

INTR team for Interactive Table

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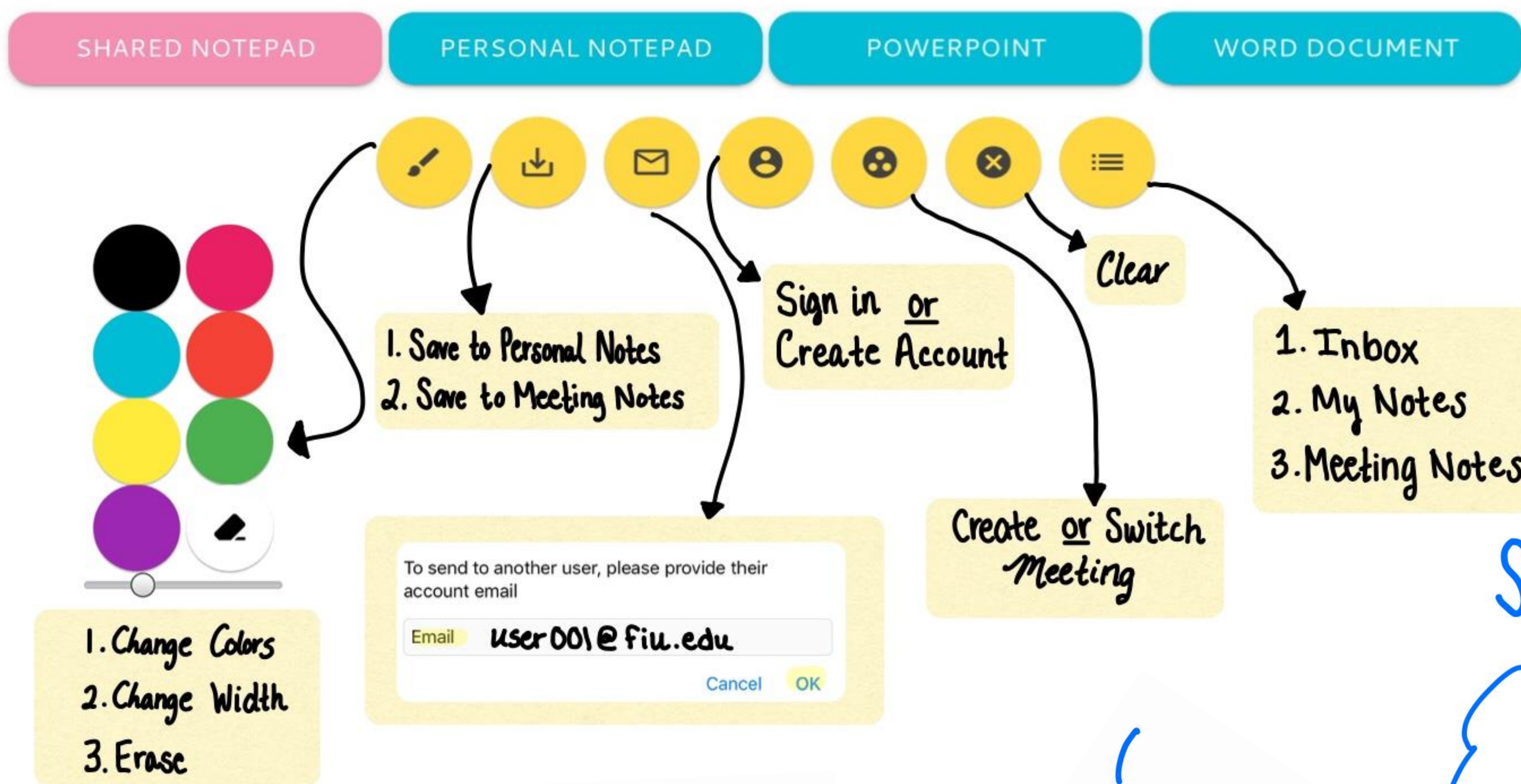
PROBLEM

Cumbersome and complex tech can make syncing over meetings and classrooms difficult. Needing to bring laptops and writing gear can be distracting and can disengage team members from the meeting.

