AM

Thursday, 5:00 is good with me.
[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Wed, Oct 28, 2009 at 10:33 AM

On Thursday I have class until 5:30 so i can come after that.
Friday at 10 works for me too.

There is also Sunday.

Nastia
[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>
To: 411opal@googlegroups.com

Wed, Oct 28, 2009 at 10:35 AM

I'm not available on Sundays..
[Quoted text hidden]

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jhampton@bu.edu <jhampton@bu.edu>
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Wed, Oct 28, 2009 at 11:43 AM

Hey everyone, sorry about that.

I was technically an implementer in the last project. Whatever everybody would like me to be this time around is fine, I suppose.

I will likely be working on other things in the lab Thursday night, so that works for me since I'll be there anyway. I am generally not available during weekends because I have to work. I am completely busy this weekend in particular.
[Quoted text hidden]
  [Quoted text hidden]
    [Quoted text hidden]
      [Quoted text hidden]

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          [Quoted text hidden]

            [Quoted text hidden]

              [Quoted text hidden]

                [Quoted text hidden]

                  something like "*Gmail* Calendar<https://www.google.com/calendar/render?tab=mc>
Documents <https://docs.google.com/?tab=mo> Reader<https://www.google.com/reader/view/?tab=my>
Web <http://www.google.com/webhp?tab=mw> *more*<http://www.google.com/intl/en/options/>".

                  [Quoted text hidden]

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jamesishere <jamesishere@gmail.com>   **Wed, Oct 28, 2009 at 12:04 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

So we have 4 former implementers, and I desire to be a tech lead this time around, so is anyone else strongly in favor of being a tech lead? We can always do random selection if too many people want to.

-James

[Quoted text hidden]

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jamesishere <jamesishere@gmail.com>   **Wed, Oct 28, 2009 at 12:05 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

We'll also need webspace. I own a website called www.r4tg.com I was meaning to develop a website for, but never got around to, if we need webspace.

-james

[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>   **Thu, Oct 29, 2009 at 12:11 AM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

So finally, we are meeting today(thursday) in the UCS lab at 5:30 right? (Regardless I'll be there from 5 to 8)

[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>   **Thu, Oct 29, 2009 at 6:11 AM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Sounds like a plan

[Quoted text hidden]

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jamesishere <jamesishere@gmail.com>   **Thu, Oct 29, 2009 at 8:29 AM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

I will do my best to get there at 5:30, but I might be a little late.

-James

[Quoted text hidden]

Lincoln Waller <lincolnwaller@gmail.com>

google code

1 message

Lincoln Waller <lincoln.waller@gmail.com>   **Thu, Oct 29, 2009 at 5:06 PM**
To: 411opal@googlegroups.com

please keep link confidential
http://code.google.com/p/gprublapo/

Gmail by Google

[Opal] Game Map
3 messages

Gaurav Misra <gauravnew@gmail.com>   **Sun, Nov 1, 2009 at 2:40 AM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Attached is a sample of the game map. I'm trying to make it like isometric pixel art, suggestions are welcome.

Untitled-1.jpg
177K

Anastasia Vashkevich <nvashkev@gmail.com>   **Sun, Nov 1, 2009 at 11:14 AM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Wow. that looks really good!

my main question on what portion of the map is the character walking? should the walkway be larger and not obstructed by the building on the bottom (warren towers im guessing)?

Is there anything you want me to code?

But the map looks really good :)
[Quoted text hidden]

jamesishere <jamesishere@gmail.com>   **Sun, Nov 1, 2009 at 3:32 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

I don't know if that's a single "tile", but I think the best way to make the map would be to design 5-10 different tiles, one for buildings, one for road, one for bridge, one for water, a few for special buildings, etc., and then piece them together to form a map. A point-click level editor that assembled the matrix wouldn't be too difficult to build, or it might just be easier to code it in. A 20x20 matrix, have integers 1-10 represent that tiles, and build the map accordingly.

I'm not am implementer, but I'm sure it can't hurt to provide suggestions =)

-James
[Quoted text hidden]

Lincoln Waller <lincolnwaller@gmail.com>

[Opal] Schedule, work logs, and minutes

2 messages

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jamesishere <jamesishere@gmail.com>   **Sun, Nov 1, 2009 at 2:33 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Hi team,

The link to the schedule and work logs is here:

https://spreadsheets.google.com/ccc?key=0AjDe-YpfpZGFdHcteUQ1Qnc1Q3lsbU5HMTIyS2l4eVE&hl=en

I will add tasks and update accordingly as I learn more about the project. Please keep careful detail of any work you do by updating the work logs, even if it is as simple as thinking about the project in the shower. That's still time! =)

Also attached to this email is the minutes from our meeting on Thursday, October 29.

