

## Air Penguin

### 1. Introduction

- a. **Purpose:** To allow a user to be able to connect their computer to a video source utilizing WiFi in order to allow them to cast or stream a broadcast.
- b. **Background:** will store devices and user preferences in order to allow for a more seamless experience when wanting to cast video to a specific device

### 2. System Requirements

#### a. Actors

- i. Users
- ii. Devices

#### b. Basic Use Cases

- i. Start-up
  - 1. User starts the air penguin program on their computer
  - 2. User opens the preference drop down menu
  - 3. User set the theme they would like
  - 4. User sets whether they would like auto-play
- ii. Inputting Devices
  - 1. User presses device button
  - 2. If new user
    - a. No devices will be displayed on device list
    - b. User will press choose device
    - c. User will be prompted to enter device information
      - i. Ip address
  - 3. If returning user
    - a. User will select device which they would like to cast to from list of prior entered devices
    - b. Or select browse devices and enter new device information
- iii. Play source
  - 1. If local play
    - a. If selecting video from computer
      - i. User enters the path to the video they would like to play
    - b. If selecting video stream
      - i. User will enter the URL of the video which they would like to stream
    - c. Program opens media player window
    - d. User will have to click expand button in order for media window to switch to fullscreen window.
    - e. If auto-play selected
      - i. Video will begin playing the video automatically
    - f. If auto-play not selected
      - i. Media player window will open

- ii. User will then have to manually press the play button
  - g. Once video is complete user will have to manually close out of the media player window.
- 2. If casting
  - a. User will select the device from the list of devices which they have entered
  - b. Once the device is selected
  - c. User will then enter video source
  - d. If local file
    - i. User will enter the path of the video source from computer
    - ii. Or user may press browse and search their computer for the video file
  - e. If streaming
    - i. User will enter the URL of the video source they would like to cast
  - f. User will then press the penguin icon
  - g. If auto-play enabled
    - i. Video will automatically begin playing on the device selected
    - ii. A window will open on computer to allow user to control video
      - 1. Pause, rewind, fast forward, and play
  - h. If auto-play disabled
    - i. Video will appear on selected device
    - ii. Window will open on user's computer
    - iii. User will have to manually press the play icon located on window
  - i. Once user has completed watching video
    - i. User will press the quit button on the penguin tab
    - ii. This will end the stream to the device
- iv. Information
  - 1. User will press information button
    - a. The program will then take the user to a window which displays information about program
    - b. Window will also show the developers and is a credit to the programmers of each section of the software.
- v. User if complete
  - 1. User will press the red 'x' located on the tab of the Air Penguin app.
  - 2. Window will close