

Software Requirements Specification

**Mega Reji: A Gamified Mobile Application Framework for Film
Production System**

İsmail Berkcan GÜLTEN 201311022, Arzu Kaya 201511414

15/04/2018

Table of Contents

1. INTRODUCTION.....	3
1.1. Purpose.....	3
1.2. Scope of Project.....	3
1.3. Glossary	4
1.4. Overview of the Document	4
2. OVERALL DESCRIPTION.....	4
2.1. Product Perspective	4
2.1.1. Development Methodology.....	5
2.2. User Classes and Characteristics	5
3. REQUIREMENT SPECIFICATION	5
3.1. External Interface Requirements	5
3.1.1 User Interfaces	5
3.1.2 Hardware Interfaces.....	5
3.2. Functional Requirements.....	5
3.2.1. Pre-Production Use Case	5
3.2.2. Production Use Case	7
3.2.3. PostProduction Use Case	9
3.3. Software System Attributes.....	10
3.3.1. Portability	10
3.3.2. Performance.....	10
3.3.3. Usability	10
3.3.4. Adaptability	10
3.3.5. Security.....	10
4. REFERENCES	10

1. INTRODUCTION

1.1 Purpose

The purpose of this document is describing the project which is called Mega Reji: A Gamified Mobile Application Framework for Film Production System. This project aims to improve the performance of a film production team by enhancing their activities (e.g. managing their time effectively). This document contains detailed information about requirements of the Mega Reji project. These requirements demonstrates constraints and recommended functions. Additionally, this SRS document explains how the users interact with Mega Reji, and explains how concerns of the stakeholders are met.

1.2 Scope of Project

In film production process, production director and general coordinator finish the whole work, which will be completed at the live stage, before the live stage and after the live stage. If this work is completed without any problem, the organization will be transferred person at the end of the cycle without any problem. However this organization tends to be complex. The main purpose of Mega Reji application is providing a coordinated atmosphere for all production team members and motivate them with a gamified system. The other purpose of this application is providing an easily accessible application for users. Therefore, this application is compatible with both website and mobile devices such as phone and tablet.

Mega Reji are planned to have several features that needs to function. In preproduction part, scenario writers are able to write scenario by using the Mega Reji application, then actors are able to see a report is prepared by application, and also the other part of crew can access the report partially. Lastly, the schedule will be create and whole crew can access it by using their computers, smart phones or tablets. In Production part, the production director works with location map in addition to location photo. By this way, the entire team will be able to reach distance and time information, where to get the services, where to refresh the make-up, the sound level of the environment, the food menu information at any time. In post-production part, whole crew or authorized people can access the which phase of post-production is working. Production team does not work on application. General coordinator links the application and real life and controls the system. In addition to previous applications, cast crew is able to sign their unavailable times to schedule, and then application calculates statistics of total unavailable times for each person, so time management is more efficient for shooting. Addition to cast crew, movie extras can be added the application. Production director confirms the information that comes from each person in the crew. Image group comments on the location photos that are added before the application. By this way, the camera assistant can see where the camera vehicle can park the in outdoor shooting according to the reports of the production group, and report that the cards have been delivered to the post-production assistant. Light group can see what materials they need in outdoors and who they need from the set team, they can transfer their requests to the set

supervisor. The art group can offer their views to director and take requests from production group. Set group does every type of work.

1.3 Glossary

Term	Definition
Participant	A person interacts with the Mega Reji application such as producer, scenarist.
Stakeholder	A person who has interest or concern in the project.
Scrum	Scrum is an iterative and incremental agile software development framework for managing product development. [1]
Agile Development	Agile software development is a conceptual framework for undertaking software engineering projects which is used in order to minimize the risks. [2]
Software Management	Software management is the method used to develop the project in the best way.
Gamification	Gamification is application of reward system into software applications.

1.4 Overview of the Document

The second part of this SRS explains functionalities of the Mega Reji: A Gamified Mobile Application Framework for Film Production System. Informal requirements are described and it is a context for technical requirement specification in the Requirement Specification chapter. Requirement Specification chapter is written for software developers and details of the functionality of the simulation are described in technical terms.