Also: Jacob, where were you? Your email said you would attend? (????)

-James

📄 **minutes 102909 js.doc**
21K

---

jamesishere <jamesishere@gmail.com>   **Sun, Nov 1, 2009 at 5:19 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

I'm resending this because I don't think the first one sent correctly, as I sent it 3 hours ago and it hasn't appeared in my inbox.

-james
[Quoted text hidden]

📄 **minutes 102909 js.doc**
21K

Lincoln Waller <lincolnwaller@gmail.com>

[Opal] Implementers

1 message

Anastasia Vashkevich <nvashkev@gmail.com>　　　　　　　**Mon, Nov 2, 2009 at 8:00 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Hey Gaurav,

Can you please give me some idea of what i should be coding? Or at least looking at how to start doing it?

I really don't know where to start. You said you are doing graphics. Should i do the logic for the game or something?
I guess we should talk about the requirements first... but still, you seem like you have an idea of what you are doing.
i want to help though

Nastia

Gmail by Google

protocol committee

6 messages

Lincoln Waller <lincoln.waller@gmail.com>   **Mon, Nov 2, 2009 at 6:18 PM**
To: 411opal@googlegroups.com

Any volunteers to represent? I certainly can if necessary

Anastasia Vashkevich <nvashkev@gmail.com>   **Mon, Nov 2, 2009 at 6:24 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Concidering the fact that im not sure what this committee is actually doing (though i got the impression that it is going to standardize everyone's servers and inputs to the server?)

What im trying to say.. i don't think im a good choice for this.

NV

[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>   **Mon, Nov 2, 2009 at 8:04 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

I want to be on this committee.

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>   **Mon, Nov 2, 2009 at 8:12 PM**
To: 411opal@googlegroups.com

awesome. go ahead and reply to the class too then ;-)

[Quoted text hidden]

---

jamesishere <jamesishere@gmail.com>   **Mon, Nov 2, 2009 at 8:41 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

I second Guarav to the committee.

-James

[Quoted text hidden]

---

jamesishere <jamesishere@gmail.com>   **Mon, Nov 2, 2009 at 8:41 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

What do you think Jacob? =p

-James

[Quoted text hidden]

System design
3 messages

Lincoln Waller <lincoln.waller@gmail.com>   **Tue, Nov 3, 2009 at 9:08 AM**
To: 411opal@googlegroups.com

I'm in the midst of putting together a system design diagram, hopefully it'll be out in the next few hours for your feedback.
L

Lincoln Waller <lincoln.waller@gmail.com>   **Tue, Nov 3, 2009 at 10:15 AM**
To: 411opal@googlegroups.com

I've attached a PDF of basic system design and some interactions
between them. My MSDNAA account apparently expired so I couldn't
download Visio yet to finish my diagram, but hopefully today. I
welcome your feedback - this is a group effort!

I hope you'll all take a moment to review the email I sent to John and
make sure you understand where all of the questions come from.

Lastly I want to remind you of the section regarding initial tasks.
It says "You probably want to get up to speed with anything you don't
understand -- TCP/IP sockets, graphics, multi-threading, and other
issues. Implementers, in particular, probably will benefit from
writing some scratch code to get some experience with these areas."
(With multi-threading, be sure you understand mutexes). Please update
me today as to where you stand on your understanding of these topics,
and then again in a few days if you're going to be researching more.

I'll be working on ability to statements shortly!

Lincoln
[Quoted text hidden]

📄 **SysDes1_0.pdf**
24K

Lincoln Waller <lincoln.waller@gmail.com>   **Tue, Nov 3, 2009 at 11:01 AM**
To: 411opal@googlegroups.com

System Design Updated - Removes in strikethrough, adds in italics.
Also attached is some beginning ability to's and a generic scenario.
Feedback appreciated.
L

On Tue, Nov 3, 2009 at 10:15 AM, Lincoln Waller
[Quoted text hidden]

3 attachments

SysDes1_1.pdf
36K

AbilityTo1_0.pdf
24K

Scenario1_0.pdf
22K

SysDes1_1.pdf

Gmail   **Lincoln Waller <lincolnwaller@gmail.com>**

Boston University Adventure Project

6 messages

Lincoln Waller <lincoln.waller@gmail.com>   **Tue, Nov 3, 2009 at 9:08 AM**
To: jkeklak@cs.bu.edu
Cc: 411opal@googlegroups.com

Couple of questions regarding the Boston University Adventure Project.

