

# Technical Specification / Schedule MUD Surface

Team 6: Microsoft  
CSE 498, Collaborative Design

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Spring 2008



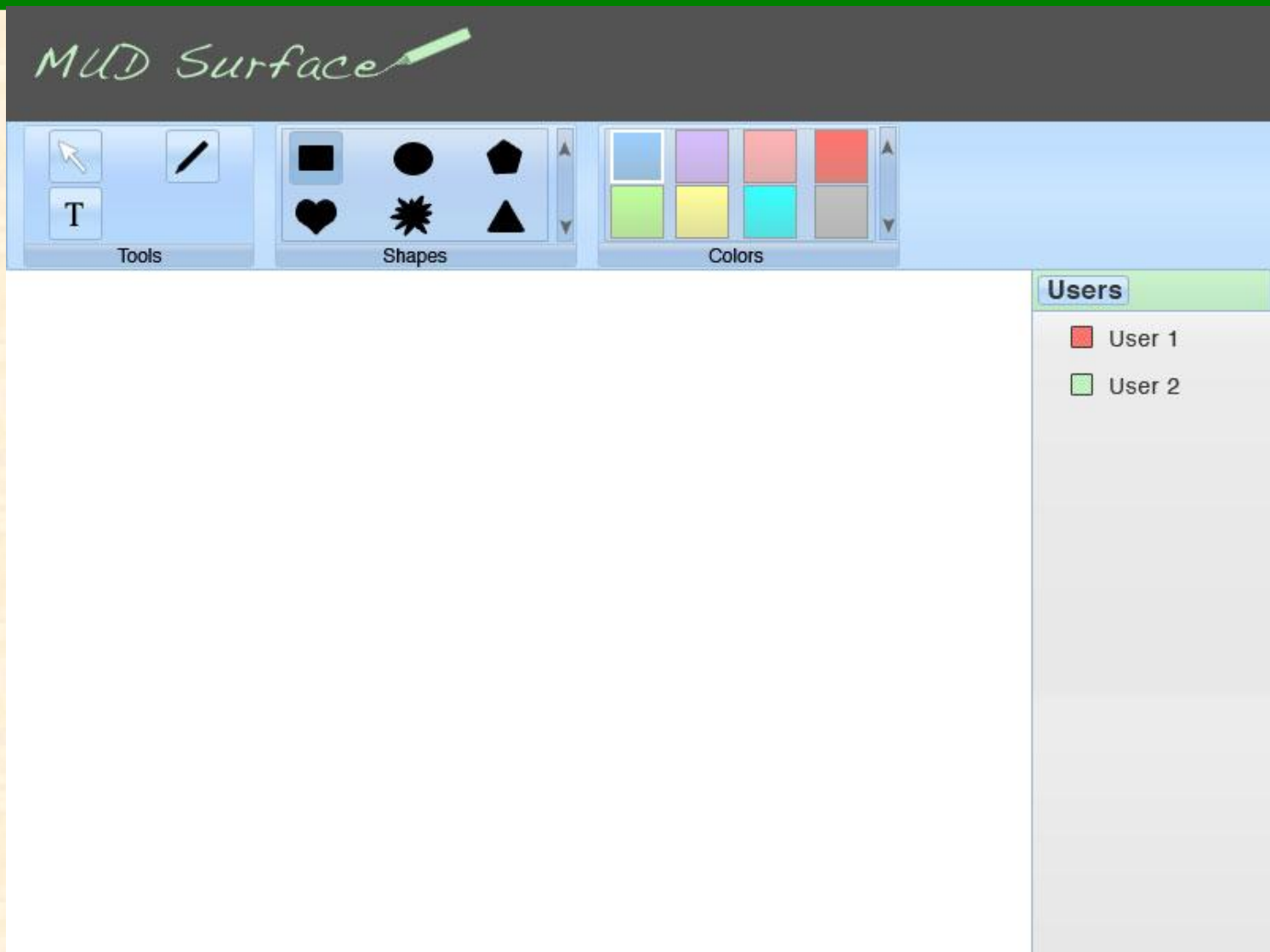
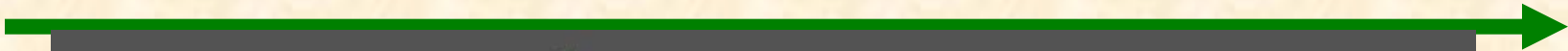


# Project Overview

- Online Virtual Whiteboard
- Multiple Users Concurrently
- Internet based, physical location irrelevant
- Targeted towards technical users
  - Work-related brainstorming
- Designed with usability in mind



# Mockup



Team 6 : Microsoft



# Functional Specifications



- Users may create and edit existing objects
  - Shapes
  - Text
  - Free-hand (pen tool)
- Colors
- Client-server model
  - Server handles conflict resolution



