

# Controll Developement

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# Introduction

This document specifies the goals for the Controll project. It also includes some diagrams over different models and message routing specifications.

`http://github.com/thecopy/Controll`

# Milestones

Note that none of these versions have been released as of this date and this document is just a weak specification.

## Controll 0.0.1

The 0.0.1 version of Controll will be a prototype of the fundamental communications between a client and a zombie.

- Simple Authentication.
- Register Zombie
- Register User
- Fetch Zombie Information
  - Owned zombies
- Ping zombie (through server)
- Message delivery verification

## Controll 0.0.2

Changes from 0.0.1:

- Installed Activities on specified zombie
- Activate simple activity<sup>1</sup> from a client
- Message queue, MQ, offline support<sup>2</sup>

See appendix A2 for a specification of the message routing in 0.0.2 for a clear overview of how the offline queue support is specified to be implemented.

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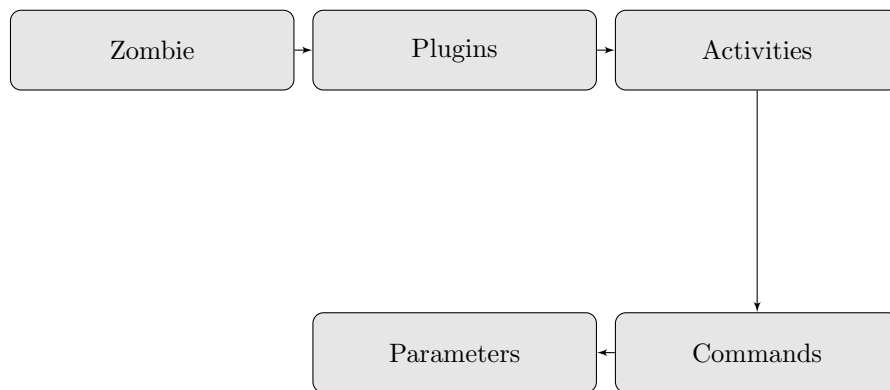
<sup>1</sup>A terminating response from the activity. No further dialog between client and the activity.

<sup>2</sup>A message to a zombie or a client will wait until the zombie or client becomes online and then deliver the message

# Appendix

## A1. The Zombie Model

The arrow represents *have many*.

