Video Tag Portal

Requirements and Research Document (Concept of Operations)

Prepared By:

Anudeep Potlapally

Travis Rous

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Author** | **Version** | **Comments** |
| 2/2/12 | Team Member #1 | 1.0.0 | Initial version |
| 3/4/12 | Team Member #3 | 1.1.0 | Added a feature |
|  |  |  |  |

Table of Contents

[1.0 Overview 5](#_Toc336784123)

[1.1 Scope 5](#_Toc336784124)

[1.2 Purpose of the System 5](#_Toc336784125)

[2.0 Stakeholder Information 5](#_Toc336784126)

[2.1 Customer or End User (Product Owner) 5](#_Toc336784127)

[2.2 Management or Instructor (Scrum Master) 5](#_Toc336784128)

[2.3 Investors 5](#_Toc336784129)

[2.4 Developers | Testers 6](#_Toc336784130)

[3.0 Business Need 6](#_Toc336784131)

[4.0 Requirements and Design Constraints 6](#_Toc336784132)

[4.1 System Requirements 6](#_Toc336784133)

[4.2 Network Requirements 6](#_Toc336784134)

[4.3 Development Environment Requirements 6](#_Toc336784135)

[4.4 Project Management Methodology 6](#_Toc336784136)

[5.0 User Stories 7](#_Toc336784137)

[5.1 User Story #1 7](#_Toc336784138)

[5.1.1 User Story #1 Breakdown 7](#_Toc336784139)

[5.2 User Story #2 7](#_Toc336784140)

[5.2.1 User Story #2 Breakdown 7](#_Toc336784141)

[5.3 User Story #3 7](#_Toc336784142)

[5.4 User Story #4 7](#_Toc336784143)

[5.4.1 User Story #4 Breakdown 7](#_Toc336784144)

[5.5 User Story #5 7](#_Toc336784145)

[5.5.1 User Story #5 Breakdown 8](#_Toc336784146)

[5.6 User Story #6 8](#_Toc336784147)

[5.7 User Story #7 8](#_Toc336784148)

[5.7.1 User Story #7 Breakdown 8](#_Toc336784149)

[5.8 User Story #8 8](#_Toc336784150)

[5.9 User Story #9 8](#_Toc336784151)

[5.9.1 User Story #9 Breakdown 8](#_Toc336784152)

[5.10 User Story #10 8](#_Toc336784153)

[5.10.1 User Story #10 Breakdown 8](#_Toc336784154)

[6.0 Research or Proof of Concept Results 8](#_Toc336784155)

[Appendix I: Supporting Material 10](#_Toc336784156)

# Overview

The overview should take the form of an executive summary. Give the reader a feel for the purpose of the document, what is contained in the document, and an idea of the purpose for the system or product.

This document will take a look at the overall process from the gathering of user stories to the actual requirements. There will be stakeholder information as well as the reason for doing such a project. In the document we will discuss the overall design of the product and concept of the results.

## Scope

What scope does this document cover? This document would contain stakeholder information, initial user stories, requirements, proof of concept results, and various research task results.

This document will be a living document and will cover the requirements and user stories gathered from the client. At any moment we may add more requirements or user stories. Some of the research involved will be covered as well as technical details.

## Purpose of the System

What is the purpose of the system or product?

We are to make a video tagging system that allows users to tag points in videos with a various number of predefined tags. After tagging a video, the user then has the ability to share the video with his or her friends. The friends then will have the ability to also tag the shared video. The goal of the system is to make videos more socially connectable between friends.

# Stakeholder Information

This section would provide the basic description of all of the stakeholders for the project. Who has an interest in the successful and/or unsuccessful completion of this project?

## Customer or End User (Product Owner)

Who? What role will they play in the project? Will this person or group manage and prioritize the product backlog? Who will they interact with on the team to drive product backlog priorities if not done directly?

Nick Newell and social network users.

## Management or Instructor (Scrum Master)

Who? What role will they play in the project? Will the Scrum Master drive the Sprint Meetings?

Nick Newell.

## Investors

Are there any? Who? What role will they play?

## Developers | Testers

Who? Is there a defined project manager, developer, tester, designer, architect, etc.?

Anudeep Potlapally and Travis Rous

# Business Need

Use this section to define what business need exist and how this software will meet and/or exceed that business need.

This product will fill a gap in the social networking world, as well as, add a new video experience to the online community. We see that there a strong market for online media and social networking, combining the two in to a convenient application would prove to be successful.

# Requirements and Design Constraints

Use this section to discuss what requirements exist that deal with meeting the business need. These requirements might equate to design constraints which can take the form of system, network, and/or user constraints. Examples: Windows Server only, iOS only, slow network constraints, or no offline, local storage capabilities.

Requirements: PHP

## System Requirements

What are they? How will they impact the potential design? Are there alternatives?

## Network Requirements

What are they?

## Development Environment Requirements

What are they? Is the system supposed to be cross-platform?

