

# 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 😊. 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"
```

## Motion detect

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

Command	Parameter	Description
<b>setupdiff</b>	<i>Not used</i>	Set up first image to compare with
<b>camdiff</b>	<i>Not used</i>	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.

Thanks to Zavijava should have this implemented next week 😊

## 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>
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 something like this in the javascript when the task is finished.

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

From:

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

Permanent link:

<https://play-link.com/wiki/doku.php?id=collaborate&rev=1487240332>



Last update: **2017/02/16 10:18**