



# Floucapt

## Specification Report

### Group A

### Synthesis Project 2013-2014

<b>Project management (client)</b>		Dominig ar Foll
<b>Project management (tutor)</b>		Xavier Roirand
<b>Project management</b>	Lead developer :	Kevin Renévot
	Communication officer :	Jean Infantino
	Documentation officer :	Thomas Elain
	Test officer :	Antoine Boucher
<b>Date</b>		08/01/14
<b>Version</b>		1.0
<b>Project website</b>		<a href="http://redmine.iut-info-vannes.net/projects/flou_capt_a">http://redmine.iut-info-vannes.net/projects/flou_capt_a</a>

# Summary

I – Functionalities

II – Use Case Diagram

III – Human Computer Interface

IV – Sequential Diagram

V – Architecture Description

VI – Gantt

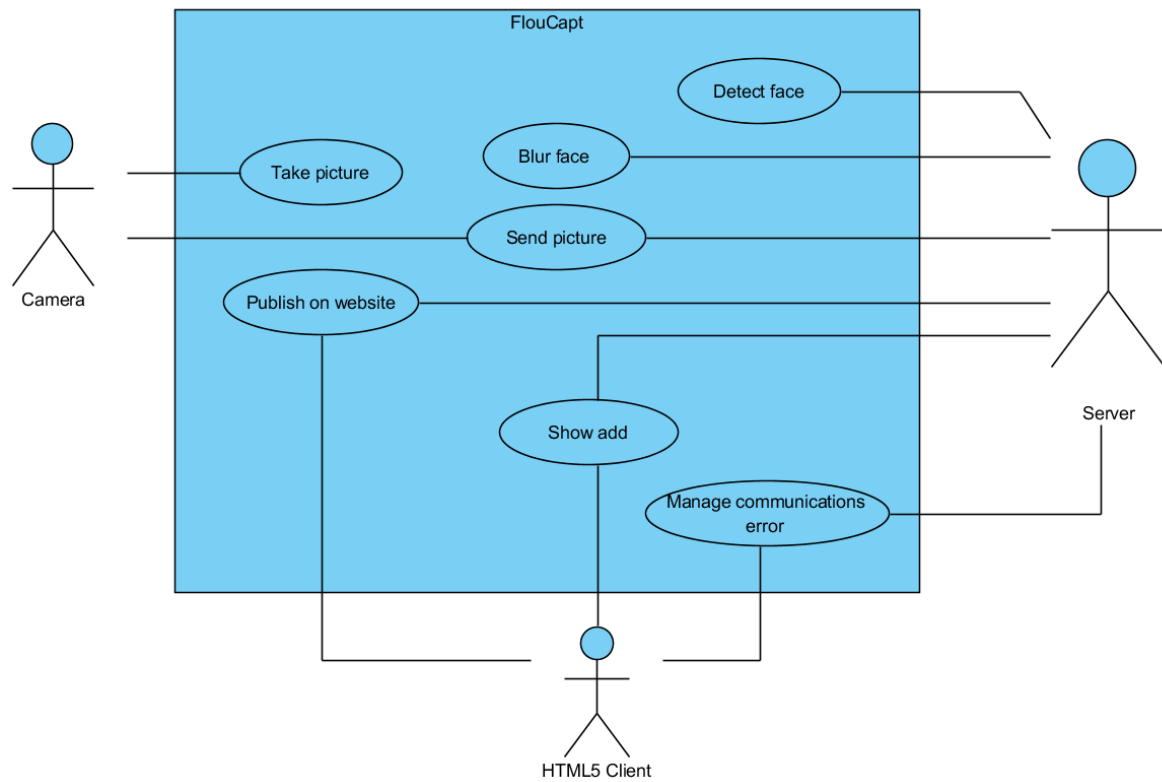
# I – Functionalities

The project must permit :