1) How long do you anticipate a single game to last time-wise?
2) Are professor/administrator's location randomly determined at the start of the game when the map is distributed, or do they have a percentage of randomly appearing throughout the game?
3) Same question with manholes.
4) Same question with classes - CS101, etc.
5) Are the aforementioned - professors, administrators, manholes - as well as the H1N1 virus visible on the map as they are approached? (In other words should players have opportunity to avoid them?)
6) Is there a maximum achievable health?
7) How long does it take to "attend" class?
7.5) How long does it take to eat?
7.6) How long does it take to exercise? (Via fitrec and bridge circuits)
7.7) How long does an encounter with a professor (or administrator or virus or manhole cover) take?
8) How long should a step take?
9) Will all players need to be visible on each other's maps and if so are there to be restrictions on two or more players occupying the same space at the same time? (This could mean the same map square on the street, but also eating at the same restaurant at the same time or attending class together or exercising together)
9.5) Do players have "encounters" with each other?
10) Are there any project requirements you are willing to forgo in order for us to provide a higher quality deliverable?

Be advised that marketing should have consulted with a tech team before projecting a timeline of having a deliverable 6 weeks after a product description was given to the tech team. We believe a project of this size takes months to years to properly develop. The proper design of a map is a month long task, especially if it is to include decent graphics and a somewhat correct representation of campus. The sheer size of the map also warrants this, having to include multiple classroom buildings for at least 9 different course locations, 10 food locations, several other buildings including FitRec, student registration services and Agganis, and the "bridge circuits" which extend off campus. Secondly, the networking for this project is huge, as much must be communicated in an efficient manner. It is also a big time constraint to have a protocol committee agreeing on protocols so all games can interact with each other; a major game distributor would most likely not have several teams working to produce variations of the same thing and then asking these teams to work together. Also, despite our group being ready to move forth, it appears the rest of the class may not quite be ready to establish protocols. Lastly, testing for a project this size is a multi-week to month long process, depending on the resultant magnitude of the game. In test, characters will need to traverse the entire map, have all possible street encounters in varying order, attempt to eat at all locations, attend all classes, try all forms of exercise and such. Also at least one secondary map would need to be developed in order to ensure our game can read a different map file and isn't exclusive to our map.

With all of these things in mind I hope you will consider significantly extending the timeline for this project or reducing the requirements for this game. We look forward to hearing your responses on the above questions.

Sincerely,

Lincoln Waller on behalf of Team Opal

John <john@keklak.com>   **Tue, Nov 3, 2009 at 12:24 PM**
To: Lincoln Waller <lincoln.waller@gmail.com>
Cc: 411opal@googlegroups.com

Hi Lincoln and Team Opal,

My responses are inserted below.

John

Lincoln Waller wrote:

> Couple of questions regarding the Boston University Adventure Project.
>
> 1) How long do you anticipate a single game to last time-wise?

I really don't know. The student has to attend nine classes twice, as well as make stops to eat and exercise. Some time may be spent avoiding the H1N1 virus and running bridge circuits. Let's say each thing takes 15 seconds. That makes it seem that a game will last about five minutes.

> 2) Are professor/administrator's location randomly determined at the start of the game when the map is distributed, or do they have a percentage of randomly appearing throughout the game?

Professors and administrators pop up (they are invisible until encountered), and then move to a new random location. Does the client need to know where the invisible professors/administrators are? Or does the client need to know only when one has been encountered by a player?

> 3) Same question with manholes.

Manholes are visible all the time, and don't move. The only thing that changes with each encounter is the material under the manhole. It changes randomly, with a 1:5 bias in favor of Silberite.

> 4) Same question with classes - CS101, etc.

Classes are visible all the time, and don't move. The locations of classes are determined at the start of a game, randomly or otherwise.

> 5) Are the aforementioned - professors, administrators, manholes - as well as the H1N1 virus visible on the map as they are approached? (In other words should players have opportunity to avoid them?)

Professors and administrators are invisible. Manholes and the H1N1 virus are visible, and can be avoided.