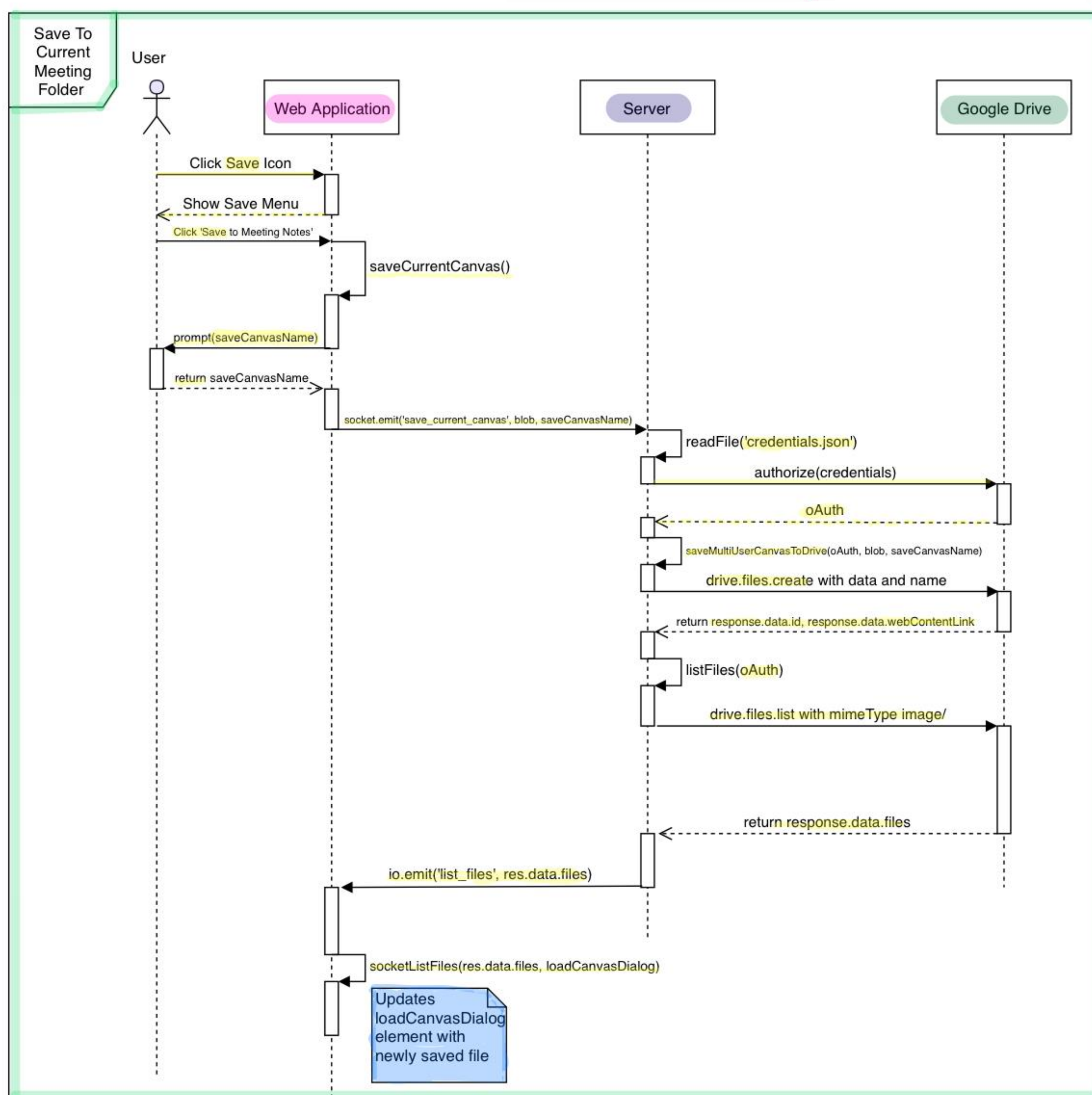
SOLUTION

The Interactive Meeting Space – All the necessary tech for effective and collaborative meetings right at your fingertips, any time, anywhere. Designed to be implemented within classrooms, where each desk can have a screen that hooks into the teacher's. Synchronous white board, note taking, image sharing, document sharing and more!

