

Quick overview / Background

The client required to develop a customized solution that would enable website users to perform “on stage” and rate each performance. While titled “messenger” the application is an online performance tool where the message is the participant’s live performance.

Requirements

The goal of the project was to create an exceptionally designer, user-friendly, and reliable online tool for conducting and participating in various live shows and individual performances.

Solution

The entire application is designed to enable customers to perform to the public. It allows using video, voice and text chat messages to interact with other participants, whether in public or private sessions, and to share thoughts and impressions on the performance. The standard FlashComs products were customized to suit the project needs. Customization included creating floating private chat sessions, special performance rooms with voting system and enhancements to administrator tools and functions.

GlobeScene Messenger

Year: 2011

Project time line: 12 months

Technologies:

- Adobe Flex
- Java
- FMS

