



May 14-04: CyRIS

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CyRIS



Project Plan: Problem Statement

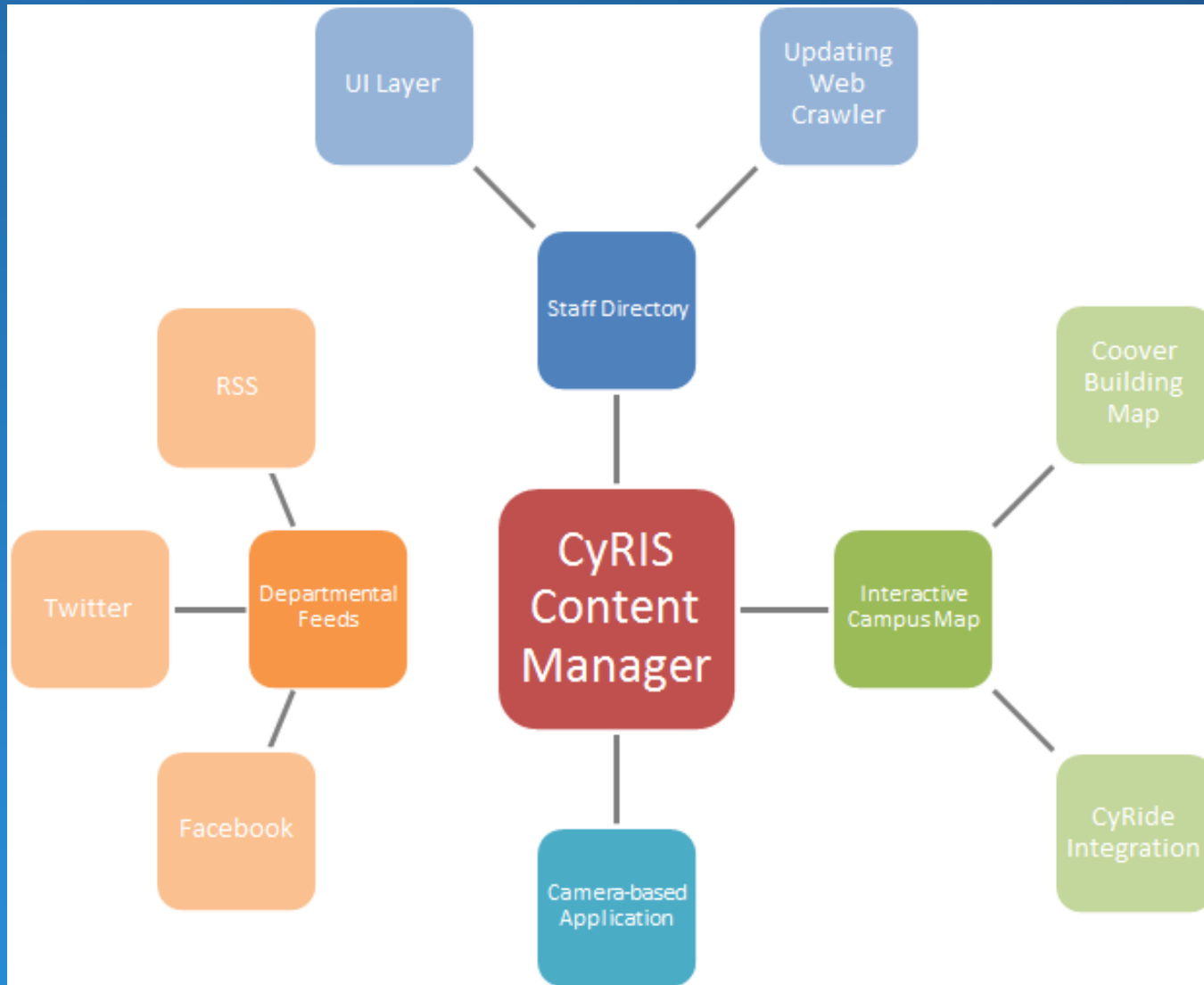
Content on CyRIS is currently:

- Minimally interactive
- Rather Web 1.0
- Unattractive

We want to create content that is:

