

# ***WCS Tech Project: Networking Meeting***

First Meeting  
October 15th, 2003  
Mike Steder



# *Meeting Goals*

- Tech Project Specifics
    - Go over our objectives
    - Available technologies
    - Brief overview of Network Topologies
  - Division of Labor
    - Buddy System
    - Sub Groups
  - Scheduling
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# *Technologies*

- Python Based Networking
    - Python Sockets
    - Threaded Server Objects
    - Asynchronous Servers
    - Twisted Python
      - Framework
      - Library
    - Python Services (Http, Ftp, etc)
  - Instant Messaging
    - Defining a new Jabber Protocol
    - Create a horrible freak of nature by trying to use AOL/Oscar.
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# *Topologies*

- Ad-hoc/Peer-2-Peer
    - No central server
    - Clients need some method to discover each other
    - Flexible, Powerful, HIP
  - Client/Server Model
    - Central Server
      - Handles all client traffic at some point
      - Allows tighter control of the system
    - Server Down Time/Maximum Load?  
(Doesn't scale like p2p)
    - Easier to implement.
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# *Design Ideas*

- Movement between Machines/Nodes?
    - Imposing a spatial relationship between machines.
    - How to creatures move between nodes?
  - Point of Code Execution
    - Ownership of Creature Objects
    - Where to creatures Exist?
  - Message Protocol:
    - Encoding
      - XML
      - Plaintext/Binary
    - Compression
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# *Buddy System*

- Goal: To distribute programming ability throughout the group.
- To encourage sharing of information and skills
- We can play around the concept of Xtreme Marke<sup>H</sup><sup>H</sup><sup>H</sup>-- Programming.
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# ***Division of Labor***

- Data Objects
    - Packing and Unpacking Datasets
    - Data formatting
  - Server
  - Client
  - Authentication/Security
    - Associating Users with Creatures
    - User Accounts
  - Platform Specifics/Integration
    - Porting Networking Code
    - Installation Routines
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# ***First Coding Meeting***

- Date: TBA
  - Topic: To begin coding, and lay the groundwork for WCS Tech Project Code Base
  - Specifics
    - Setup Source Code Management
    - Actually look at some core code
    - Decide on simple conventions for code objects, syntax, and errors.
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# *Next Time...*

- Decide on Client/Server vs. P2P networking.
  - Decide on groups/buddys based on prior coding experience.
  - Continue Discussion of Networking Concepts
  - Go over coding concepts, styles
  - Decide what areas people/groups are going to program.
  - Go over example networking code.
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# *Meeting Minutes*

- Began @ 9:00pm in DCL3211.
  - Discussed Networking Concepts
    - Python Networking Facilities
    - Threading Servers, Asynchronous Servers
  - Discussed Basic Questions About Networking
    - Client/Server vs. Ad-hoc/p2p
    - Encryption
    - Transmission of Creatures from machine to machine
  - Continues->
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# *Meeting Minutes(Cont.)*

- Discussed Issues about Creature Persistence
    - What happens to a creature when it moves from your machine to your neighbors?
    - How can creatures find there way home?
    - How do you define ownership of a creature?
  - Discussed the issue of how clients will find each other when they first start.
  - Meeting Finished @ 10 pm.
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