**Milestone 1 Deliverable**

Project Group 12

# Executive Summary

Cinemus (short for Cinema Us) will be an online platform for people to watch YouTube videos with other people together in real time; it is aimed to cater to those who used to go to movie theaters with friends, but now cannot due to quarantines. It will be structured similarly to the streaming platform Twitch, and users watching videos together will be able to communicate within the site using both text chats and live voice chats. Users will be able to create and join various “rooms,” and can either join “popular” rooms with many people in them, or search specifically for their friends’ rooms.

# Competitive Analysis

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| --- | --- | --- |
| Competitor | Similarities to Cinemus | Key differences to Cinemus |
| Twitch (streaming site) | Both are platforms where multiple viewers can watch content and talk with each other live and in real time.  Both have multiple “rooms” that viewers can host and join. | Twitch’s content comes from a single person (the streamer), while Cinemus’ comes from an outside source (YouTube). This lessens any delays between a host of a room and their viewers. |
| YouTube livestreams | Both are platforms where multiple viewers can watch content and talk with each other live and in real time.  Both host YouTube content. | YouTube livestreams are meant for creators to get new content to viewers instantaneously, while Cinemus allows users to watch existing YouTube videos together. |
| Netflix Party | Both are platforms where viewers can watch preexisting content together, and both aim to simulate the experience of a movie theater. | Netflix Party allows users to watch movies available on Netflix, while Cinemus hosts YouTube videos. |

# Data Definition

* Cinemus users may create and join **theater rooms** (or simply **rooms**) to watch content. Each room may play one YouTube video at a time.

* The creator of the room is known as the **host** and may change the initial settings of the room upon creation.
* All other users in a room are known as **viewers**, who may have varying amounts of control of the room (depending on the settings that the host set).
* Each room may have one **director** who may change the video being played in the room, the part of the video being played, the master volume of the video, etc. The director is usually, but not always, the same as the host. The role of the director may pass between users, depending on the settings of the room.
* Each room may have a **text chat** (or simply **chat**)that users may type into to create public messages to the room. Each room may also have a **voice chat** (often abbreviated as **VC**) that users may speak in.
* Among the room’s settings, the host may assign some number of **tags** to a room upon creation. These may describe the genre of video planned to play, the size of the room, or other attributes. When searching for public rooms, viewers may filter their search to only include rooms with specific tags.

# Overviews, Scenarios, and Use Cases

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# List of High-Level Functional Requirements

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# List of Non-Functional Requirements

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# High-Level System Architecture

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# Team

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