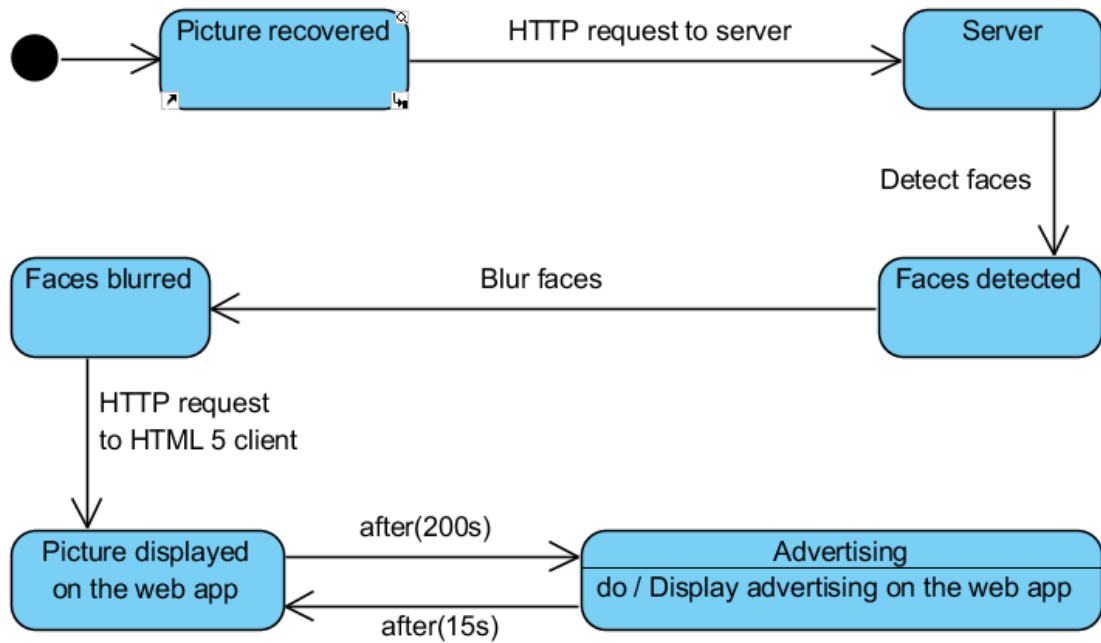
- to take a picture every 10~30 seconds (this period will be decided later).
- to detect human faces and blur them in order to protect their identity.
- to transmit them to a webapp.
- to allow the user to visualize the last picture taken by the camera with his computer, smartphone or tab (android/apple).
- to add an advertisement picture sometimes.
- to make the webapp work on most of the web browsers (Google Chrome, Mozilla Firefox, Safari, Internet Explorer) and operating systems (Windows, linux, mac).

And would eventually allow the user to watch a historic of the taken pictures and, in the end, watch them the way he would watch a video.

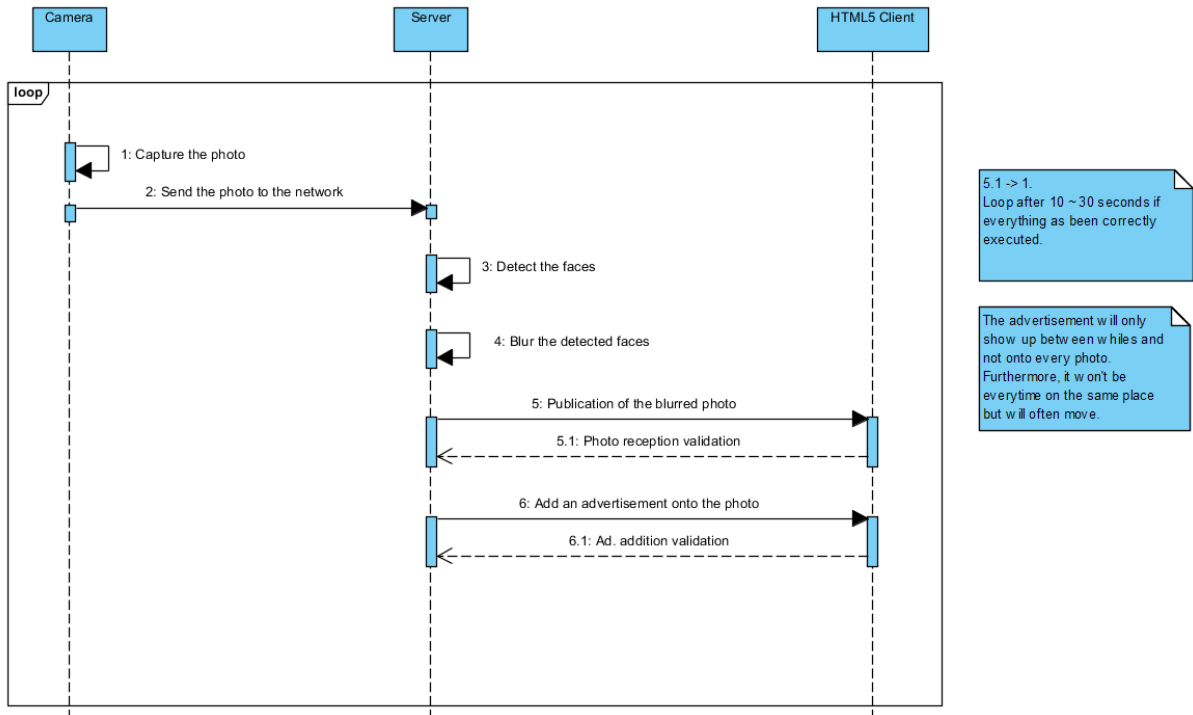
## II – Use Case Diagram



### III – Human Computer Interface



## IV – Sequential Diagram



## V – Architecture Description

First, the web app. send a signal to the camera in order to capture the photo which is afterwards send to the network.

Then the faces are detected and blurred and the photo is send to the HTML client which will show it up on the browser of the users.

An advertisement will show up once every 300 seconds and will stay 15 seconds on the screen (before vanishing).

## VI – Gantt

