(2012-05-15 14:34) myself: hey, got a minute?

(2012-05-15 14:40) smed: always

(2012-05-15 14:43) myself: thanks, just wanted to check in with you. can you give me a quick rundown of where we've been, where we are, where we are going in the development process? I'm getting a bit disoriented as new things have come up since we began and I don't have anything tangible to orient around.

(2012-05-15 14:44) smed: Sorry about that. My bad completely

(2012-05-15 14:44) myself: no worries, we don't exactly have the most freedom communication wise

(2012-05-15 14:45) smed: exactly!! I'm glad you see it.. Normally, my development process is quite open. The nature of the firewall between you and the rest of the world has left a large gap in my normal way of doing things and my habits have not been sufficiently corrected to make that extra step

(2012-05-15 14:46) smed: Where we are..

(2012-05-15 14:46) smed: We have a fully functional "escrow management system" in it's most raw form

(2012-05-15 14:46) smed: it moves BTC between users, in both roles as shoppers and merchants

(2012-05-15 14:47) smed: admin/overlord role has the power to do anything it wants as far as approving or rejecting transactions

(2012-05-15 14:48) smed: this 'system' in it's current form is going through some fine tooth comb work right now to ensure that nothing has been missed when it comes to decimal places, confirmations etc

(2012-05-15 14:49) smed: existing test results have shown a high degree of accuracy in reguards to all transactions

(2012-05-15 14:49) smed: i have not yet been able to cheat the system, however those final tests (trying to cheat) have not been marked as complete yet because we have not let cimon loose on it ;)

(2012-05-15 14:51) smed: That side of the project is Team 1

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(2012-05-15 14:54) smed: Team 2 is working on the more public side of the shopping system

(2012-05-15 14:54) smed: the vendor management piece

(2012-05-15 14:54) smed: I have had several set backs and delays in the vendor part and that side was behind for about 3 weeks due to the moron factor

(2012-05-15 14:55) smed: however, team 2 came through last week with part 2 of 3

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(2012-05-15 15:04) smed: really where i'm at is this..

(2012-05-15 15:04) smed: I have replaced your entire foundation.. i probably have a little bit more efficient approach only because hindsight is 20/20

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(2012-05-15 15:07) myself: always good to get a fresh set of eyes on a problem

(2012-05-15 15:07) smed: exactly

(2012-05-15 15:07) smed: from what I have seen.. if you did it right now i dont think you would change much from what i'm doing

(2012-05-15 15:07) smed: i've focused a lot on abstraction of the concepts

(2012-05-15 15:08) smed: making each one of them a bit more accessable individually

(2012-05-15 15:08) smed: but the concepts are yours either way

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(2012-05-15 15:17) myself: well, I'm not one to hold your feet to the fire on estimates, I know you are working hard, but are we behind our intial estimate at this point?

(2012-05-15 15:18) smed: I'm going to be testing the latest submission tonight and tomorrow.. the order management stuff.. will know more about that side afterwards

(2012-05-15 15:19) smed: I am a little behind on part, but some of the additional code work (ykey etc) will allow me to catch up

(2012-05-15 15:19) myself: how does additional work equal catching up?

(2012-05-15 15:20) smed: because i'm bringing in more people to help me

(2012-05-15 15:20) myself: ahh

(2012-05-15 15:21) smed: Just so it's said.. I have lots of motivation to get this done to where I stay in your good graces