**Aims**

To start a project, we must first understand the goals of the team so that we can come up with a specific plan and get the clearest division of work.

Currently, there are many websites to watch pirated movies on the internet. Especially in Vietnam, these kinds of websites are really popular. These unofficial websites allow viewers to watch and download famous movies from around the world completely free of charge. What these sites are doing is illegal, and it is causing tremendous harm to filmmakers. Therefore, on the first day of planning for this project, we had all agreed that we would be working on developing a streaming service that is both accessible and user-friendly for Vietnamese people in a legal way.

There are several steps we must take in order to achieve the project's goal:

1, Determine our content

The first step is to choose the movie content that we will be streaming since it is the basis of our service. We will distribute a wide range of films, including stand-alone films and series, not only from Vietnam but also from around the world. On our website, you will find all of the current popular films and series, including blockbusters, classics, and even indie films. New movies will be added to the platform on a regular basis to suit the preferences of our users. We also need to get a license for public performance for these movies and in order to do so, we will contact the copyright holder for each film on our website.

2, Selecting a hosting solution

For this step, we decided to use cloud hosting platforms for storing movie contents because it offers the following benefit:

- They are reliable, flexible and can automatically expand their storage capacity

- Suitable for a streaming service since they provide quick access to video content

- More budget-friendly compared to other hosting methods

Besides, a Content Delivery Network (CDN) and a Video Content Management System is necessary for this project since we need a CDN to speed up the performance and reduce load time of our service and a CMS to organize and manage our movies effectively when our web starts to scale rapidly in the future.

3, Determine the platforms and devices that we will be supporting on

We want our service to be available on every platform and device possible in order to reach the widest possible audience. Our team would like to develop on a variety of platforms, including streaming media players, smartphones, PCs, laptops, smart TVs, and even game consoles. Each of them has a unique operating system, processing power and resolution.

4, Choose a revenue model

In this step, we have three options for monetization: subscription, pay-per-view, and advertising. And, because we want our audience to have free access to our services, we chose advertising as our revenue stream for our website. Another reason is that a wider range of users such as audience can also sign up to our services much more easily comparing to the other methods since we do not require any type of payment, such as VISA or Mastercard.

5, Gather feedback from users

Last but not least, collecting user feedback is critical if we want to continue to grow our platform. We would use the majority of the currently available methods, such as star ratings, email surveys, or social media comments, to ask them about their experience with the app, as well as what they like and dislike about it.