# Media Framework

## Platform Options

* Azure
  + Web Platforms
    - Node.js
    - .NET MVC web API
    - MSSQL, MySQL or Mongo
  + Data Layer
    - mongoDB
    - MSSQL
    - MySQl
  + Version Control and Deployment
    - Git
    - Azure
* Self Hosted
  + VMWare Host
  + Could use Django (deployment issues)

## Strategy

Smallest possible API

Display media

Image

Video

Tagged Subclips

Audio

Tagged Sublips

In a realtime websocket player

Or integration into HERE

Matt Schick contract 10 hours a week

MOU for responsibilities until May 31st weekly update and bi-weekly meeting update

Stipend distributed over remaining pay periods.

Use Trello for sprints??

## Media Framework

Layers for Media Framework

* MediaPlayers : display media request responding to a MediaPlayerController or MediaHub
  + HTMLCanvasMediaPlayer (priority 1)
  + HTMLWebGLMediaPlater (priority 2)
  + UnityGameEngineMediaPlayer (priority 3)
  + EpicGameEngineMediaPlayer (priority 3)
* MediaPlayerController : UI (staring with html) for building media scenes for playback on a hub or player
  + HTML interface
  + Saves MediaScene to JSON to local storage for testing or direct real-time control over a media Controller
  + Saves MediaScene to PlayerPlayerController
* MediaController : interacts with MediaHubs to control MediaPlayers by a MediaPlayerContoller of files using the MediaConrollerAPI
* MediaHub : Media Players subscribe to a media hub. MediaHub directly control players though a websocket
* MediaControllerAPI : API used to control MeidaPlayers and Hubs
* ServerPlayerController : Server that plays MediaScenes to MediaControllers