

# 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 😊. Feel free to add sections from the [Todo List](#) if you think you have anything that may help 🤖

## 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 stop if you have finished the task. but I guess you can run something like this in the javascript when the task is finished.

```
body.onbeforeunload="";
```

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

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Last update: **2016/09/08 11:57**