> 6) Is there a maximum achievable health?

No, there is no limit to health/energy. The maximum speed, however, is 8 dots per step (15 dots per step when running a bridge circuit). A "step" is one arrow keypress. Your server will receive keypresses, incorporate them into the game state, and broadcast the resulting game state in "time slices".

BTW, a useful experiment would be to see how many time slices your server can handle per second. The key factor determining the frequency of time slices will be the length of time it takes to broadcast updates of the game state to all the players.

> 7) How long does it take to "attend" class?

You just have to step into the class, and then back out.

> 7.5) How long does it take to eat?

You just have to step into the eating place, and then back out.

> 7.6) How long does it take to exercise? (Via fitrec and bridge circuits)

Exercising at the fitrec center requires you to just step in, and then back out. A bridge circuit requires you to actually move your player in a complete loop that includes the BU bridge, Memorial Drive, the Harvard Bridge, and Commonweath Avenue. To complete a bridge circuit you need to return to the place where you started. BTW, there will need to be some way for a player to declare they are starting a bridge circuit, and to leave some sort of marker at the starting point.

> 7.7) How long does an encounter with a professor (or administrator or virus or manhole cover) take?

No time at all. You just bump into a professor, administrator or virus, or step on a manhole, and you immediately lose or gain energy points. There should be some graphical indication reporting what happened. The graphical indication should remain around long enough for you to realize what happened.

> 8) How long should a step take?

A step is one arrow key press. A step will take as much time as the network communication takes for the server to recognize that a player pressed a key, and to send an updated position. BTW, you probably want to consider a process where the server has a thread listening for key presses from a player, while another thread is broadcasting the current game state to the player at regular intervals. During the time between broadcasts, the game logic thread incorporates the steps that have come in from players.

BTW, if your speed is, say 8 dots per step, and you are approaching an intersection that is, say 5 dots away, you will not move 8 dots. You will just move 5 dots to the intersection so you can choose which way to go from the intersection.

> 9) Will all players need to be visible on each other's maps and if so are there to be restrictions on two or more players occupying the same space at the same time? (This could mean the same map square on the street, but also eating at the same restaurant at the same time or attending class together or exercising together)

All players will be visible. For simplicity, more than one player may occupy a location. It will be good if the client provides some way to show that more

than one player is at a location so your player doesn't suddenly "disappear".

9.5) Do players have "encounters" with each other?

For simplicity, players magically pass through each other.

10) Are there any project requirements you are willing to forgo in order for us to provide a higher quality deliverable?

Probably the first thing to go would be the bridge circuit.

Be advised that marketing should have consulted with a tech team before projecting a timeline of having a deliverable 6 weeks after a product description was given to the tech team. We believe a project of this size takes months to years to properly develop. The proper design of a map is a month long task, especially if it is to include decent graphics and a somewhat correct representation of campus. The sheer size of the map also warrants this, having to include multiple classroom buildings for at least 9 different course locations, 10 food locations, several other buildings including FitRec, student registration services and Agganis, and the "bridge circuits" which extend off campus. Secondly, the networking for this project is huge, as much must be communicated in an efficient manner. It is also a big time constraint to have a protocol committee agreeing on protocols so all games can interact with each other; a major game distributor would most likely not have several teams working to produce variations of the same thing and then asking these teams to work together. Also, despite our group being ready to move forth, it appears the rest of the class may not quite be ready to establish protocols. Lastly, testing for a project this size is a multi-week to month long process, depending on the resultant magnitude of the game. In test, characters will need to traverse the entire map, have all possible street encounters in varying order, attempt to eat at all locations, attend all classes, try all forms of exercise and such. Also at least one secondary map would need to be developed in order to ensure our game can read a different map file and isn't exclusive to our map.

With all of these things in mind I hope you will consider significantly extending the timeline for this project or reducing the requirements for this game. We look forward to hearing your responses on the above questions.

Thank you for your well-considered analysis.