- Entertaining and amazing
- Responsive and interactive
- Extensible

Project Plan: Conceptual Sketch



Project Plan: Requirements

- Functional requirements
 - Able to spawn multiple child processes
 - Able to receive and send I/O to and from multiple children simultaneously
 - Disable non-secure system functions
 - Allow for control to be returned to the Intuiface presentation
- Non-functional requirements
 - Generate no memory leaks
 - Minimize lag between touch screen inputs and system response

Project Plan:

Technical/Other Considerations

Technical:

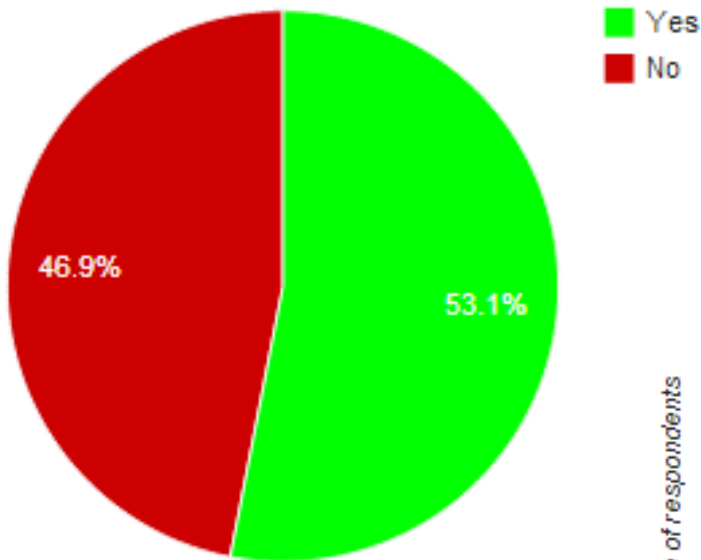
- Multi touch input handling
- Graphical rendering at huge resolutions

Security:

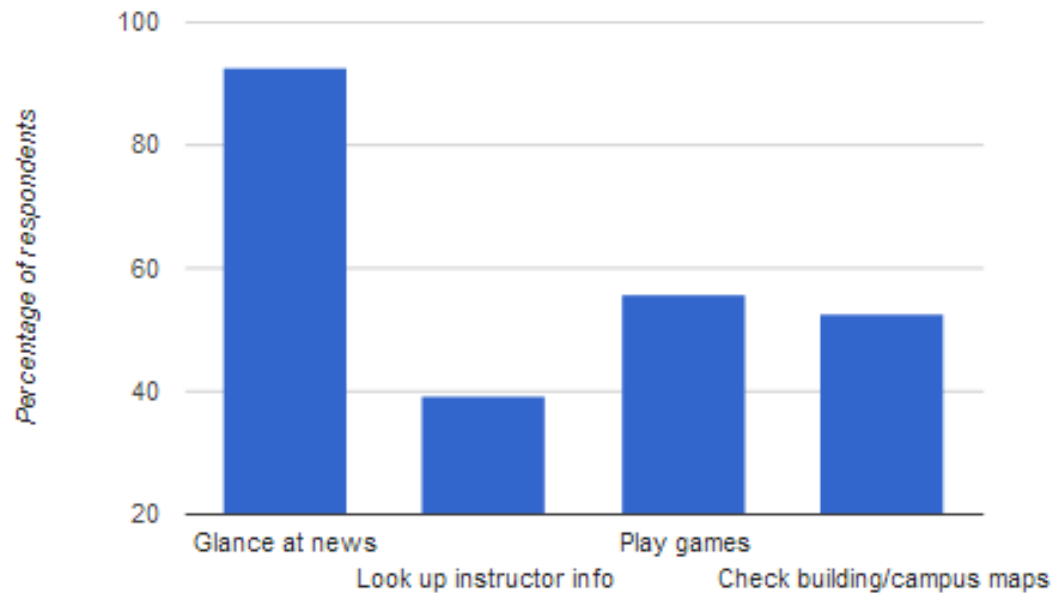
- Must limit users from escaping into the OS (via task bar, start menu)
- Must limit web browsing windows to predefined safe URLs

Project Plan: Market Survey

Would you be more likely to visit Coover Hall if CyRIS had interesting, interactive applications?



