**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.

**How it began**

Our group was founded on the first week of the semester, with 3 members: Dao Anh Vu, Bui Khac Tien and Hoang Vinh Khue since we have already known each other since the previous semester. Quang and Ha, the other two members, joined the group in Week 3 after seeing our post on Canvas' Discussion page. Because we had never worked together before and because we studied online most of the time, communication between members was initially difficult. This made it extremely difficult to begin the project, so we decided to arrange a meeting for Week 6, and it went much better than we expected.

At the meeting, we did not immediately discuss the project, but took the time to get to know each other as well as learning about others’ interests, strengths and future plans. After we had known each other better, we started the project by discussing many different topics. Our team focused on a project that matched everyone's interests so that everyone on the team could be excited and always engaged in the project. During this process, there were three topics caught our attention: a game project, a streaming service website, and a social media platform; we chose the streaming service for Vietnamese people as our project topic because Dao Anh Vu and Quang Do had already worked on a similar project. However, after doing some research about the streaming service market in Vietnam, Khue and Tien found out that there are way too many streaming platforms available, such as Netflix, Disney+, and Hulu, all of which are owned by major corporations, and we were concerned that our project would not get a lot of attention from the audience. Nonetheless, we decided to continue with this project because the other three members saw potential in it, particularly Quang, who stated that creating a platform for Vietnamese only with a large library of films would draw their interest because Vietnamese people tend to support their own productions. Finally, at the end of the meeting, we divided the work and decided to begin working on the project at home.

**Roles**

Our team distributed the work based on each member’s experience and knowledge. Quang and Vu had previously worked on a similar website, so they would be the project's developers (both frontend and backend). Tien and Khue take care of the project's UI/UX design, while Ha is in charge of the project's quality assurance and comes up with new ideas every week. Despite the fact that each member is in charge of different areas, everyone contributes equally to the team's success.

**Reflection**

**Hoang Vinh Khue:**

As a freshman at RMIT, participating in this project with the group was a meaningful experience for me. Despite my lack of experience in IT, I was able to provide my best work and finished the tasked given with the help of my teammates. Working as part of a team has taught me a variety of soft skills that will be useful in my future career, such as communication and conflict resolution, in addition to expanding my knowledge of the IT industry. During the project, there were challenges such as lack of time due to the numerous deadlines we had to meet, and disagreements between members of the group. But as we progressed, we tried to work them out together because it's critical for everyone to be on the same page when working as a team. Furthermore, rather than just being project teammates, we have developed friendships outside of the project. They helped me a lot during this course, and I feel so delighted to have such amazing teammates. I believe that with the help of new friends, I will be able to further develop myself during my time at RMIT.