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|  | Project: Proposal |
|  | Assessment 1: |
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# 1. Introduction

## 1.1. OBS Plugin to overlay key presses

Open Broadcaster Software (OBS) is an open source program developed for people to record and/or live stream video from their computer to services such as Twitch.tv and livestream.com. The use case scenarios are vast for live streaming, such as festivals, talk shows, games, podcasts and more. In particular, live streaming from home on a computer has become exceptionally popular with consumers and content creators over the last couple of years (citation needed). This high growth and uncertain future makes the streaming community a very interesting area for new research and development.

Even now ‘live streaming’ video games in particular can be a very heated discussion. There are many who believe ‘e-sports’ are now mainstream or soon to be widely accepted (citation needed). The community surrounding just e-sports are extremely passionate and consistently consume this media. One of the more interesting areas for this project to look into however is those that watch professional players to learn how to play better for themselves. Furthermore, for those that record tutorial videos with OBS for computer software for example have very limited options in displaying shortcuts or key presses to help viewers learn more efficiently. These are just two scenarios that would benefit from a plugin to overlay key presses during live streaming and recording.

What is the issue to solve for this community? (Discuss OBS Studio being new)

Describe the Plugin (What it needs to do)  
 Support for Keyboards, Controllers

## 1.2. Research Methods

Learn how to use OBS/Studio

Watch some streams

Previous plugins/workarounds

## 1.3. Tools

OBS

Visual Studio

Cmake

OBS Community forums

# 2. Aims and Objectives

## 2.1. Aim

See “Issue to solve for this community” – What does it need to actually achieve?

## 2.2. Objective -

# 3. Literature Review

## 3.1.

//supports chosen aim and provides context

## 3.2.

//contributes to the chosen methods/tools/techniques

# 4. Project Plan

## 4.1. Direction of the project

## 4.2. Gantt Chart

## 4.3. Risk Matrix

|  |  |  |  |
| --- | --- | --- | --- |
| **Risk** | **Likelihood** | **Impact** | **Mitigation** |
| Personally being ill or unable to work. | Low | Due to the nature of this project being predominately desk based, the impact will be minimal. | Ensure work is not done in bulk, but progressively each week. |
| Delays and issues to setting up Plugin Development. | High | Until this hurdle is overcome, it could have a medium-high impact on the start of the project. | Abundance of open source assistance available and University staff to assist if needed. |
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# 5. References

**There are no sources in the current document.**