2. OVERALL DESCRIPTION

2.1. Product Perspective

Mega Reji: A Gamified Mobile Application Framework for Film Production System is a film production application that involves gamified system for whole film production team.

Mega Reji provides some specialities for group members such as communication with each other, writing scenario, scheduling etc.

Mega Reji is compatible not only with website but also with mobile devices. In this way, users can contact with each other instantly and make arrangements on he schedule according to these instant changes. On the other hand, Mega Reji has some constraints for some teams in terms of usage of application. For instance, Sound Group can not has same authorizations with the Production Group on Mega Reji application.

2.1.1. Development Methodology

While developing this project, we are planning to use scrum. The projects to be managed by the scrum method are separated into the sections called sprints. The sprints can be run for 30 days. these sprint times are predetermined. Teams make short meetings every day; what to do the day before, what to do on that day, risks are discussed. each project member has knowledge of what other project members do, and the project is rigid. At the end of each sprint run a sprint report appears. With scrum, the success of the project increases and it becomes easier to find and return errors.

2.2. User Classes and Characteristics

This application is designed for usage of Producer, Production Group, Director Group, Post Production Group, Scenarist Group, Stage Group, Actors/Actress' and Other Groups in a film production company, Therefore, these users shall know how to use mobile device and computer. Additionally, these devices shall connected to internet.

3. REQUIREMENT SPECIFICATION

3.1. External Interface Requirements

3.1.1. User Interfaces

The use interface will be worked on website and mobile devices.

3.1.2. Hardware Interfaces

The application will work on website, mobile devices and tablets.

3.2. Functional Requirements

3.2.1. Pre- Production Use Case

Use Case:

EnterActorInformation

ApproveActor

ApprovePlace

SendNotification

OfferPlace

OfferActor
WriteScenario
MakeAPlan

Diagram:

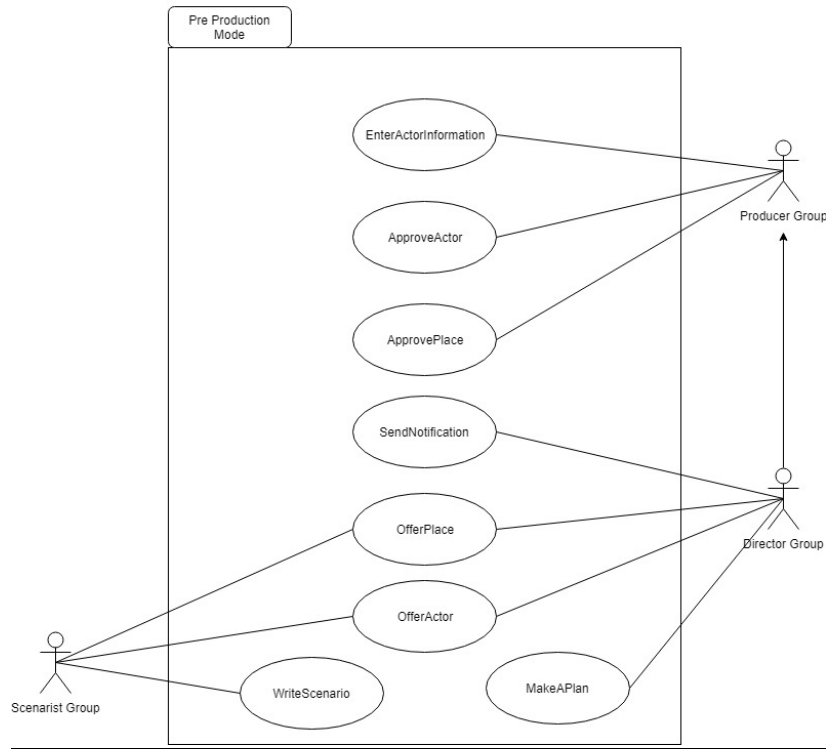


Figure 1 Pre-Production Mode

Brief Description:

Figure 1 is Pre-Production use case diagram, In this use case diagram, Scenarist, Director and Producer Groups can access this mode. This use case is the stage of preparation for production. the Scenarist Group at this stage writes the script through this platform and adds the necessary information with the help of software. Actor/Actress can be selected through the Actor/Actress database that is entered into the system. Suggestions are made by photographs of the places and these are approved. The Director Group creates this report in line with this information and informs other users through the software.

