Meeting Notes: January 23rd, 4p

Go over Homework 2

How to divide work?

Brainstorm all the functions, how they’ll work together

Create official diagram

Begin looking at UML diagrams

Look for free programs - Omigraffle for Macs

User stories: verbs, nouns, how to address user story

Library research: Everett

[Kivy](http://kivy.org/#home)

2D zoom, drop-down info bar

Kivvy background with pictures

Cross-platform

Based on Python libraries

Run in Python window, special Python environment

Use for mobile OS?

Start off with static nodes, whole graph moving as one

JPG->function->display, can manipulate

Need to scale preview image properly

use information from graph library, could animate transition to new focus

some kind of physics in the graphics

use JavaScript at the front end

Need to do more research into the variety of projects possible

own design language

Other UI options: pyqt, wxpython

Python OpenGL

maybe difficult to improve on Kivy library capabilities

Other options: VPython

difficult to use

Sprint 1 goals:

UI: image-based functions

Text parsing: BeautifulSoup

Look into creating own parsing library in NLTK

Ashley: graph libraries, networking libraries

Requests Python networking library

eventually create own

Graphs:

what are nodes, how are they connected

how to lay them out (part of UI)

need graphing algorithms, or have a more unstructured way to present nodes?

Basic graph libraries: edges, vertices, labels

UI->interprets this graph data structure

Randomize appearance and location of nodes

[**igraph**](http://igraph.sourceforge.net/)**:** backend and visualizer, could just use it for the backend

gives you coordinates for points and positions, use our own UI

networkx: use variety of different UIs to draw graphs

potentially has the best performance

Look at [performance](http://graph-tool.skewed.de/performance), compare to SpicyNodes

Redraw graph to accommodate new nodes

Nodebox?

could use a UI to draw

Performance could become issue

UI rough ideas (Ashley)

record what paths you took to get to current active article

Webstalker: huge node map of internet

Game design elements

map changes and grows

Pygame connection\*\*\*

PySDL