

## **Meeting summary – 2005-01-21**

**From:** 14:30

**To:** 15:30

### **Participants**

- Fredrik Berg Kjoelstad
- Bjoern Erik Nilsen
- Oeyvind Kolaas

**Contents** We started out talking a little about autoconf versus qmake.

We then discussed the first project increment and what features should be implemented in this. The following features and tasks were identified:

- Make the GUI with time-line and still pictures work.
- Open/save/new project (Manage animation project usecase)
- Delete and move frames.
- Drag and drop functionality from konqueror.
- Finish the requirement specification.

We also talked about how the liquid layout should work, and pros and cons of using Qt versus XVideo in the frameview. We also discussed the potential use of SDL for video processing, although this gives us another dependency.

Oeyvind suggested that we should make an external application for capturing video clips first, and use this with drag and drop against our program before we implemented this in the program itself. The reason for this was to make it more modular and to allow us to experiment with the video capturing before having to put everything together as a whole.

The project webpage was also mentioned. Oeyvind suggested that we should change the main page to make it more inviting for people visiting it for the first time. A user visiting the webpage for the first time wants to see a download link and screenshots, as well as some general information about the project at once, instead of having to dig through the page after it.

Oeyvind also proposed that we, when the project has matured a bit, try to get the program into a distribution of graphical software called Dynebolic as well as on a webpage for open source projects called freshmeat.

The last thing we discussed was how to get the report writing more visible in the project plans. We settled for putting it into the iteration workflow diagram as another step.

**By** Fredrik Berg Kjoelstad