Some simplifications:

(1) The map will be merely a network of grid points representing streets. It can be as simple as the following, which took only a few minutes to create:
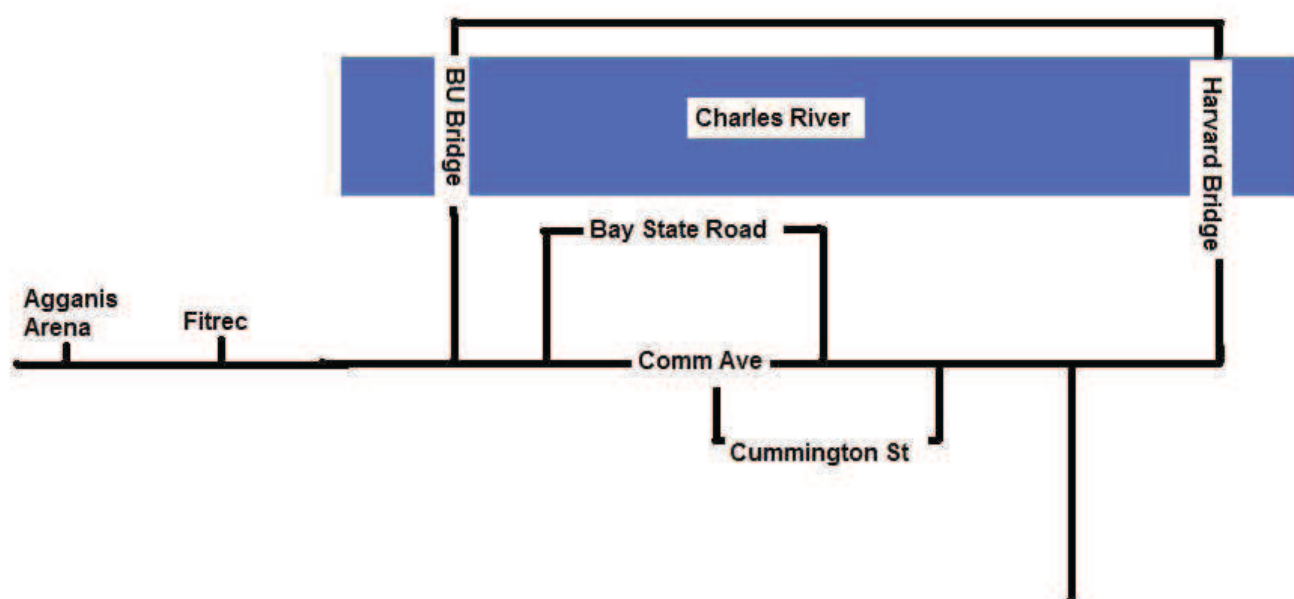
I'm not that familiar with the BU campus, so I'm not sure what other streets it makes sense to include. Classrooms are identified with the course number. The fineness of the grid will need to be tuned to create a proper rate of player speed (e.g., one step at 8 dots/step should not take you the full length of Comm Ave), and to accommodate all of the classrooms, eating places, etc.

BTW, you probably want to give the clients the ability to zoom in, zoom out and pan so you can control what you see.

There is no need to spend a large amount of time creating sophisticated graphics.

(2) The number of classes and eating places may be reduced, but it doesn't seem reducing these numbers would simplify the game design.

(3) We may drop the bridge circuit. However, for now, consider it in. Remember that the game logic needs to have the ability to remember the location where a player started a bridge circuit.

You are correct that the protocol committee must be very responsive. However, the process of defining the protocol will most likely be an 80/20 thing: I suspect that the committee will determine 80% of what you need quite quickly.

The bottom line: the "customer" will judge your work by the quality of the engineering process you use. It may be that a sound engineering process will not get the product completed by the designated date. The important thing will be: what did you accomplish up to that point, and how did you do it?

---

jkeklak@cs.bu.edu <jkeklak@cs.bu.edu>   **Tue, Nov 3, 2009 at 12:30 PM**
To: Gaurav Misra <gm@bu.edu>, Jacob Hampton <jhampton@bu.edu>, Nastia Vashkevich <nvashkev@bu.edu>, Lincoln Waller <lwaller@bu.edu>, Lincoln Waller <lincoln.waller@gmail.com>, James Seibel <seibelj@bu.edu>

-------- Original Message --------
      Subject: Re: Boston University Adventure Project
         Date: Tue, 03 Nov 2009 12:24:56 -0500
         From: John <john@keklak.com>
           To: Lincoln Waller <lincoln.waller@gmail.com>
           CC: 411opal@googlegroups.com
  References: <1a6c7c270911030608w7e2de209neb28d5abaecc3b5a@mail.gmail.com>

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>   **Tue, Nov 3, 2009 at 2:34 PM**
To: John <john@keklak.com>
Cc: 411opal@googlegroups.com

Thank you for the response. Also had two additional questions:
1) How are players' starting locations determined? (Via server or client, and/or everybody at same place)
2) Is there a limit to number of players?