What would you be most likely to do with CyRIS?



Project Plan: Risks and Mitigations

| Risks | Mitigations |
|---|--|
| Hardware may underperform when running new software | Scale down intensive applications, stress testing |
| Streaming video may be laggy | Avoid applications where this is an issue |
| Unable to test our implementation before deployment | Use touch computers in labs, use test environment from CSG |

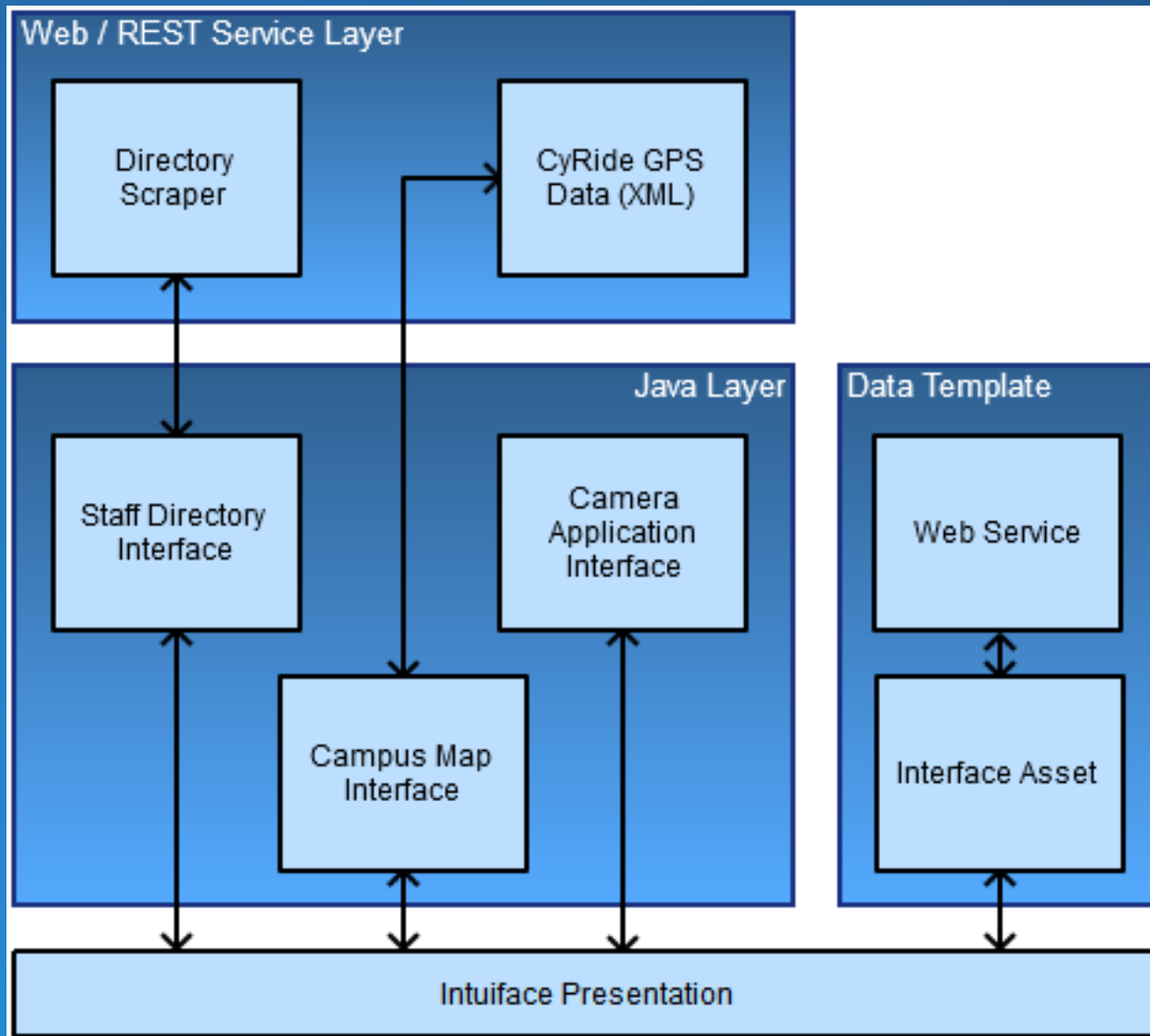
Project Plan: Resource/Cost Estimate

| | |
|---|---------------|
| Intuiface Enterprise Edition License (one year) | \$1908 |
| 55" PQ Labs touch screen system | \$1504 |
| Webcam (optional) | \$350 |
| Total | \$3762 |