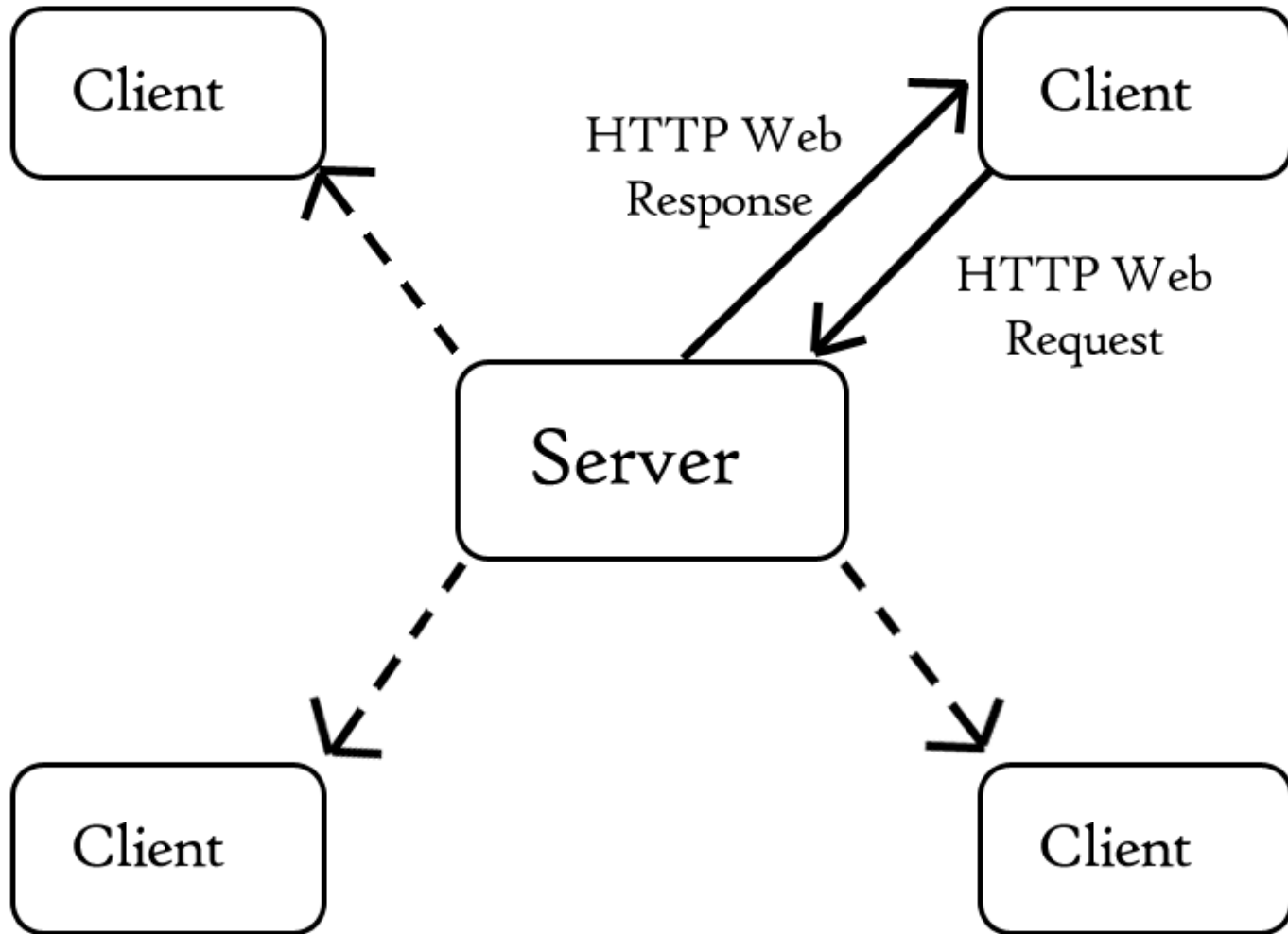
# System Components

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- Hardware Platforms
  - No restrictions; currently using Dell Capstone lab server
- Software Platforms / Technologies
  - Client
    - Internet Explorer
    - Silverlight 1.1 alpha
  - Server
    - Windows Server (currently 2003)
    - IIS 6
    - ASP.NET



# Architecture Illustrated





# Risks

- Working with Silverlight Alpha
  - Silver is currently in alpha and missing many components
    - No socket support
    - No UI controls
    - API may change; Silverlight Beta may be released
- Conflict Resolution
  - Resolving conflicts fast enough
    - Solution depends on reasonable network latency



# Project Schedule

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## 1. Exploration

- a) Goal: Understanding Silverlight; working class diag.
- b) Date: January 26

## 2. Foundations

- a) Goal: start coding; well into basics by end of week
- b) Date: February 2

## 3. Foundations cont.

- a) Goal: Finish basic components and base classes
- b) Date: February 9

## 4. Prepare for Alpha

- a) Goal: Polish UI appearance and user interaction
- b) Date: February 16





# Project Schedule

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## 5. Testing and Integration

- a) Goal: Make client and server work together
- b) Date: February 23

## 6. Object 'Locking' & Conflict Resolution

- a) Goal: Add locking support to UI, backend, server
- b) Date: March 1

## 7. Exploration (Spring Break)

- a) Goal: Work heavily with client; catch-up week
- b) Date: March 8

## 8. Prepare Beta

- a) Goal: complete testing; polish
- b) Date: March 15



# Project Schedule

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## 9. More Features

- a) Goal: Design context menu; change item's layer
- b) Date: March 22

## 10. More Features cont.

- a) Goal: Animate UI events/interactions
- b) Date: March 29

## 11. Feature Freeze

- a) Goal: Testing, Documentation, polish
- b) Date: April 5

## 12. Finish

- a) Goal: Code complete
- b) Date: April 19