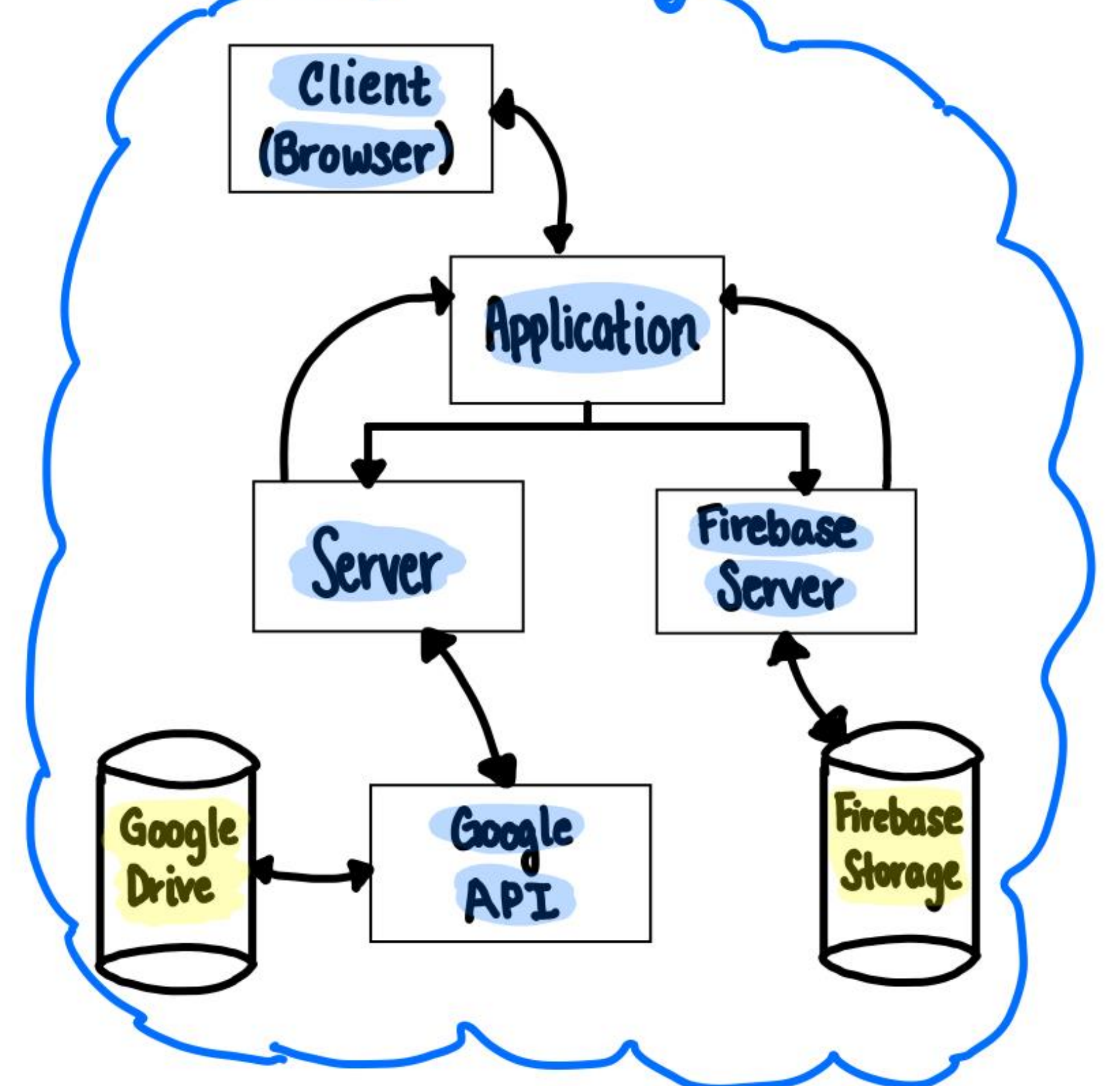
Interactive Meeting Space



Sequence Diagram



System Diagram



Implementation

We mainly used these different technologies to accomplish our project:
 HTML/JavaScript/Material Design lite/CSS for user interface/styling/canvas
 Firebase database for account sign in/up, inbox and personal storage
 Google Drive Rest v3 API for saving meetings and meeting wide images
 Socket.io for server communication and having all users share a canvas

My contribution focused mainly on...

HTML/JavaScript/Material Design lite/CSS

- Dynamic and responsive MDL dialogs based on user choice (file listing, sign in, create account)
- Making app touchscreen responsive

Google Drive Rest v3 API

- Creating google drive folders as meeting spaces to save and load files and notes
- Saving the current canvas to the meeting folder in google drive
- loading any image from the google drive onto the canvas
- Allowing users to load a previously created meeting folder for all users (current meeting space)

Socket.io

- When one user saves an image to meeting, having it available dynamically to all users
- When one user loads an image to the shared notepad, having it dynamically load for all users
- When user switches meeting, meeting is switched for all users at table

Acknowledgement

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