

# Collaborative work

In the long run we will have a way to work more organically with code fragments in a shared repository. In the short term however we just have a simple page in here where people can edit code sections that will be merged in 😊.

## AI

Part of the AI works by matching on keywords then taking an action - Any suggestions for keywords with resulting actions will be appreciated (only need to describe - will be converted to the script language later)

```
"level change" -> Add moderator text "Request level change" + Add message "Level change request received"
```

## beforeunload event to the task page

Guess to do this will need a change to the body html:

```
<body onbeforeunload="return exittask()">
```

And a bit of javascript:

```
<script>
function exittask() {
    return "Are you sure you want to leave - if task not finished, Jennifers mood will drop!";
}
</script>
```

Whilst the above will work it would be nice to have a flag (that can be set in javascript so you don't get the warning if you have finished the task.

From: <https://play-link.com/wiki/> - **PlayLink**

Permanent link: <https://play-link.com/wiki/doku.php?id=collaborate&rev=1473328059>



Last update: **2016/09/08 11:47**