```
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 2.

## 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

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