Cloud Application Development – Project: Phase 1

Project Title: Media Streaming using IBM Cloud Video Streaming.

Phase 1: Problem Definition and Design Thinking

The project involves creating a virtual cinema platform using IBM Cloud Video Streaming. The objective is to build a platform where users can upload and stream movies and videos on-demand. This project encompasses defining the virtual cinema platform, designing the user interface, integrating IBM Cloud Video Streaming services, enabling on-demand video playback, and ensuring a seamless and immersive cinematic experience.

Project Definition:

Our Project Definition is to create a virtual cinema platform, to offering media streaming services to users by using IBM Cloud Video Streaming. This includes upload and stream movies or videos. To Ensuring the movie-watching experience with seamless streaming and high-quality video playback for a truly immersive cinematic experience.

Design Thinking:

1.	**Platform Definition:** To Defining the features and functionalities of the virtual cinema platform, including user registration, video upload, and on-demand streaming.
2.	**User Interface Design:** To Designing an intuitive and user-friendly interface that allows users to navigate, search, and watch videos effortlessly.
3.	**Video Upload:** To Enabling users to upload movies and videos to the platform.
4.	**Streaming Integration**: To Integrating IBM Cloud Video Streaming services to enable smooth video playback and streaming.
5.	**User Experience**: To Focusing on providing a seamless and immersive movie-watching experience with high-quality video playback.