SE / Com S 319

Group Project

Libertas

Group 36

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Project Summary

- Libertas, a digital goods store to share media such as videos, art, and photos. A fee is optional, but can be subscription or per post. Users may then view their feed which will display all the content they've purchased or subscribed too. Creators will be able to upload content to be automatically distributed to subscribers feeds.
- Final Outcomes: The group will have a solid understanding of both ReactJS and NodeJS languages. The end product will have a functional demo for a few dummy creators and users.
- Goals: To create a platform to allow content creators to share their ideas and art with the world. Creators can choose to have a one time fee or monthly subscription to access their content.
- Benefits: The platform will allow freedom of expression with minimal content moderation. If people don't like what they see, they don't have to subscribe. It will be advertisement free aside from plugging recommended creators.
- Limitations: The platform *might be* PWA compatible, but will certainly be mobile friendly (HTTPS would require one of us to purchase a host, I could borrow [mine](#)). Uploading a large backlog of content would be difficult using the web interface.

Use Case Diagram
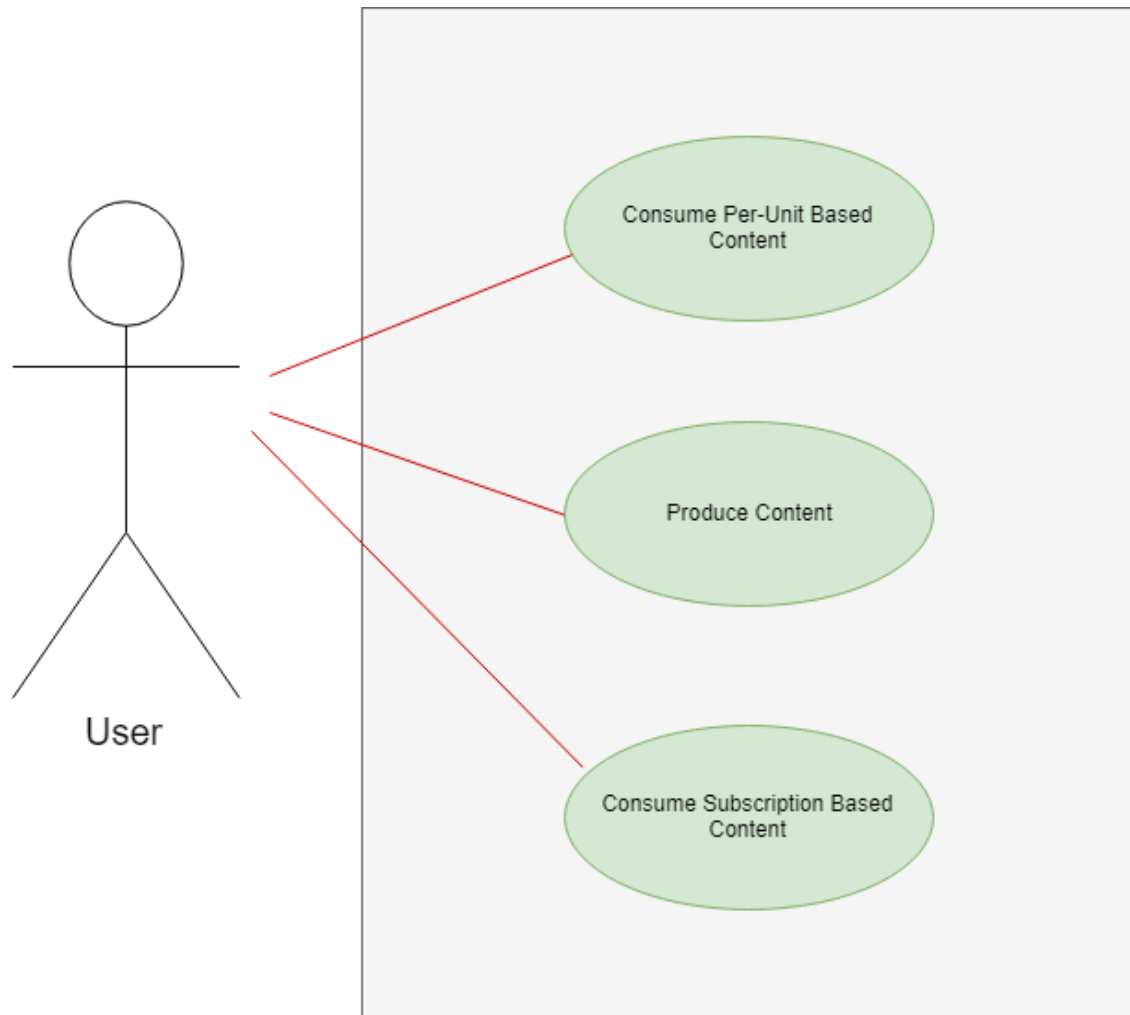
Activity Diagram
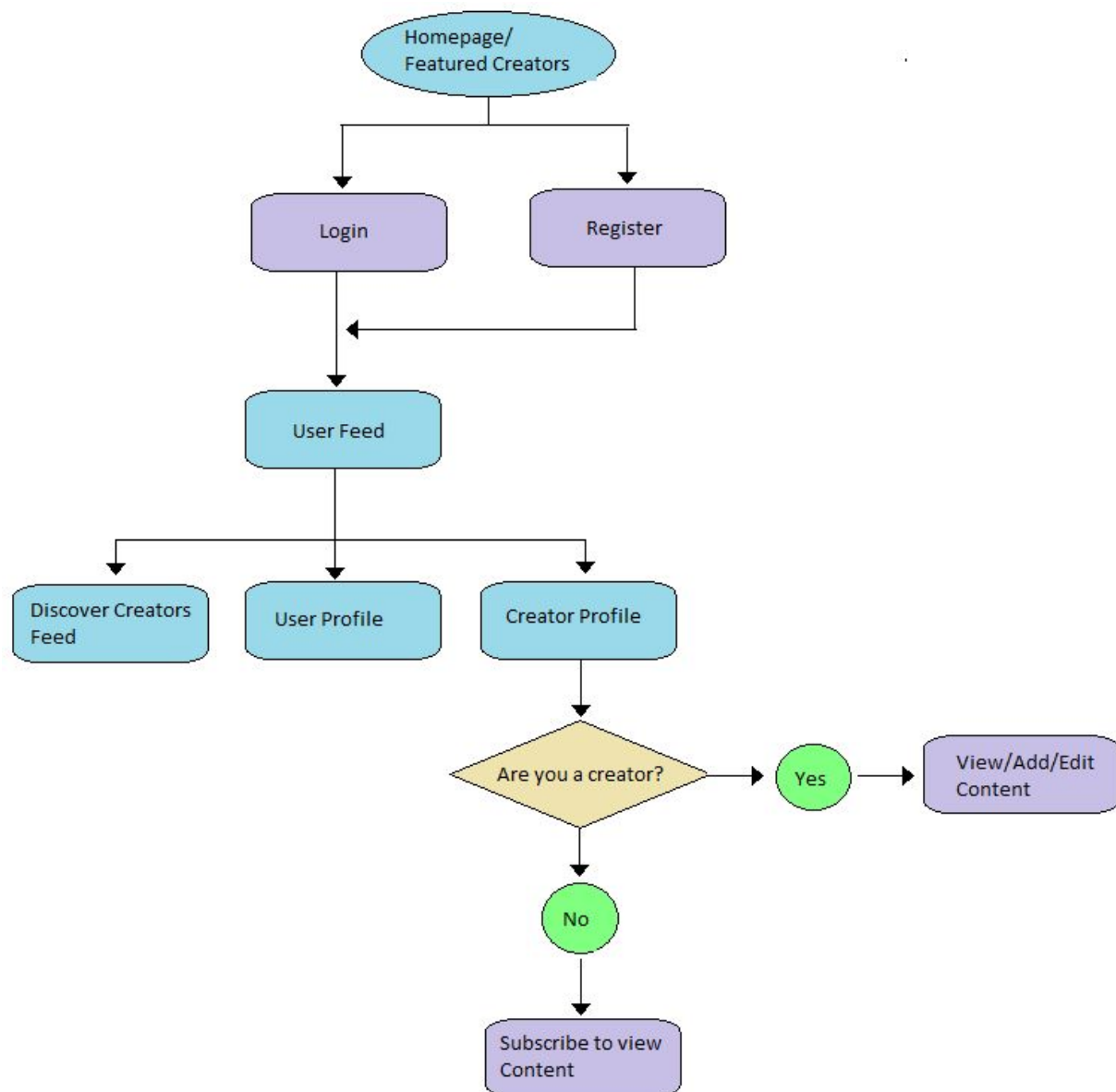
Use Case Descriptions

- Use Case 1: Consuming subscription based content
  - This use case is available when a producer creates content that is subscription based.
  - When a producer uploads new content all consumers in this use case will automatically get access to it if they are subbed.
- Use Case 2: Consuming per-unit based content
  - This use case is when a producer creates product that has to be paid for per-product.
  - When a producer uploads new content, they may choose to have consumers pay per-unit rather than a subscription.
- Use Case 3: Producing content
  - This use case covers a user that wants to publish and sell their own content.
  - When they publish, they can make it available as free content, subscription based, or per-unit.

Implementation Outline

- ○ **Software techniques:**client-server relationship to manage multiple users
- ○ **Framework and tools:** PWA compatible sans HTTPS, React.js (frontend), Node.js (Backend)
- ○ **IDE:** Atom, Visual Studio Code, Notepad
- ○ **Testing tools:** Junit
- ○ **Group management tools:** Trello (product backlog), GitHub(version control)
- ○ **Technique:** Agile
- ○ **UML tools:** draw.io