

Dixplay

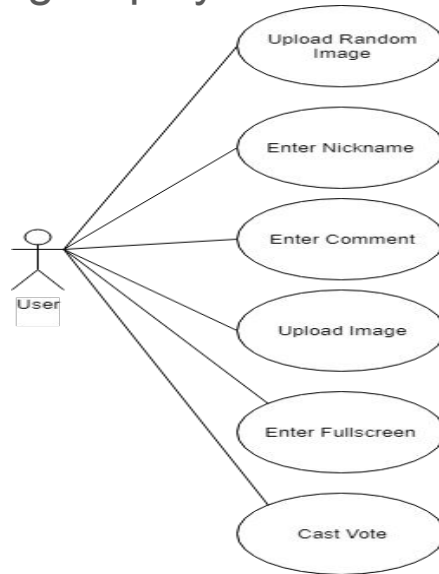
A synchronized image sharing chatroom

What is Dixplay

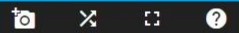
Dixplay acts as a chatroom to display a single synchronized image to all users

Users can upload a photo that they want to be displayed next, comment on the picture that is currently being displayed and vote on which picture they think should be displayed next.

Use case diagram:



Dixplay



3 seconds remaining until voting closes



0



0



0



0



0



0



0

Add a comment...

Add

horatio

cute

3/31/2019, 3:07:23 PM

uNdEdKniGh

BoRK

3/31/2019, 3:06:46 PM

T

applepie390

B0rk

3/31/2019, 3:06:38 PM



Upload a photo



Add a random photo
to the pool



View in fullscreen



Information

Dixplay

Users can vote on which image they want to appear next



and they can leave comments on the current photo

27 seconds remaining until voting closes



0 👍



0 👍



1 👍



2 👍



Add a comment...

Add

uNdEdKniGh T	Buying gf	3/31/2019, 3:34:55 PM
Nyne	Cample Somment \$10	3/31/2019, 3:34:03 PM
uNdEdKniGh T	88W88	3/31/2019, 3:33:07 PM
horatio	Sample comment #8	3/31/2019, 3:33:01 PM
xXxSlayerxX x	I am having so much fun on this new website	3/31/2019, 3:32:18 PM
Nyne	Just hit the Photo button	3/31/2019, 3:32:06 PM

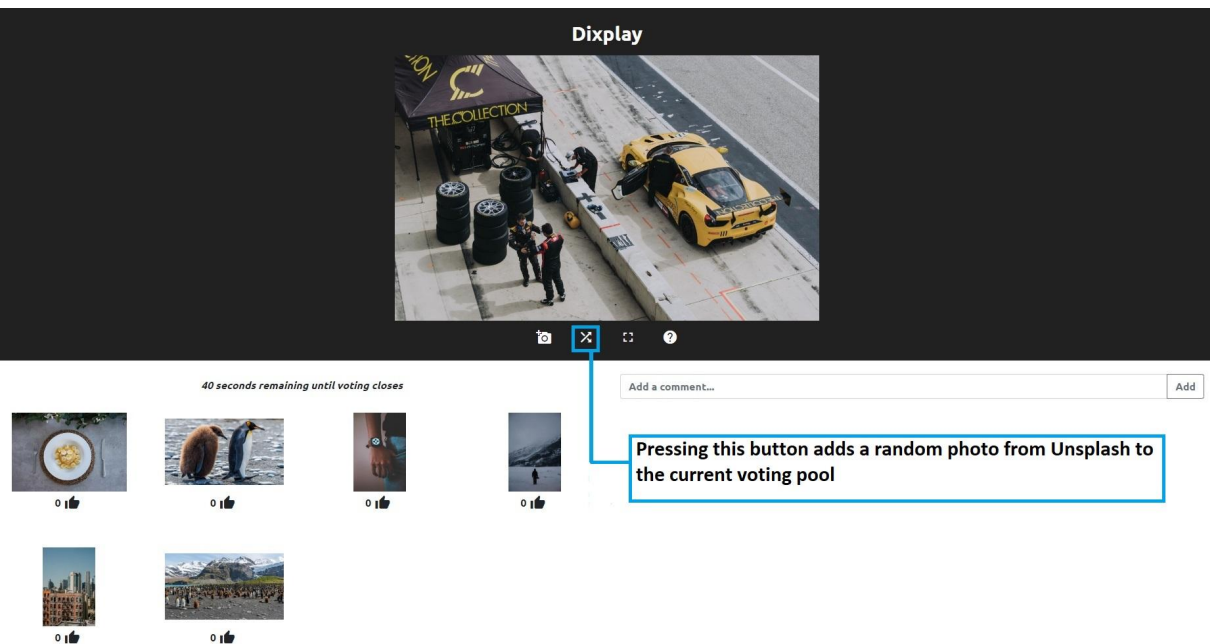
Functionality

Websockets are used for all communication with the client, choosing how to process requests based on what type of message is sent via the websocket.

- when a photo is sent, it is stored on a sqlite database and then added to the voting pool.
- when a comment is sent, it is added to a linked list of comments for the currently displayed photo.
- when a user votes a key is added to their session storage preventing them from voting again in the same voting pool.

Unsplash API

Unsplash is a JSON API that we use to allow users to populate the current voting pool with a random image instead of uploading their own.



Challenges

- Synchronizing the state of the clients when a comment or photo is uploaded
- Communicating with group members
- Decision making