## Project Management Methodology

The stakeholders might restrict how the project implementation will be managed. There may be constraints on when design meetings will take place. There might be restrictions on how often progress reports need to be provided and to whom.

What system will be used to keep track of the backlogs and sprint status?

Will all parties have access to the Sprint and Product Backlogs?

How many Sprints will encompass this particular project?

How long are the Sprint Cycles?

Are there restrictions on source control?

# User Stories

The general idea of the project is to create a portal to tag videos and then share the videos with friends.

The initial project description given to us is as follows:

*The amount of video content being generated, shared, and consumed is increasing exponentially by the day.  However, there doesn’t seem to be a good way to flexibly associate user-generated tags with the real-time video to create a social video experience.  For example, there is no way to tag your friend, Frank, at the 23 second mark of your Facebook video as he does a handstand on top of Mt. Elbert and then make a comment on his handstand technique.  There is also no way to associate a still photo of Frank doing the handstand so that it pops up next to the video in real-time when the video hits 23 seconds in.  We lack one place online where everyone can go to watch any video and then make their personal contribution so that subsequent viewers can enjoy a social video experience together.  This exists in many forms for still images and is extremely popular.  Let’s create that place for moving images.*

After the first and second round of questions we came up with the list of user stories.

## User Story #1

Play the videos within a web application

### User Story #1 Breakdown

Nick has asked for an embedded browser to play videos from sites like YouTube and Viemo

## User Story #2

Make the application have the ability to play local videos.

### User Story #2 Breakdown

We will need to make a database to store the videos that are uploaded to our application.

## User Story #3

Possible integration with sling.com -- this will be a much later feature if at all.

## User Story #4

The first time viewing of the video should store all the information of the video that is being played.

### User Story #4 Breakdown

This will need to be some kind of database that stores the video id and the info that goes with it.

## User Story #5

Design some kind of login system that allows us to know who one’s friends are.

### User Story #5 Breakdown

To do this we need to choose what kind of login to use. We can manage our own or use a Facebook account to login.

## User Story #6

We need to be able to pause a video at any one moment and place one of many kinds of tags.

## User Story #7

We have a set of predefined Tags to choose from.

### User Story #7 Breakdown

The list of tags will be as follows:

Comment Tag: just a comment(text) at a specified time(like youtube)

Photo Tag: add a photo to the tag area for some amount of time

Profile Tag: a social networking link to a point in the video

Product Tag: used to add a link to a product's web site(a product in the video)

Location Tag: a link to a map with the location of the video's content

## User Story #8

Need to have the ability to change the list of tags.

## User Story #9

We need to set up a filter system to filter out tags placed on a video.

### User Story #9 Breakdown

We would need to not only filter down to friends, but need to filter out some of the friends.

## User Story #10

Mobile Compatibility

### User Story #10 Breakdown

We will need to find a way to display the videos, and then we may be able to tag videos from the mobile devices.

# Research or Proof of Concept Results

This section is reserved for the discussion centered on any research that needed to take place before full system design. The research efforts may have led to the need to actually provide a proof of concept for approval by the stakeholders. The proof of concept might even go to the extent of a user interface design or mockups.

Ranking of priority in red (1 is low-------5 is high).

Ranking of time in blue (1 is low-------5 is high).

After taking in the initial user stories and doing a little research we determined that this project should be possible with the HTML5 and Flash video formats with because they have API support would allow us to make the reading of critical information simpler.(5) ()

As stated in user story number one we will be hosting a type of proxy website that allows us to navigate to a site with a video and start sharing and tagging it with other people.(5)()

In user story number two we need to be able to add support to local videos. This means that there will need to be a database that stores the videos.(3)()

User story number three is integration with sling.com, which we don’t have access to. Perhaps we will in the future however for now we don’t need to worry about this story.(1)()

The idea in user story number four is to save the information from videos already viewed this may not help efficiency by doing this however we still need to consider it.(4)()

User story number five asks us to create some kind of login system for the website and allow people to become friends with other users on the site. With this story we need to come up with a way to login with something like Facebook, or find a way to link in ones friends. More research will be needed here after there is a good start on the creating of tags.(2)()

In user story number six we need to detect when someone has paused the video and then determine the time the video is paused at. With the HTML5 and Flash API’s this should be achievable.(4)()

In user story number seven we need to allow people tagging a video to have a good list of different tags to choose from.(4)()

Then in user story number eight we need to be able to manage the list of tags that are given to the users and allow the addition of new tags.(3)()

Being able to filter the tags is an important feature described in user story number nine. Here we need to allow users to disable any of the tags that they see on a video.(3)()

Then we reach out to mobile devices with an app I user story number ten. Here we need to find a way to display the tags and the video on a very small screen. This may be possible but the videos might become too small to see on the screen with the tags.(2)()

* + - 1. Supporting Material

This document might contain references or supporting material which should be documented and discussed in appendices. This material may have been provided by the stakeholders or it may be material garnered from research tasks.