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| **Institute of Technology Blanchardstown** |
| StreaMe |
| Live Streaming Cross-Platform Broadcasting Client |
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School of Informatics and Engineering,

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Dublin, Ireland

# Declaration

I hereby certify that this material, which I now submit for assessment on the programme of study leading to the award of Degree of **B.Sc. in Computer Science** in the Institute of Technology Blanchardstown, is entirely my own work except where otherwise stated, and has not been submitted for assessment for an academic purpose at this or any other academic institution other than in partial fulfilment of the requirements of that stated above.

Signed:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Dated: \_\_\_\_/\_\_\_\_\_/\_\_\_\_\_

# Abstract

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# Chapter 1: Introduction

## Introduction

Description of the project

## Project Design

Brief description of how the project is use

## Objectives

What the system should be able to do

## Motivation

## Technologies

Technologies use

# Chapter 2: Literature Review

# Chapter 3: System Analysis

## Overview

Main objectives and key functionalities

1. Create a project
2. Configure the streaming platform and parameters
3. Add media sources into the project
4. Send the stream to a server
5. Display stream in the software
6. Display feedback of the streaming

### Uses case

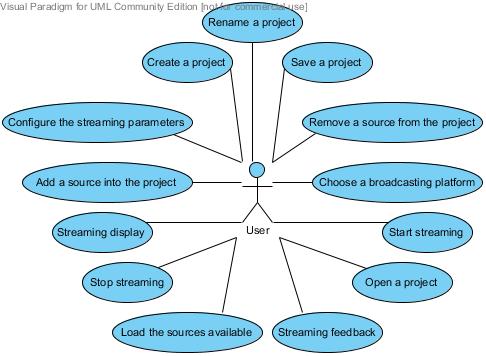


Figure III‑1 Use Case Diagram

## Functional requirements

One for each main functionalities of the project

### Create a project

### Configure the streaming platform and parameters

### Add media sources into the project

### Send the stream to a server

### Display stream in the software

### Display feedback of the streaming

## Use Cases

For each use case: description, diagrams (main use case first)

### Create a new project

The user wants to create a new project.  
The user clicks on the “File” menu and click on the “create new project “ button in the interface.  
A new window appears and asks the user to give a name to the project.  
After clicking on the create button, the new project is created and the streaming configuration windows appears.

### Load the source available

When starting a new project the sources available are automatically load and appear in the sources list of the software

### Add a source into the project

When the user wants to add a source into his project he simply click on the source wanted in the source list and click on a button with an arrow to the right to add this source into the project, he can now see his selected source into the project source list call “Show”.

### Remove a source from the project

When the user wants to remove a source from the project he click on the source wanted into the source list of the project named “show” and click on the left arrow, he can see that the source is no more into the project list but in the source list.

### Choose a broadcasting platform

The user wants to choose a broadcasting platform. He clicks on the menu “Config”, then “Choose platform“, a window appear with the platforms he can choose, he can select a platform then enter a streaming key and click on the « ok » button. He can access to the streaming parameters too.

### Configure the streaming parameters

The user wants to configure the streaming parameters.  
The user clicks on the “Config” menu and click on the “Configure parameters” button in the interface.  
A new window appear witch allow the user to configure the broadcasting platform parameters (size, format, bitrate, speed). The user validate the changes by clicking on the ok button.

### Save the project

After configuring the project, the user can save it into a file, which can be reuse later. All parameters defined can be saved in the file like the sources selected, the configuration the platform chosen.  
To save the project, the user has to go on the “file” menu, he can save if a project file is already create, or save as if a file doesn’t exist.

### Open a project

The User want to open an existing project, he go on the “file” menu and select “open a project “, he has to select the file of the existing project and click on ok.

### Rename a project

The user can rename a project when he want to, he just has to go in the “edit” menu and click “rename” a new window appears where he can enter the new name of the project and click on “ok” to validate it.

### Start streaming

The user wants to start streaming. If he has selected some sources for his project and configure the streaming parameters he can click on the play button in the main window or in the “Show” menu, then the streaming start and after a few seconds the stream is displayed into the main window.

### Stop streaming

The user can at every-time stop the streaming, by clicking on the button stop in the main window or in the “show” menu. Clicking on stop will stop the display of the stream and the broadcast on the streaming platform. When the user stops the streaming, the project is still available. If he wants to stream again he just has to click on the play button again.

### Streaming display

When the user wants to stream the result of what he sent is displayed into the software with just a little delay, the user can control the sound of the output.

### Streaming feedback

When the user is sending a stream he also has a text feedback into the software that will tell the state of the streaming and of the source capture.

# Chapter 4: System Design

## User Interface Design

Main window draft and description

## Functional Design

Description of the interactions ([Interaction overview diagram](http://en.wikipedia.org/wiki/Interaction_overview_diagram) )

## Classes Design

### Design Pattern MVC

Description of the MVC and why we use it

### Overall Class Diagram

Description of classes

|  |  |
| --- | --- |
| Camera |  |
| Controller |  |
| Microphone |  |
| Project |  |
| Source |  |
| StreamThread |  |
| StreamTools |  |
| WinavTools |  |
| *ChooseCreateOpenProject* |  |
| *MainWindow* |  |
| *NewProjectAssistant* |  |
| *PlatformSelectionWindow* |  |
| *RenameProjectWindow* |  |
| *StreamingParametersConfigurationWindow* |  |

### Class Diagram

Class diagram

# Chapter 5: Implementation

## Prototype Implementation

One subpart for each main functionalities, explain of each is implemented

### Video Capture

### Video Broadcast

### Video Display

## Linux Implementation

Description how the software is implemented on linux

## Installer on linux and windows

## Others ???

# Chapter 6: Testing and Evaluation

# Chapter 7: Conclusion and Further Work

## Further Work

## Conclusion