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

## 1.1. OBS Plugin to overlay key presses

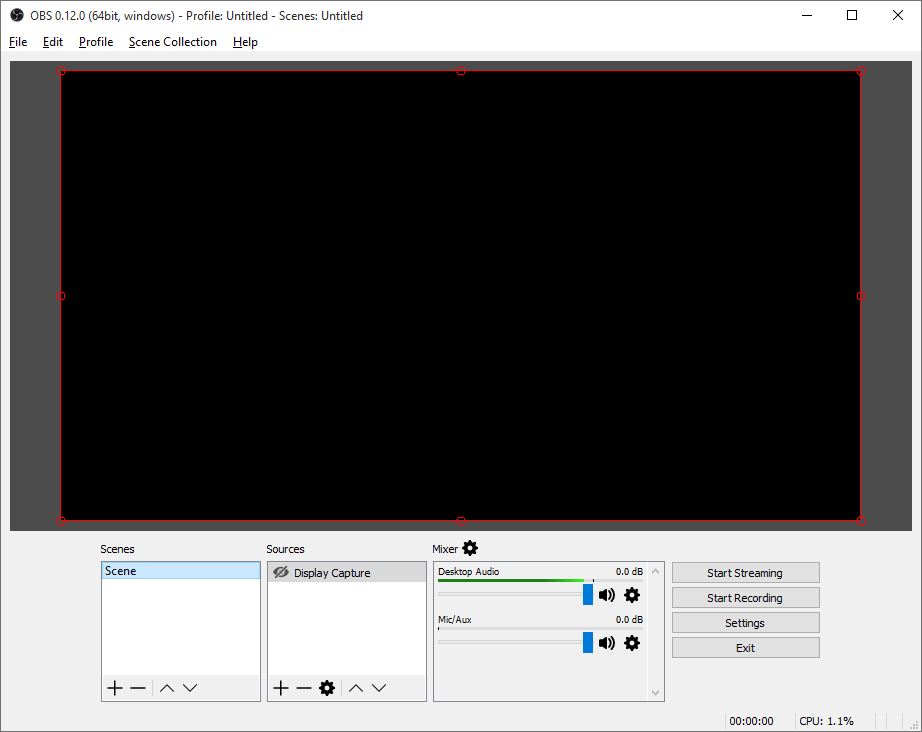
Open Broadcaster Software (OBS) is an open source program developed for people to record and/or live stream video from their computer to services such as Twitch.tv and livestream.com. The use case scenarios are vast for live streaming, such as festivals, talk shows, games, podcasts and more. In particular, 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.

Figure : OBS Studio 0.12 on Windows.

OBS Studio allows the user to both stream and record video. More uniquely, is that as a streaming software package, it offers ‘scenes’ and ‘sources’ which can help create independent windows to help separate what the streamer sees on their computer to what the viewers see online. This is something that will need to be considered and incorporated to help empathise with the viewers and users independently.

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.

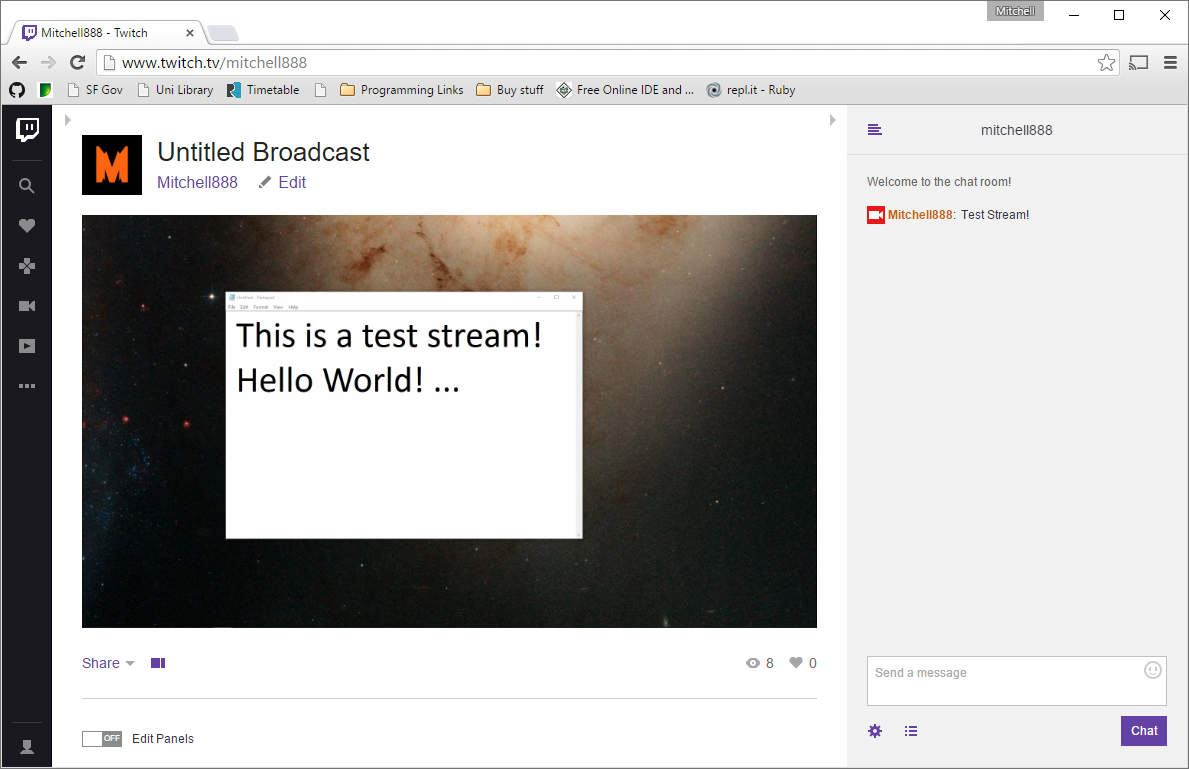


Figure : A quick test stream on Twitch.tv

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

Ethnography, Observation of Streaming and use of software.

Interviews, including Focus Groups.

Emulating user, learn how to use OBS/Studio

Previous plugins/workarounds

Other Programs and their plugins: Blender

## 1.3. Tools

OBS and the community forums

Visual Studio

Cmake

# 2. Aims and Objectives

## 2.1. Aim

To develop a plugin which enables a streamer to display their corresponding keystrokes live to their viewers.

## 2.2. Objectives

# 3. Literature Review

## 3.1.

//supports chosen aim and provides context

Discuss;

Ergonomics

Similar products

Similar plugins

## 3.2.

//contributes to the chosen methods/tools/techniques

HCI related literature on Ethnography/Observation and Interviews.

# 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. |
| Supervisor unavailable due to illness | Moderate | As the project spans for several months, it is moderately likely that the supervisor may be unable to attend a meeting or respond appropriately due to illness. | Ensuring that work moves at a consistent steady pace so that any one meeting does not become more critical than another. |
| OBS Studio Development Issues | High | Slowed development and harder implementations of features and cross-platform compatibility. Moderate impact. | Target only Windows initially to ensure at least one version works. Join the Open community as documentation is lacking. |
| CMake Development issues | Moderate | Slower initial development until it has been setup. Minimal impact. | Assistance with Supervisor and online Documentation to speed up the process. |
| Problematic implementation | High | It is very likely that implementing a particular function/feature will be almost impossible due to how new OBS Studio is, and that it is not feature complete. | This will have to be mitigated by developing workarounds or simply putting features on hold until development progresses. |

# 5. References

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