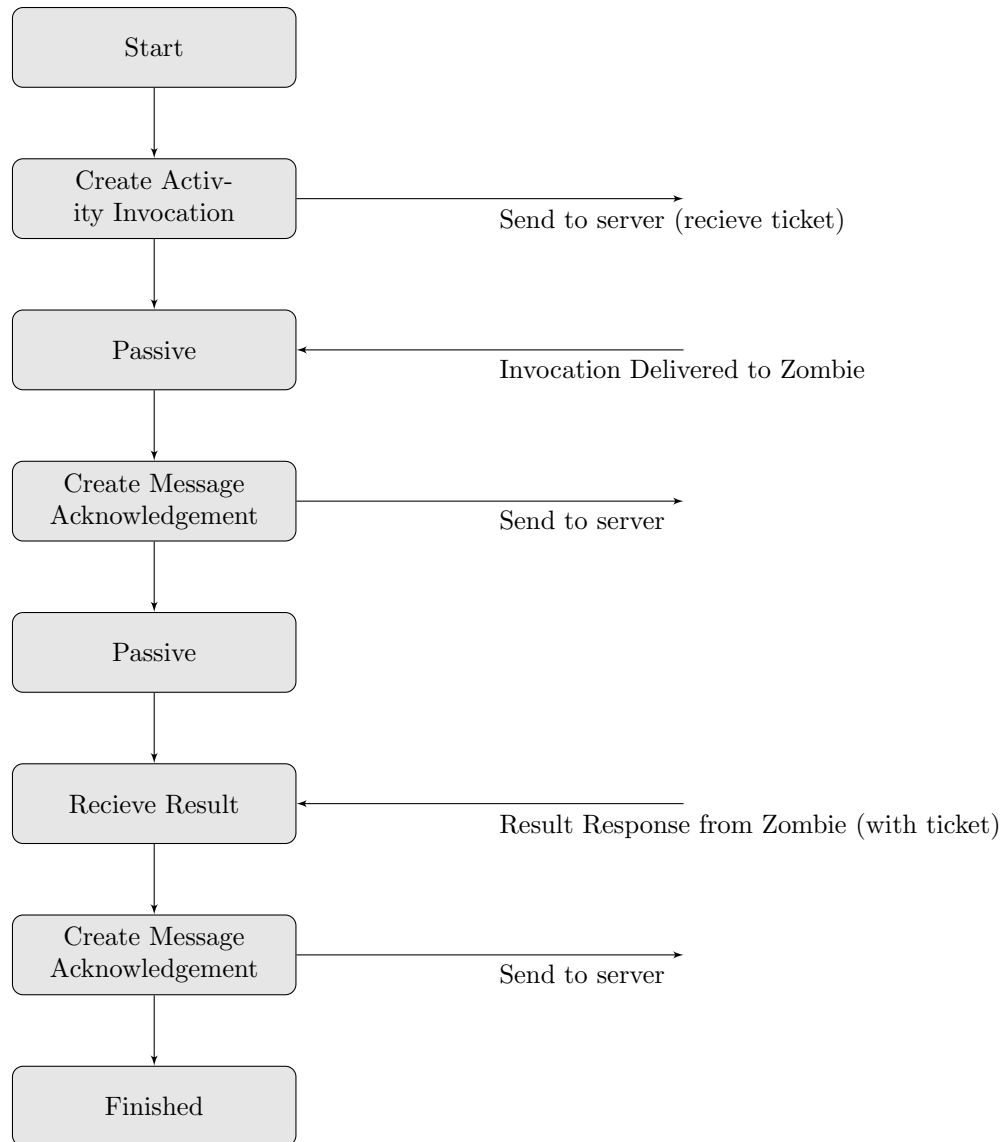


## A2. The messaging specification model in 0.0.2

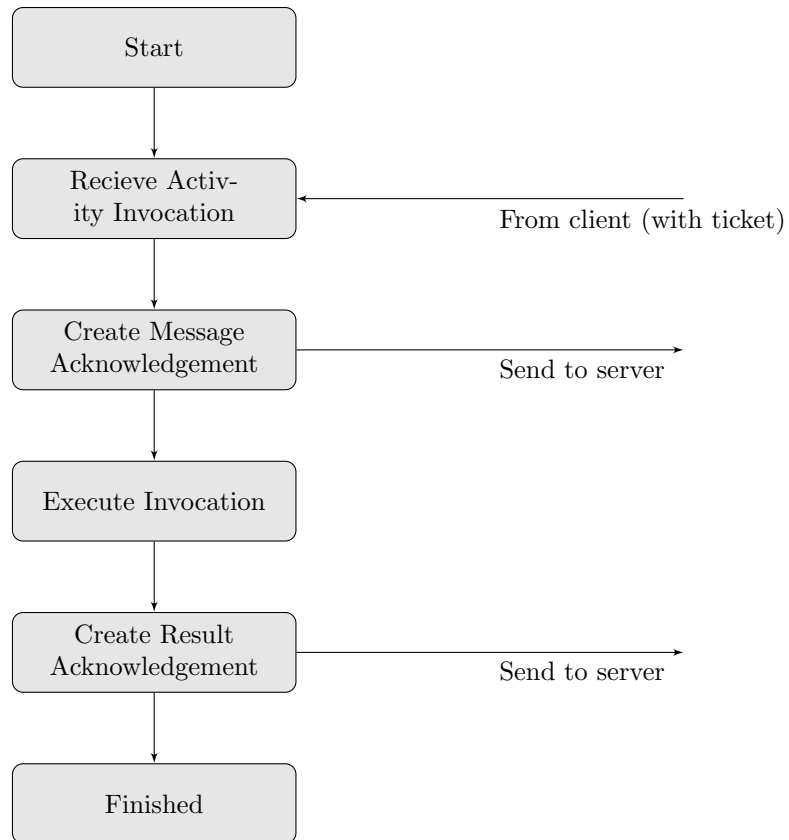
These three flow charts shows the specification for the message routing between the client, the server and the zombie when the user invokes an activity on the zombie.

Note: Due to the implementation of SignalR (the abstracted transport) we will always get an acknowledgement whether what we send to the server is received or not.

### The Client



### The Zombie



## The Server