Project Plan: Milestones and Schedule

- 10/2/2013: initial version of Project Plan
- 10/30/2013: initial version of Design Document
- 11/13/2013: final versions of Project Plan and Design Document published
- 12/11/2013: project demo for client and advisor
- End of first semester: content manager and design for sub applications

System Design: Functional Decomposition



Design Document: Content Manager Design

- Goals
 - Seamless integration with existing content
- Requirements
 - Able to generate applications within itself
 - Maintain concurrent focus across applications
- Decisions
 - Content manager uses full screen display
 - Methods of user interaction
- Technologies
 - Multitouch for Java (MT4J)

Design Document: Feeds Design

- Goals
 - Aggregate, sort, and display social media
- Requirements
 - Social media specified by admin
 - Combined in one feed
- Decisions
 - Create web service to use with native interface of Intuiface (Interface Assets)
- Technologies
 - Node.js, Express.js, MongoDB, Facebook Graph API, and Twitter v1.1 REST API

Feeds Implementation

localhost:3000/getLatest

```
{
  "id": 404972746263625700,
  "social": "twitter",
  "logo": "http://localhost:3000/img/Twitter",
  "profilepic": "http://pbs.twimg.com/profile_images/1241236651/Be_Greater_Than_AVATAR_bigger.png",
  "screen_name": "ISU_CoE",
  "status": "ICYMI: An awesome video on the making of a 29-foot tall cardboard LEGO guy (Buster) for Reggie's Sleepout!\n\nhttp://t.co/bAiRWDcTvK",
  "title": "",
  "picture": "",
  "link": "http://t.co/bAiRWDcTvK",
  "datecreated": "Mon Nov 25 14:00:01 +0000 2013",
  "dateupdated": ""
},
{
  "id": "37114521325_10151723763966326",
  "social": "facebook",
  "logo": "http://localhost:3000/img/Facebook",
  "profilepic": "unknown at this time",
  "screen_name": "Iowa State University - College of Engineering",
  "title": "ISU students helping build future of drones",
  "picture": "http://external.ak.fbcdn.net/safe_image.php?d=AQCnHDC_0tEzC_je&w=130&h=130&url=http%3A%2F%2Ffil.ytimg.com%2Fvi%2F9TdRcPc4X8M",
  "link": "https://www.youtube.com/watch?v=9TdRcPc4X8M",
  "datecreated": "2013-12-05T14:44:05+0000",
  "dateupdated": "2013-12-05T14:44:05+0000"
},
{
  "id": "madeUpName",
  "social": "madeUpName",
  "logo": "http://localhost:3000/img/madeUpName",
  "profilepic": "http://localhost:3000/img/madeUpName",
  "screen_name": "madeUpName",
  "title": "madeUpName",
  "picture": "http://localhost:3000/img/madeUpName",
  "link": "http://localhost:3000/img/madeUpName",
  "datecreated": "2013-12-05T14:44:05+0000",
  "dateupdated": "2013-12-05T14:44:05+0000"
}
```

localhost:3000/img/Facebook



localhost:3000/img/madeUpName

File not found

localhost:3000/img/Twitter



Design Document: Staff Directory Design

- Goals
 - Provide staff information to users
- Requirements
 - Information must be up-to-date
 - Must run on MT4J platform
- Decisions
 - Implement in Java
- Technologies
 - JSoup Library
 - HTML formatting for parser

Staff Directory Implementation

- Current Status:
 - Raw Data on MT4J
- Where to go:
 - Image Rendering
 - Data Formatting
 - Streamlining
 - Add Functionality

MT Application

Name: Pohl, Nicola
Title: Professor
Address: Office: 3101B Hach Hall
Phone: Phone: 515-294-2339
Email: npohl@iastate.edu

