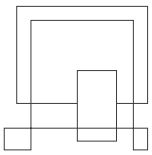

Vibeflix Project Description

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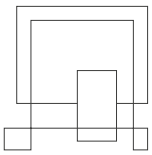
Software Technology Engineering

2nd Semester

16/02/2022



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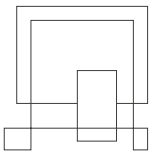


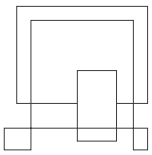
1. Background Description

Currently, the world is moving at a faster pace that requires society to adapt to a different lifestyle. Therefore, personal time is limited, requiring people to reduce the time spent on trivial matters, such as: grabbing the TV remote and looking for that one channel that has the desired movie or researching if that one movie fits the current mood.

Movie rentals were a popular business in the past. With the invention of VHS, companies like Blockbuster and RedBox had a big impact on the entertainment industry. This industry brought a rental system for movies, providing the opportunity to watch a variety of movies for a lower price during the rental period. Nowadays, with the world becoming digitalized, streaming services have replaced the need for physical movie rentals. Movies can now be watched from any place at any time with an ever-growing selection.

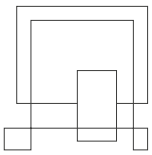
The TV brings entertainment by providing shows and movies on demand by streaming them in selected channels. However, the TV has its limitations, such as, not offering the possibility of watching a specific movie at any point or depending on a strict programming schedule which is not flexible nor convenient.

The next step on improving the way movies or shows are watched lies on the current technologies available to humankind, for example, the internet. The internet is one of the most innovative technologies of the XX century. Being introduced in the year 1983 as a way for systems to communicate with each other, it has evolved into much more than that. It now offers a range of possibilities, from the use of social media to video calls with people from around the world.(*A Brief History of the Internet*, n.d.)



Although the internet is fascinating, a particular focus may be brought upon the possibility of streaming content. There are services available such as Netflix or HBO, where movies and TV shows are available at anytime and anywhere if there is an internet connection. Most of them showcase the top 100 movies trending at a particular time based on views and ratings.

Here is where the future for movies and entertainment lies, the possibility of watching the movie from your phone, selecting a specific movie, and finally watching it wherever it is convenient brings entertainment to a whole new level. However, no system is perfect, for instance, Netflix does not have a scored based review system for a movie to determine its quality, nor does it offer the possibility of renting a movie.

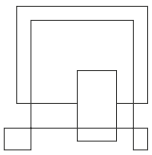


2. Problem Statement

Main problem

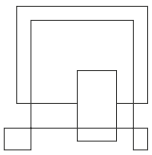
Movies cannot be rented nor reviewed on the current streaming services.

- What are the ways to categorize movies?
- Which way can a movie's quality or popularity be determined?
- Who is the target audience?
- What are the prospects of renting a movie?



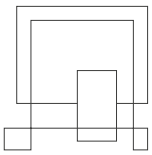
3. Definition of purpose

The purpose is to allow people to rent and watch movies digitally as well as interact with them.



4. Delimitation

- The number of movies within the catalogue will be limited to the 25 favorite movies from each member

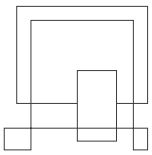


5. Methodology

Unified Process is based on the enlargement and refinement of a system through multiple iterations, with cyclic feedback and adaptation. The system is developed incrementally over time, iteration by iteration. This method will be used along with its phases in this SEP2 project.

Contrary to the first semester methodology, waterfall, the unified process phases allow for adjustments to the disciplines. Even though most phases should include all disciplines, their focus is different.

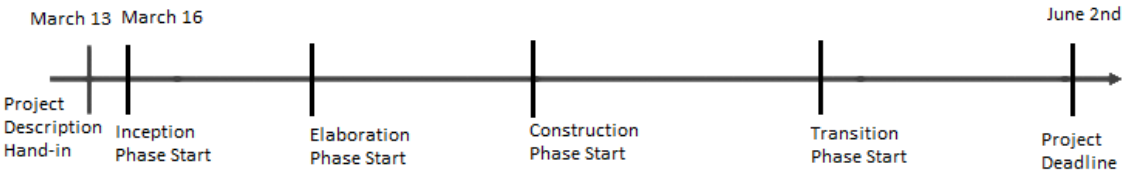
While Unified Process is the system development methodology, SCRUM is the framework. As such, it will clarify the responsibilities of each member causing the workflow to improve. It also offers a structure for the group meetings and the project is developed through SCRUM sprints.

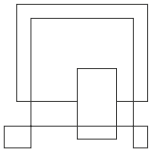


6. Time schedule

The expected time for this project from all members is 275 hours per member. The group expects the project to be completed by June 1st.

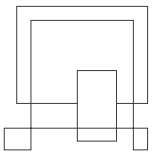
1st milestone 13th of march project description.





7. Risk assessment

Risks	Likelihood Scale: 1-5 5 = high risk	Severity Scale: 1-5 5 = high risk	Product of likelihood and severity	Risk mitigation e.g., Preventive- & Responsive actions	Identifiers	Responsible
Deviating from a minimalistic but practical design	4	5	20	Set up realistic and clear objectives.	Time consuming tasks that prevent effective results	Luis
Delays or issues regarding java GUI	3	4	12	Simplify the GUI or discuss ways to resolve a certain issue	GUI tasks taking too long to complete	Maria-Elisabeta
Handling information from the database incorrectly	2	4	8	Research or team discussions to resolve any problematics or confusions regarding the topic	Wrong information being handled, errors with SQL or taking too long to complete database tasks	Bianca



8. Sources of Information

A Brief History of the Internet. (n.d.). Retrieved March 16, 2022, from https://www.usg.edu/galileo/skills/unit07/internet07_02.phtml

Appendices

- Group Contract