Should've fixed the bounce problem with the group email, feel free to reply all. (And if it does bounce I can forward)

Lincoln

[Quoted text hidden]

John <john@keklak.com>   **Thu, Nov 5, 2009 at 11:37 AM**
To: Lincoln Waller <lincoln.waller@gmail.com>

My responses are inserted below.

John

Lincoln Waller wrote:

> Thank you for the response. Also had two additional questions:
> 1) How are players' starting locations determined? (Via server or client, and/or everybody at same place)

The concept was to start them at random locations. Seems unfair, but so is life. :-)

Generally "marketing" doesn't have a clue about how the software is implemented, but in this case I can provide some guidance. The client reports only what the server tells it (i.e. the client cannot tell the server where to place it). Therefore it is the server that must assign each player's initial location.

> 2) Is there a limit to number of players?

No.

> Should've fixed the bounce problem with the group email, feel free to reply all. (And if it does bounce I can forward)

No problem.

> Lincoln

.
.
.

Lincoln Waller <lincoln.waller@gmail.com>   **Thu, Nov 5, 2009 at 11:38 AM**
To: 411opal@googlegroups.com

Couple of more answers.

---------- Forwarded message ----------
From: **John** <john@keklak.com>
Date: Thu, Nov 5, 2009 at 11:37 AM
Subject: Re: Boston University Adventure Project
To: Lincoln Waller <lincoln.waller@gmail.com>

[Quoted text hidden]

Gmail

Lincoln Waller <lincolnwaller@gmail.com>

Testbed Programs
1 message

Lincoln Waller <lincoln.waller@gmail.com>   **Thu, Nov 5, 2009 at 8:40 PM**
To: 411opal@googlegroups.com

I've attached a new Ability To sheet, color coded. Please generate the testbed programs (a simple "main" function
in Java that ensures the program has the listed ability - if you're testing a client piece, assume there is no server and
vice versa)
L

AbilityTo1_2.pdf
36K

Meeting 2

32 messages

Lincoln Waller <lincoln.waller@gmail.com>   **Tue, Nov 3, 2009 at 3:36 PM**
To: 411opal@googlegroups.com

Wednesday afternoon after 2p or Thursday after 5p?
(I may end up with a conflict on Wednesday, though unlikely, but let's go ahead and swap availability for these times)
L

Anastasia Vashkevich <nvashkev@gmail.com>   **Tue, Nov 3, 2009 at 6:22 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Thurs at 5:30-5:45
[Quoted text hidden]

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jamesishere <jamesishere@gmail.com>   **Tue, Nov 3, 2009 at 10:03 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Thursday is much better for me. Thanks for sending us the documents, Lincoln.

-James
[Quoted text hidden]

---

jhampton@bu.edu <jhampton@bu.edu>   **Wed, Nov 4, 2009 at 2:17 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

I've got class from 5 to six, and afterwards I have to pick up a suit at men's warehouse for my mom's wedding =(
[Quoted text hidden]

---

jhampton@bu.edu <jhampton@bu.edu>   **Wed, Nov 4, 2009 at 2:22 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

oops, I don't have class, but I am supposed to go get that suit directly after class which ends at 5.

Quoting jamesishere <jamesishere@gmail.com>:

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>   **Wed, Nov 4, 2009 at 2:54 PM**
To: 411opal@googlegroups.com

Okay...what times might work for you then? Could you come back thereafter? How does Friday morning in the 9a-11a range look for everyone?

[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>   **Wed, Nov 4, 2009 at 2:56 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Im good with friday morning
[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>   **Wed, Nov 4, 2009 at 3:03 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Friday morning is not possible for me. Thursday or Friday evening is good though.

---

jamesishere <jamesishere@gmail.com>   **Wed, Nov 4, 2009 at 5:13 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

I have work or class from 7am-5pm on Friday.

Jacob- why did you not show up to any meetings or respond to any emails?

-James
[Quoted text hidden]

---

jamesishere <jamesishere@gmail.com>   **Wed, Nov 4, 2009 at 5:14 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

It would be best if we could keep Thursday at 5:30 as I already arranged my schedule to make that time.
[Quoted text hidden]

---

jhampton@bu.edu <jhampton@bu.edu>   **Wed, Nov 4, 2009 at 5:21 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

I'll come if I can, but I have already arranged mine and my girlfriend's schedule so that we can go down and get that
suit.