Initial Step by Step Description:

1. When Scenarist Group enter the system, Scenarist Group shall write script.
2. Scenarist Group can add photo for scenario's place.
3. Scenarist Group can attach which of actor/actress can act better performance in scenario's parts and they can offer it.
4. When Producer and Director Groups enter the system, they shall enter actor/actress information about actor's physical features, history of acting and fee schedules .
5. Producer and Director Groups can see scenario which is writing from Scenarist Group
6. Producer and Director Groups can offer place with uploading photo and shall approve place which is offered from Scenarist, Director and Producer Groups.
7. Producer and Director Groups can offer an actor/actress and shall approve actor/actress with given offer.
8. Director Group shall make a plan for actor/actress, Sound Group, Light Group, Display Group, Art Group, Production Group and Stage Group.
9. Director Group shall send notification about plan all member of production.

3.2.2. Production Use Case

Use Case:

CreateRequestReport

ViewLocationReport

ViewAllRequestReport

MakeAPlan

Send Notification

Diagram:

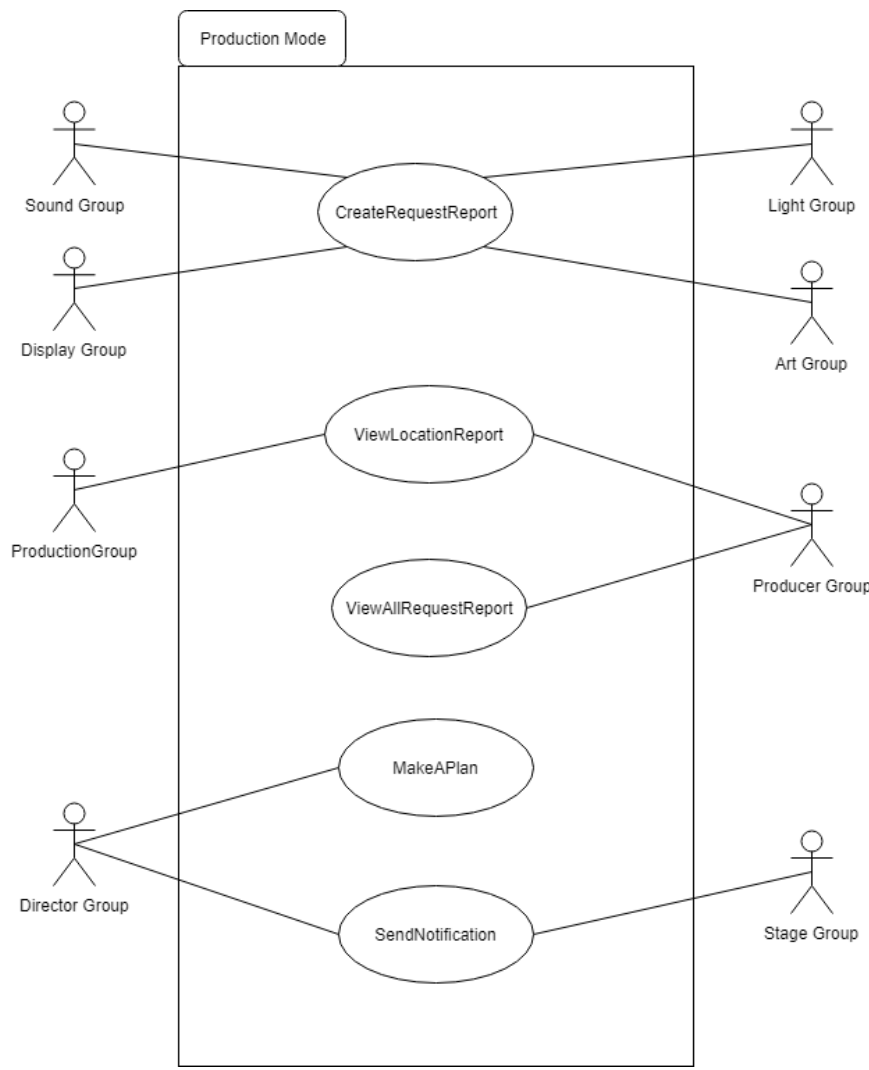


Figure 2 Production Mode

Brief Description:

Figure 2 is Production use case diagram, In this use case diagram, Sound, Display Light, Art, Production, Producer, Director and Stage Groups can access this mode. This mode is the section where camera shots begin. Users are expected to create some reports to ensure coordination. These reports will help solve the business more easily.

Initial Step by Step Description:

1. The equipment that the Sound Group will use can be requested via software.
2. Display Group establishes a report by specifying notifications of what materials are needed about display.
3. Light Group create request report for the completion of the missing equipment.

4. Art Group can present their report with photo and can get feedback from who shows their request report.
5. Producer Group can view all request report and location report. So they follow the process.
