

# Software Requirements Specification

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**Mega Reji: A Gamified Mobile Application Framework for Film  
Production System**

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# **1. INTRODUCTION**

## **1.1 Purpose**

The purpose of this document is describing the project which is called Mega Reji: A Gamified Mobile Application Framework for Film Production System. This project aims to improve the performance of a film production team by enhancing their activities (e.g. managing their time effectively). This document contains detailed information about requirements of the Mega Reji project. These requirements demonstrates constraints and recommended functions. Additionally, this SRS document explains how the users interact with Mega Reji, and explains how concerns of the stakeholders are met.

## **1.2 Scope of Project**

In film production process, production director and general coordinator finish the whole work, which will be completed at the live stage, before the live stage and after the live stage. If this work is completed without any problem, the organization will be transferred person at the end of the cycle without any problem. However this organization tends to be complex. The main purpose of Mega Reji application is providing a coordinated atmosphere for all production team members and motivate them with a gamified system. The other purpose of this application is providing an easily accessible application for users. Therefore, this application is compatible with both website and mobile devices such as phone and tablet.

Mega Reji are planned to have several features that needs to function. In preproduction part, scenario writers are able to write scenario by using the Mega Reji application, then actors are able to see a report is prepared by application, and also the other part of crew can access the report partially. Lastly, the schedule will be create and whole crew can access it by using their computers, smart phones or tablets. In Production part, the production director works with location map in addition to location photo. By this way, the entire team will be able to reach distance and time information, where to get the services, where to refresh the make-up, the sound level of the environment, the food menu information at any time. In post-production part, whole crew or authorized people can access the which phase of post-production is working. Production team does not work on application. General coordinator links the application and real life and controls the system. In addition to previous applications, cast crew is able to sign their unavailable times to schedule, and then application calculates statistics of total unavailable times for each person, so time management is more efficient for shooting. Addition to cast crew, movie extras can be added the application. Production director confirms the information that comes from each person in the crew. Image group comments on the location photos that are added before the application. By this way, the camera assistant can see where the camera vehicle can park the in outdoor shooting according to the reports of the production group, and report that the cards have been delivered to the post-production assistant. Light group can see what materials they need in outdoors and who they need from the set team, they can transfer their requests to the set

supervisor. The art group can offer their views to director and take requests from production group. Set group does every type of work.

### 1.3 Glossary

Term	Definition
<b>Participant</b>	A person interacts with the Mega Reji application such as producer, scenarist.
<b>Stakeholder</b>	A person who has interest or concern in the project
<b>Scrum</b>	Scrum is an iterative and incremental agile software development framework for managing product development. [1]
<b>Agile Development</b>	Agile software development is a conceptual framework for undertaking software engineering projects which is used in order to minimize the risks. [2]
<b>Software Management</b>	Managing software processes by planning and leading. [3]
<b>Framework</b>	A real or conceptual structure intended to serve as a support or guide for the building of something that expands the structure into something useful [4]
<b>Gamification</b>	Gamification is application of reward system into software applications.

### 1.4 Overview of the Document

The second part of this SRS explains functionalities of the Mega Reji: A Gamified Mobile Application Framework for Film Production System. Informal requirements are described and it is a context for technical requirement specification in the Requirement Specification chapter. Requirement Specification chapter is written for software developers and details of the functionality of the simulation are described in technical terms.

## 2. OVERALL DESCRIPTION

### 2.1. Product Perspective

Mega Reji: A Gamified Mobile Application Framework for Film Production System is a film production application that involves gamified system for whole film production team. Mega Reji provides some specialities for group members such as communication with each other, writing scenario, scheduling etc.

Mega Reji is compatible not only with website but also with mobile devices. In this way, users can contact with each other instantly and make arrangements on he schedule according to these instant changes. On the other hand, Mega Reji has some constraints for some teams in terms of usage of application. For instance, Sound Group can not has same authorizations with the Production Group on Mega Reji application.

### **2.1.1. Development Methodology**

While developing this project, we are planning to use scrum. The projects to be managed by the scrum method are separated into the sections called sprints. The sprints can be run for 30 days. these sprint times are predetermined. Teams make short meetings every day; what to do the day before, what to do on that day, risks are discussed. each project member has knowledge of what other project members do, and the project is rigid. At the end of each sprint run a sprint report appears. With scrum, the success of the project increases and it becomes easier to find and return errors.

## **2.2. User Classes and Characteristics**

### **2.2.1. Producer**

- Producer must connect to internet.
- Producer must know how to use a computer.
- Producer must know how to use a mobile device and a mobile application.

### **2.2.2. Production Group**

- Production Group members must connect to internet.
- Production Group members must know how to use a computer.
- Production Group members must know how to use a mobile device and a mobile application.

### **2.2.3. Director Group**

- Director Group members must connect to internet.
- Director Group members must know how to use a computer.
- Director Group members must know how to use a mobile device and a mobile application.

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### **2.2.4. Post Production Group**

- Post Production Group members must connect to internet.
- Post Production Group members must know how to use a computer.
- Post Production Group members must know how to use a mobile device and a mobile application.

#### **2.2.5. Scenarist Group**

- Scenarist Group members must connect to internet.
- Scenarist Group members must know how to use a computer.
- Scenarist Group members must know how to use a mobile device and a mobile application.

#### **2.2.6. Stage Group**

- Stage Group members must connect to internet.
- Stage Group members must know how to use a computer.
- Stage Group members must know how to use a mobile device and a mobile application.

#### **2.2.7. Actor/ Actress**

- Actors and Actress' must connect to internet.
- Actors and Actress' must know how to use a computer.
- Actors and Actress' must know how to use a mobile device and a mobile application.

#### **2.2.8. Other Groups**

- Sound, Light, Art and Display Group members must connect to internet.
- These groups' members must know how to use a computer.
- These groups' members must know how to use a mobile device and a mobile application.

#### **2.2.9. Admin**

- Admin must connect to internet.
- Admin must know how to use database.
- Admin must have necessary knowledge in order to develop this application.

### **3. REQUIREMENT SPECIFICATION**

#### **3.1. External Interface Requirements**

##### **3.1.1. User Interfaces**

The user interface will be worked on website and mobile devices.

##### **3.1.2. Hardware Interfaces**

The application will work on website, mobile devices and tablets.

##### **3.1.3. Software Interfaces**

##### **3.1.4. Communication Interfaces**

#### **3.2. Functional Requirements**

##### **3.2.1. Home Screen Use Case**

**Use Case:**

- Login to the application
- Exit from application

**Diagram:**

**Brief Description:**

**3.2.2. Producer Use Case**

**3.2.3. Production Group Use Case**

**3.2.4. Director Group Use Case**

**3.2.5. Post Production Group Use Case**

**3.2.6. Scenarist Use Case**

**3.2.7. Stage Group Use Case**

**3.2.8. Actor and Actress Use Case**

**3.2.9. Other Groups Use Case**

**3.3. Performance Requirement**

**3.4. Software System Attributes**

**3.4.1. Portability**

**3.4.2. Performance**

**3.4.3. Usability**

**3.4.4. Availability**

**3.4.5. Security**

**4.REFERENCES**