

Alex Chee
Daniel LaBare
Mike Oster
John Spann
Bryan Unbangluang

GoToTeam

Project Vision

Project Objective:

Multi-User Folder Synchronization over P2P network.

Minimum Viable Product:

- UNIX-based Server Backend which handles the following:
 - User Information
 - Password
 - IP
 - Connection Status (Online/Offline)
 - Team Information
 - Password
 - Users in Team
 - File Information
 - Team the file belongs to
 - Path relative to Team root
 - Revision #
 - Permission/Lock Status
- Windows Based Client Application
 - Ability to login/logout
 - Ability to join and create teams
 - File Management
 - All files are downloaded Read-Only
 - Checkout files for editing
 - Locks file for all other users
 - Check in changes
 - Sends file to all members currently online via P2P network
 - Know what files are in/out of sync
 - Local revision number

Project Goals:

- To produce a Client/Server application for the Microsoft Windows Environment
 - Learn how to program within the Microsoft Windows Environment
- Implement a robust server on a Unix platform
 - Learn Ruby on Rails
- Complete a scalable, marketable, user friendly product

Project Milestones:

- Server
 - Create the GoToTeam Database
 - Data Structure
 - Data Relations
 - Access data within the database
 - Handle single incoming connection on “Listening” Port
 - Exchange data between connection
 - Maintain multiple client connections
- Client
 - Create a basic Windows Application with a GUI
 - File Management within our Windows Application
 - File Listings
 - File Permissions
 - Establishing a connection to an outside source
 - Maintaining multiple connections