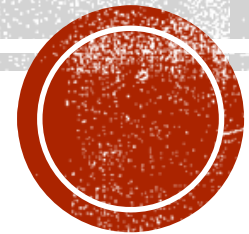


StreaMUM- video streaming application

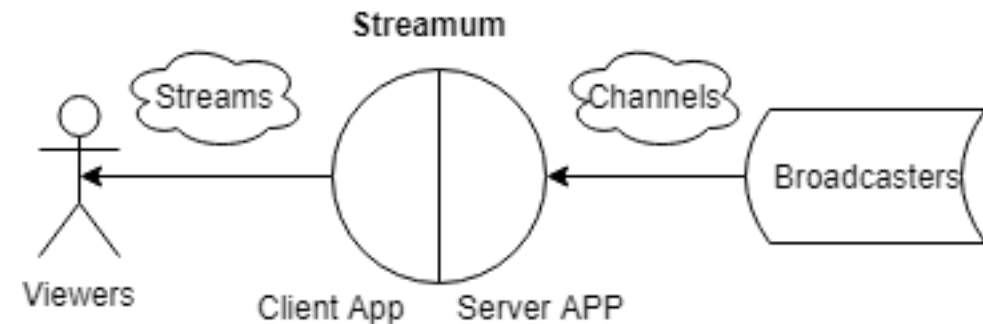


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StreamMUM

- (Live) video streaming application
- Multitude of sources: video, audio, web cam, etc.
- Architectural Components
 - **RTMP client** software (e.g. OBS)
 - **Client app.** for interfacing with viewers and broadcasters (angular app.)
 - **Server app.** for converting RTMP to HLS (node.js + node) streams
 - **Browsers** used by viewers
- Technologies
 - Node.js, angular, express, mongoose, mongodb, Trello collaboration, git, and all the good stuff ...



PROBLEMS

- Domain- uncharted territory for members
- Few guideline on RTMP client software (OBS) we used
 - Toughened troubleshooting; often resorted to try and error
- Route management
 - Refreshing on an existing routing amidst changing data coming from server. Specially for the child routes;
- Generating livestream thumbnails
 - Avatar Generator for the rescue; and last resort
- Some features not implemented
 - Step learning curve and time constraint
- Etc.



LESSONS LEARNED

- Handling huge chunks of multimedia data
 - As fundamentally used by Netflix, youtube, facebook, etc
- Live Streaming technologies
 - Real-Time Video Messaging Protocol (RTMP)
 - HTTP Live Stream (HLS)
 - Etc.
- Node.js Media Server and its APIs
 - RTMP media server

