Deliverable #1

Team 4: Evan, Robert, Jeremy, Lynn, Davida

We picked Celestia, a space visualization software for educational purposes, as our first choice and began to build it. Building Celestia requires installing a lot of dependencies. It took a long time just to be able to have everything set up to build. When building, we ran into some issues. Celestia has errors in its code. This led us to change our project to OO4Kids, a simplified version of OpenOffice.org to allow ease of use for children. We then began trying to build OO4Kids with no results. OO4Kids has a very large repository, which took a long time to check out.

When building, we found that the build files for this project are incorrect and unable to be edited directly. We made a group decision to change our project again. This time we chose Snort, an IDS (intrusion detection system). Snort is small and has few dependencies. Some of our team has already successfully built it. Snort has no existing tests since it is already tried and true. We've found that working with open source software in general is cumbersome. Not enough of the projects are built well. They all have specialized build environments that are not well documented.