6. Production Group can see location report and they will make their production works such as purchases, transportation, food, stationery more productive.
7. Stage Group will be able to send a notification that starts the countdown. this countdown tells you when the shots start.
8. Director Group shall make a plan and inform the person.

3.2.3. Post Production Use Case

Use Case:

CreatePostProductionReport

Diagram:

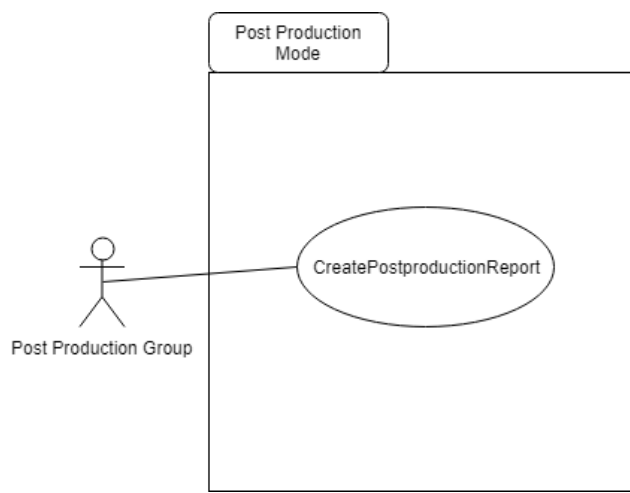


Figure 3 Post Production Mode

Brief Description:

Figure 2 is Post Production use case diagram, In this use case diagram Post Production Group can access this mode. This mode about the section in which the section is reported after the shootings are over.

Initial Step by Step Description:

1. Post Production Group shall report which parts of the images are rendered, how much time is left to finish rendering and color correction about the images or videos.

3.3. Software System Attributes

3.3.1. Portability

Mega Reji is designed for mobile devices/tablets and website. Users are able to access the application by using their both their mobile devices and PCs.

3.3.2. Performance

This system shall response in real time, any operation on the stored information, shall complete in less than 10 seconds.

3.3.3. Usability

This system is designed for all film production team members. For this reason, each member can use this application easily with a simple user interface. In addition, new team members can adapt to the system easily.

3.3.4. Adaptability

The system is adaptable to Android, iOS and Windows.

3.3.5. Security

There are not too many confidential data in the system. On the other hand messaging between people and their personal information will be preverved.

4.REFERENCES

[1] Scrumguides.org. (2018). Scrum Guide | Scrum Guides. [online] Available at: <http://www.scrumguides.org/scrum-guide.html> [Accessed 23 Apr. 2018].

[2] Software Development Methodologies. [Online]. Available: <http://www.itinfo.am/eng/software-development-methodologies/>. [Accessed: 23-Apr-2018].