

## KGS Task Categories/Descriptions

I've sorted the items on the wishlist into categories; we should mark the items that we wish to do a volunteer call for in bold. Please add descriptions for specific skills that those items may require.

Urgent

Important

Cool

### Technical (coding in Java/Javascript)

- Server move (difficulty: annoying with lots of little easy pieces but necessary) -**DONE**
- Registration Module (difficulty: 3) -**in progress**
- Security features (2FA) (difficulty: 5)
- ShinKGS functionality (difficulty: depends on feature...)
- Improve teacher audio quality/Twitch or Discord integration? (difficulty: 8. I took a look at this. Possible but time consuming. Need to check latencies after server move)
- Fixing Score Estimator for different rulesets (difficulty: 2 if we lie about the ruleset. High if we want to handle the real differences)
- Bot/cheating detection (difficulty:10. We can possibly have tools but I view this as nearly PhD research done right)
- Accessible variations in kibitz (difficulty: 8. Needs new protocols and gui modifications to client and shin)
- Opt-in user identity verification/link to real name, AGA/EGF player card, and association rank (difficulty: 2)
- Built-in AI analysis (difficulty: 7, cost is high since we need to deal with more servers)
- Increase max length of usernames (difficulty: 3, yes, I would like this too)
- Additional filters for open/active games (ie hide bot games) (difficulty: 2)
- Improve client/server protocol
  - Handle disconnections gracefully (auto-reconnect) - difficulty 4
  - Upgrade to a new network protocol (eg, gRPC) - difficulty 8

### Website Redesign

- Update landing pages and how to pages for a modern look
- **Web based registration module on the home page**
- User friendly directions and how to play sections
- Redo help page so it can be easily followed and understood by anyone

- Add links for ShinKGS, Go Universe, and Java client. Each should have a brief explanation of why and when they should be used (Mobile only: ShinKGS; No Java on a desktop: GoUniverse or Shin. Full computer with Java applications authorizes: KGS Client)

## Administrative/Policy

- Rating system
- Review KGS privacy policy
- Monetization- **switched to donation model, so far so good.**
- Need more server admins -**have found several**
- Review KGS Terms of Service and FAQ
- Detailing admin tools
- Review/revise KGS escaper policy
- Dealing with guests

## Content Creation/Design

- Tournament directing tools (difficulty: 5. I think most is in the interface design)
- Integrated tsumego section (difficulty: 5. Where would this be though?)
- News/Articles section (difficulty:1)
- New interactive tutorial to Go (difficulty:1 to add the pages. Much more for the person doing the work)
- Linked guides/videos/additional learning resources (difficulty:1, links are cheap. Organization harder)
- SGF editor tools (Not sure the request here. Cgoban is pretty good)
- UI modernization/customizability (Need more detail)
- More audio byo-yomi countdowns (Just need the content, programming difficulty:2)
- Board/stone skins (difficulty:3, for client. ShinKgs would be separate)
- Comics section on website (difficulty:1)
- Club tags that are displayed in user info (difficulty:5. Annoyance is that it's a database change in all likelihood which is annoying. Should go in with longer usernames if we do it)
- Integration with pro game database (maybe Go4Go?) (I'm not sure how would this work or look)
- Calendar of major amateur/pro tournaments (links are cheap. There are some good google calendars. Go Game Guru used to keep a nice one but they are no more)
- Emotes for chat (I want to say get off my lawn, but I can deal. Difficulty:7. Mainly we would have to change text entry a bit to make it easy on client. Shin it may just work if it uses the mobile text but I'm not sure)
- Cosmetic user upgrades/items one can buy using points gained from being an active KGS user (Need to break this up. Just having some k-point system and item list requires the database update which is always expensive and careful so difficulty:5)

## **Public Relations**

- KGS Blog on development roadmap
- Feedback forms/user surveys
- Incentives for KGS Plus
- Embedded links to Twitch streams
- Active social media presence (FB/Twitter/Discord)
- Verified list of teachers
- Link to real-life clubs (possible integration with [this site](#) after further development)