Publisher App iOS

Aim:

To build a broadcasting platform and publisher native mobile application from iphone .
Components : wowza media engine , AWS cloudfront CDN , H264 video codec , AAC audio
codec .

UX for the IOS app

Following are the screens for various pages and stages of Publisher app :

1. login to jiyo publisher with jiyo credentials

2.On successful callback from authentication , check bandwidth and determine it it is suitable
for broadcasting ie above 2 Mbps . Set title and description of the stream.
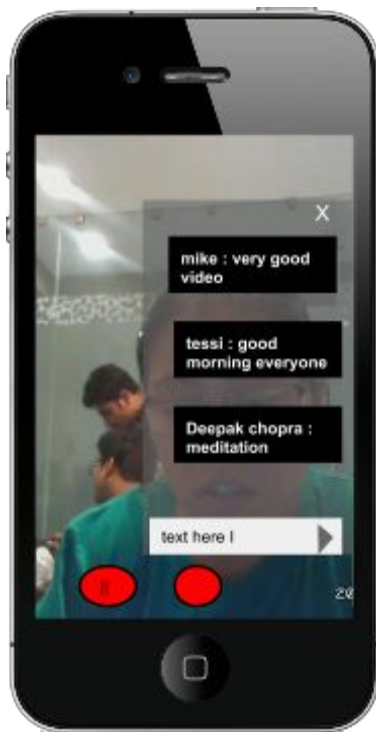
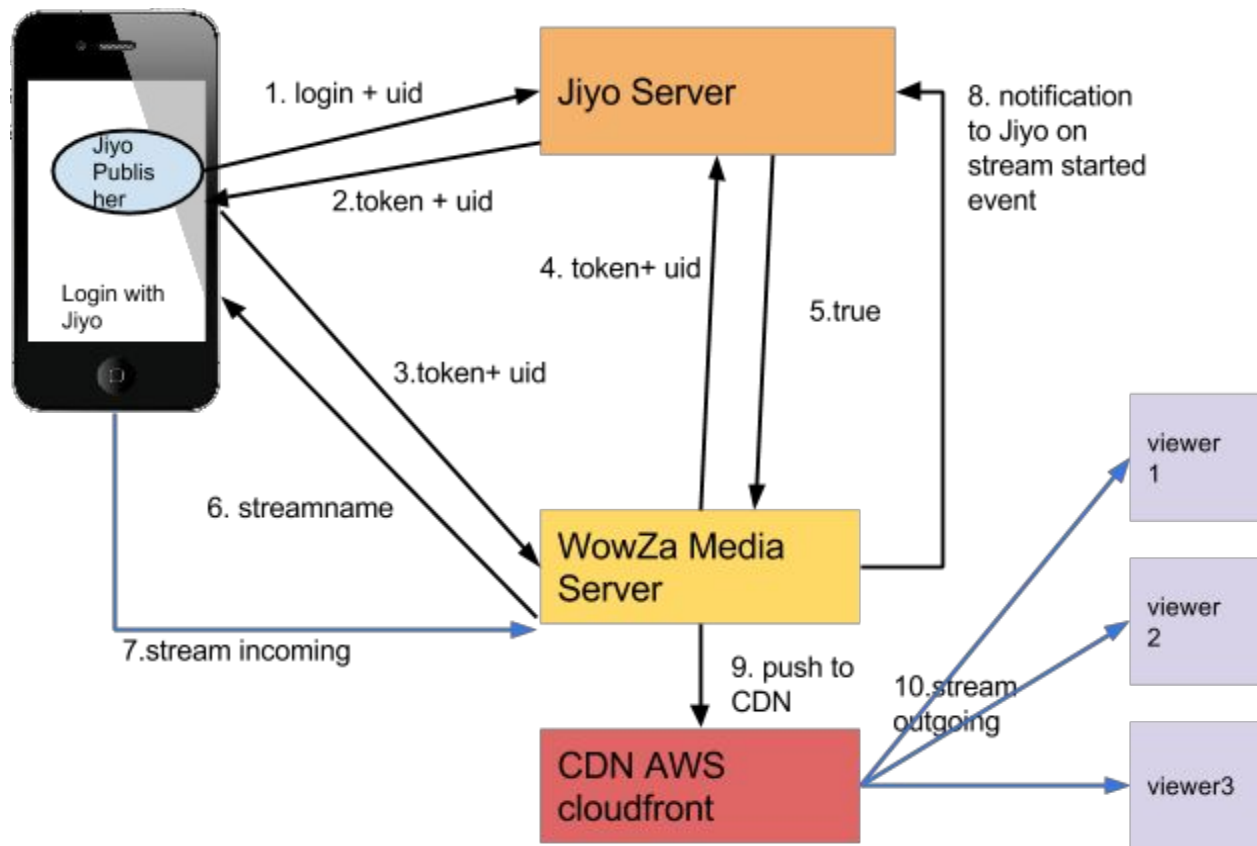3. Do the publish by clicking the green button .

4. start the broadcast

5. Do parallel duplex mode Chat

6. Receive stats and option to start new video
On click the option to start new video user lands on step 2

Authentication / Validation flow for publisher app

Authentication Flow

Entities for the service provider

1. Audit log
2. Recorded video archive with archived chats