Name: Porter, Max L
Title: University Professor
Address: Office: 416A Town Engr
Phone: Phone: 515-294-7456
Email: mporter@iastate.edu

Name: Prouty, Tina N
Title: Student Services Specialist II
Address: Office: 202 Marston
Phone: Phone: 515-294-8678
Email: tnprouty@iastate.edu

Name: Qiao, Daji
Title: Associate Professor
Address: Office: 3214 Coover
Phone: Phone: 515-294-2390
Email: daji@iastate.edu

Design Document: Camera Application Design

- Goals
 - Stream video without lag at the maximum resolution
- Requirements
 - Secure - no accessing of arbitrary feeds
- Decisions
 - Use camera feeds already available on campus.
- Technologies
 - MT4J with GStreamer extension

Camera Application Implementation

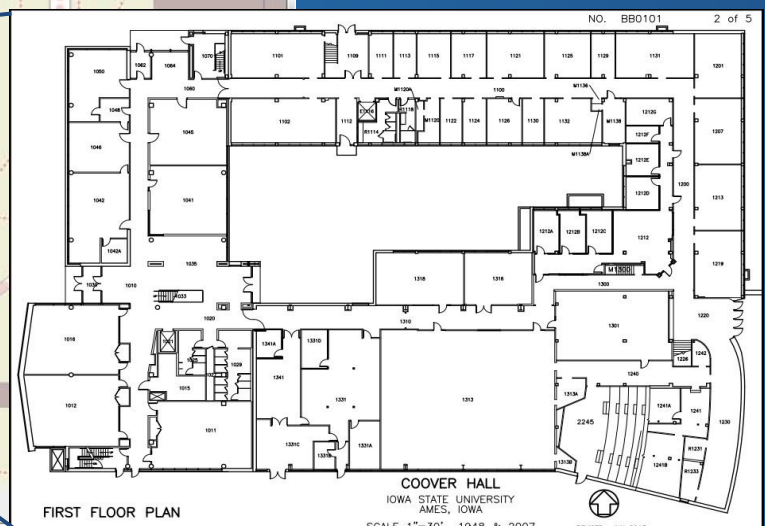
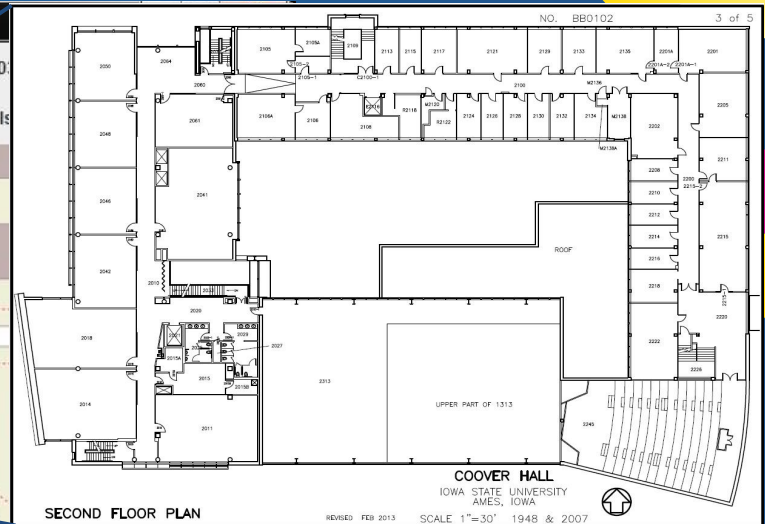
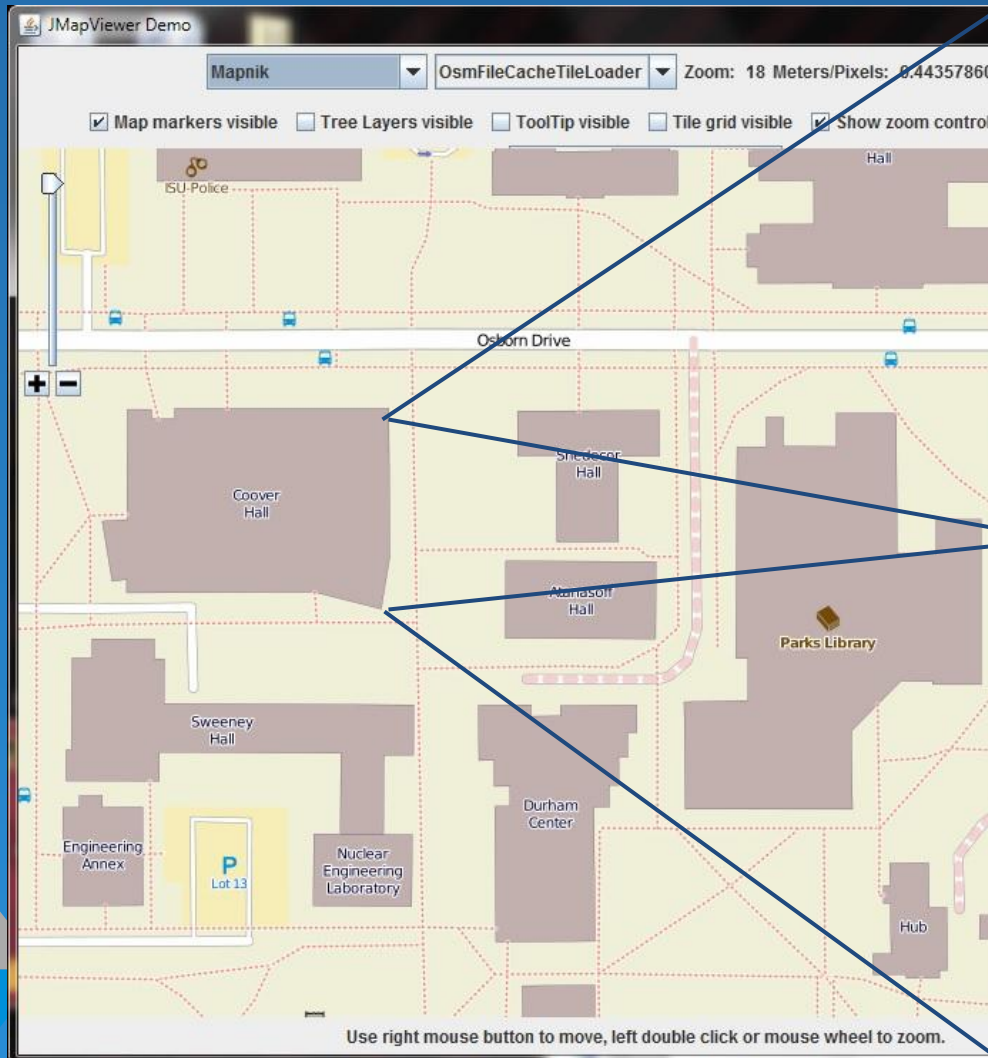
- Current Status:
 - Most feeds accessible
 - Some feeds crash frequently or go down for maintenance
- Where to go
 - Integrate with MT4J and GStreamer
 - Add feeds from own cameras



Design Document: Campus Maps Design

- Goals
 - Provide interactive real-time map experience
- Requirements
 - Remain within NextBus API limitations
- Decisions
 - OpenStreetMap vs. Google Maps
- Technologies
 - OpenStreetMap, JOSM, JMapView

Campus Maps Implementation



System Design: Test Plan

- User-level tests
 - Unit tests to ensure correct output
 - Integration testing for the system
- Performance tests
 - Stress tests for individual apps
 - Stress tests when using multiple apps
- Security tests
 - Vulnerability scan
 - Penetration tests

Conclusion:

Team Member Responsibilities

- Nathan Clague: NextBus API expert
- Michael Krantz: staff directory lead
- Zach Patzwald: content deployment lead
- Max Philips: project coordinator
- Jacob Roman: communications specialist, OpenMaps API expert
- Micah Stevenson: interface asset lead
- David Vriezen: webmaster

Conclusion:

Current Project Status

- Completing first development iteration for sub applications
- 12/6/2013: test environment received
- Ready for integration testing between content manager and UI for launchable applications

Conclusion:

Plan for Next Semester

- Implementation of sub applications
- Testing of sub applications and overall system
- Produce documentation for future extensions of the project

Thank You

Questions?