Have we had more than one meeting? During that first one I needed to go to office hours for 210. And I'm sorry,
sometimes I forget to check my email

Quoting jamesishere <jamesishere@gmail.com>:

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>   **Thu, Nov 5, 2009 at 9:34 AM**
To: 411opal@googlegroups.com

Just one meeting so far. Let's plan on meeting this evening at 5:30. James don't rush from work, Jacob hopefully
we can see you later on in the meeting. My number is 562-LINC-2-ME (562.546.2263) if anybody needs to reach
me.

It would still be good to get everyone together, though I don't like having too many meetings since we're all busy...Would Saturday anytime work for everyone? Or would you all rather not?

Lincoln

[Quoted text hidden]

---

jhampton@bu.edu <jhampton@bu.edu>   **Thu, Nov 5, 2009 at 9:40 AM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

How long will the meeting last? I don't want to have to miss it

[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>   **Thu, Nov 5, 2009 at 9:43 AM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

saturday at 10 works for me well

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>   **Thu, Nov 5, 2009 at 10:12 AM**
To: 411opal@googlegroups.com

Not sure, I'm hoping it'll last long enough you can join us for the latter part of it.

Agenda so far:
Open meeting, current status update(s).
Discuss/refine system design.
Discuss network protocol.
Itemize tasks.
Form timeline.
Set target for snapshot 1 (due 11/9).
Assign tasks.

Lastly, on Tuesday I asked everyone for a general feel for their knowledge/experience in the area of TCP/IP sockets, graphics, and multi-threading, but didn't hear from anyone... Just want to be sure we're using our time in some productive manner as the timeline for this project is very short.

Lincoln

P.S. Let me know what else you all would like to see on the agenda.

On Thu, Nov 5, 2009 at 9:40 AM, <jhampton@bu.edu> wrote:

[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>   **Thu, Nov 5, 2009 at 10:32 AM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

I don't really know anything about any of those, but i've been reading about them.
haven't really written any scratch code or anything, but i think i should be ok.

[Quoted text hidden]

jamesishere <jamesishere@gmail.com>   **Thu, Nov 5, 2009 at 10:34 AM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Tonight at 5:30 is fine, I took the afternoon off of work. Saturday morning will not work. The agenda looks good,
we'll make sure everyone knows the current status and define what will be turned in for snapshot 1.

-James

[Quoted text hidden]

---

jhampton@bu.edu <jhampton@bu.edu>   **Thu, Nov 5, 2009 at 2:18 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

OK. I don't know about any of those either. =/
I'll probably be up in the CS lab until my girlfriend arrives, then I'll have to leave. It's possible that she might get here
after the meeting starts, but not incredibly likely. I'll stay as long as I can

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>   **Thu, Nov 5, 2009 at 8:20 PM**
To: 411opal@googlegroups.com

Minutes attached, please review. Also, if you have not reviewed the documents I sent Tuesday, please do so. I will
be distributing "ability to" statements among the implementers tonight or first thing in the morning. Please let me
know if you have any questions or feel there are items missing from the minutes.

Thank you,
Lincoln

[Quoted text hidden]

📄 **Minutes11_5.pdf**
35K

Gaurav Misra <gauravnew@gmail.com>   **Sat, Nov 7, 2009 at 12:24 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Can we have an implementers meeting today at about 5:30? If its too short notice then let me know.

Anastasia Vashkevich <nvashkev@gmail.com>   **Sat, Nov 7, 2009 at 1:04 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

I can be at the UCS Lab than, sure.
Actually im already here, but yea, i can chill here till 5:30 and on :)

NV

[Quoted text hidden]

Lincoln Waller <lincoln.waller@gmail.com>   **Sat, Nov 7, 2009 at 9:21 PM**
To: 411opal@googlegroups.com

Hope someone can jot down some minutes of what was covered and email them to the group. :-)

What is everyone's availability for a Tuesday meeting in the 5p-6p range? (Seems a little like a shot in the dark, but

I'll try). Just figure it might be more productive to meet before Thursday. Guarav would you like to update us via email regarding what was established at the protocol committee, or would that be better suited for a meeting?

Let me know if you've got questions about your testbed programs.

