**PROJECT GLIMMER**

Prototype Demo – Team 15

What we were able to implement for this prototype:

* An instance of the Glimmer API can be created and controlled. (UC11)
* Command to application function mappings (zero argument functions only). (UC4, FR6)
* Local chat support for sending commands (via terminal for debugging). (UC14, FR2)
* Printing the mapping of commands to functions. (UC4)
* Basic statistics for each command (number of calls, number of unique calls). (UC19, FR8)
* Ability to create custom commands. (UC3, FR6)
* Basic multi-threading support (glimmer will wait for input while the application still runs). (FR6)
* A simple graphics application to showcase the prototype. (NFR7)
* Custom help messages for each command. (UC5)
* Command info messages whenever a command is called by a chat user. (UC10)
* The prototype has been developed to run on Linux, written in C/C++, and implemented as an Open Source Project. (NFR1, NFR2, NFR3).

What we were unable to implement for this prototype:

* IRC integration. (UC12, UC13, FR1, FR3, FR4, FR5, NFR6)
* Twitch.tv integration. (UC12, UC13, FR1, FR3, FR4, FR5)
* Multi-argument function and command support. (UC7, UC8, FR11)
* Pause/UnPause control of glimmer command stream. (UC17, UC18, FR9)
* Multi Platform support. (NFR9, NFR11)
* Game Engine plugin support. (NFR10)
* Support for non software engineers/developers. (NFR8)
* Complete Documentation. (NFR4)
* Configure max number of commands per second. (UC1, UC2, FR12)
* Game developer can send commands back to the chat. (UC6, FR7)
* Complex statistics. (FR8, FR10)
* Multiplayer game integration. (FR13)
* Special commands that require stream viewers to pay to use. (FR14)

Basically, we’ve implemented a lot of the groundwork and got some examples working using local chat functionality via the terminal. Our next steps are to get those examples working with remote chat services like IRC and/or Twitch.tv. After that, we will focus on implementing some of the more interesting functionality such as multiple argument commands and ways to send commands back to the chat services.