Functional Specification  
*Facebook Integration: 3.0-M-001*

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# Overview

These features allow users to promote system actions to Facebook.com in a number distinct ways:

1. Post Wall To Wall
2. Post to Events
3. Check-Ins
4. Recommendations

These features will also allow administrators view reciprocal activity from these actions using the “Affiliate Beacon” feature from “*3.0-S-001 System Analytics”*, and likewise grant specific assets and feature abilities via reciprocal actions in conjunction with “*3.0-S-001a Affiliate Redemption”*. Asusers commit specific activities on Constellation.tv, they will be visible through these Facebook channels, which, when possible, will be identified with affiliate beaconization. Note, these features will only be available for users who have:

1. Signed Up via Facebook OAuth
2. Logged in via Facebook

We should consider allowing users to link Facebook profiles to non-Facebook accounts.

# Scope

This is a sitewide enhancement, for all browsers and users.

# Risk Assesment

This feature set is considered high risk, as all updates are new features and testing will potentially affect every page view, and as such cannot be isolated from other features. However, special note should be taken that beacon tracking is a scalable and non-coupled service, meaning if needed this service can be easily replicated away from the main data sources and application servers to minimize performance costs and to provide future viability.

# Feature List

The following facebook channel features should be implemented:

1. User Signup posts to User’s wall
2. User Purchase posts to User’s wall provided the $1 opt in isn’t checked
3. User Chat posts to User’s wall

Each of these posts will have the appropriate beacon, if available, and may “hook” into a redemption program once the beacon is clicked. See “*3.0-S-001a Affiliate Redemption”* for more information.

# Data Specification

This feature set requires no modification to the data specification.

# Code Components

**Symfony**

*Widgets*

1. Join (Mod)
2. OrderManager (Mod)
3. Theater (Mod)

*Components*

None

*Pages*

None

Helpers

1. Code Helper (Mod)

**Python**

*Services*

1. Python Chat Aggregator (History?)

**PERL**

*Services*

None

# Testing Plan

TBD:

1. Users should …:
   1. …
   2. …

# Time and Resource Estimates

The above featureset and will require the following time and resources:

1. User Signup posts to User’s wall**Time: 2 Hours  
   Resources: 1 Developer**
2. User Purchase posts to User’s wall provided the $1 opt in isn’t checked  **Time: 1 Hours  
   Resources: 1 Developer**
3. User Chat posts to User’s wall  
   **Time: 2 Hours  
   Resources: 1 Developer**
4. Theater screening contains post-screening messaging

**Time: 2 Hours  
Resources: 1 Developer**

1. Theater screening implements 1 minute playback (TBD)

**Time: TBD  
Resources: 1 Developer**

Development Total Time: 7 Hours (1 Day Concurrent)

Client Testing Total Time: 2 Hours (1 Day Concurrent)

Updates and Fixes Total Time: 1 Hours (1 Day Concurrent)

Deployment Total Time: 1 Hours (1 Day Concurrent)

**Total Time: 11 Hours (1 Days)**

# Open Issues

The following questions need to be answered prior to final approval of functional specification and development:

1. **One Minute Playback**   
   Does this require an on-demand FFMPEG Media Parse? How do we stream that asset?
2. **Feed vs. Recommendation vs. Comment**Is there any reason to specify these as different items?
3. **Non-Facebook Users**

Is there any way to allow non-Facebook users to BECOME Facebook users in our UI?