Thanks,
Lincoln
[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>   **Sat, Nov 7, 2009 at 11:36 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

i can do tuesday at 5:30

i did one testbed program for the code we have.
the testbed is to check whether the client can connect to the server or the server can receive a client. the testbed assumes two things: 1 - the server is already running and 2 - the client knows the port number to the server (it is hard coded into our code and the client cannot retrieve the port number from the server, therefor the port number is also hard coded into the testbed)

informal minutes:
Meeting at 6 pm
Present: Guarav and Anastasia
Discussed:
    TortoiseSVC - a Subversion control program that links with google code -- All implementers should have it installed on their computer (Jacob, that includes you... it will just take a few minutes to show you what it is all about and how it works)

    Demonstrated the first testbed program for connecting client to server.

That was all.
Do you want a more formal version, or can you work with this?

Anastasia
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jamesishere <jamesishere@gmail.com>   **Sun, Nov 8, 2009 at 2:40 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Hey guys,

I'll try to make Tuesday 5-6 but no guarantees. I'm working on the status report/schedule now and will email them to the group later tonight so Lincoln can make the PDF for snapshot #1. Do you want me to extract all the email correspondence? Or does the person who made the group have to do that?

-James
[Quoted text hidden]

Anastasia Vashkevich <nvashkev@gmail.com>   **Sun, Nov 8, 2009 at 6:52 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

the testbed code is uploaded to google code.

is there anything else you need from me?

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jamesishere <jamesishere@gmail.com>   **Sun, Nov 8, 2009 at 10:37 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Here are the links to documents:

Status Report: http://docs.google.com/Doc?docid=0ATDe-YpfpZGFZGhyY3hxN3NfMzRoc3M4czZkZw&hl=en

Schedule: https://spreadsheets.google.com/ccc?key=0AjDe-YpfpZGFdHcteUQ1Qnc1Q3lsbU5HMTIyS2l4eVE&hl=en

Projected Schedule: http://spreadsheets.google.com/ccc?key=0AjDe-YpfpZGFdHNjU1FXcXV2ZV9xcVc4VWd WeGJ4cEE&hl=en

Schedule Appendix with supporting times: http://docs.google.com/Doc?docid=0ATDe-YpfpZGFZGhyY3hxN3NfMzZwOHc4emhjaA&hl=en

Meeting Logs: http://docs.google.com/Doc?docid=0ATDe-YpfpZGFZGhyY3hxN3NfMzVnajZ3bWpmcg&hl=en

Let me know of any issues or comments.

-James

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jamesishere <jamesishere@gmail.com>   **Sun, Nov 8, 2009 at 10:39 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Also, do we need to include email correspondence in Snapshot #1?

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Lincoln Waller <lincoln.waller@gmail.com>   **Mon, Nov 9, 2009 at 9:07 AM**
To: 411opal@googlegroups.com

Thanks, guys.

Gaurav, should all of the code files you've uploaded be included in this snapshot? I haven't had a chance to look through them but I will later today if need be. A simple list of what each file is would be great but I realize that is very short notice!

Jacob, do we have testbed cases from you? Please upload them to the google code project (see previous email), or email them ASAP so I can include them in the snapshot.

Lincoln

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Gaurav Misra <gauravnew@gmail.com>   **Mon, Nov 9, 2009 at 12:35 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

Yeah you can include the entire trunk folder. I've added descriptions to all the files and updated them. All the test files are in RPGServer/test and the sources are in RPGServer/src

Lincoln Waller <lincoln.waller@gmail.com>   **Mon, Nov 9, 2009 at 12:36 PM**
To: 411opal@googlegroups.com

Awesome, thank you.
[Quoted text hidden]

Gaurav Misra <gauravnew@gmail.com>   **Mon, Nov 9, 2009 at 1:28 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

I've added some files to the docs folder as well.

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jhampton@bu.edu <jhampton@bu.edu>   **Mon, Nov 9, 2009 at 1:53 PM**
Reply-To: 411opal@googlegroups.com
To: 411opal@googlegroups.com

So sorry guys! Personal stuff's been going on recently and I've been distracted but everything has calmed down now and I take total responsibility for my absence. I feel terrible if I'm slowing you guys down!

I can definitely be at the next meeting, Tuesday, or whenever.
I'm trying to read up but I don't know what you mean by testbed cases..?

I'm not sure what I can do at this late point, but if it sets you back, feel free to make it clear that it is my fault for being unavailable. Again, I take full responsibility, so sorry!
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