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Collaborative work

In the long run we will have a way to work more organically with code fragments in a shared repository - Probably built into Jennifer. The current front-runners are (add any suggestions you think may work):

http://collabedit.com/uv34g

In the short term however we just have a simple page in here where people can edit code sections that will be merged in Θ . Feel free to add sections from the Todo List if you think you have anything that may help Θ

ΑI

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"

Motion detect

See [https://cornertime.herokuapp.com/] - would be good for someone to find a a way to develop motion detection based on the current webcam javascript in task.php. Maybe have the following additional commands?:

Command	Parameter	Description
setupdiff	Not used	Set up first image to compare with
camdiff	INOLLISEA	compare previous image with current webcam and save % change to var TEMP1

This may take a bit of work and involve a lot of javascript so may be better to PM Liz in felife instead of putting the new functions below? But the above functions would allow for a cornertime task to contain a loop checking differences say every 5 seconds and assigning punishments for movement above a threshold.

beforeunload event to the task page

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

<body onbeforeunload="return exittask()">

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And a bit of javascript:

```
<script>
var ended = false;
function exittask() {
  if (ended == false) {
    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 somthinglike this in the javascript when the task is finished.

body.onbeforeunload="";

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