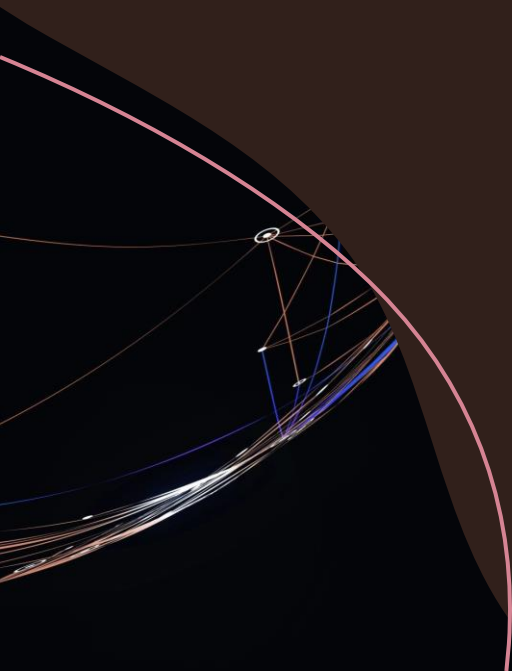


ThriveStream

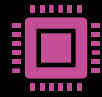
Team 07



Concept Refresh



ThriveStream provides an immersive live music streaming experience to users



Software application paired with existing PlayStation VR technology



Users download the app and purchase access to livestream concerts from their favorite artists



Users can also experience previously recorded concerts and events from a saved library



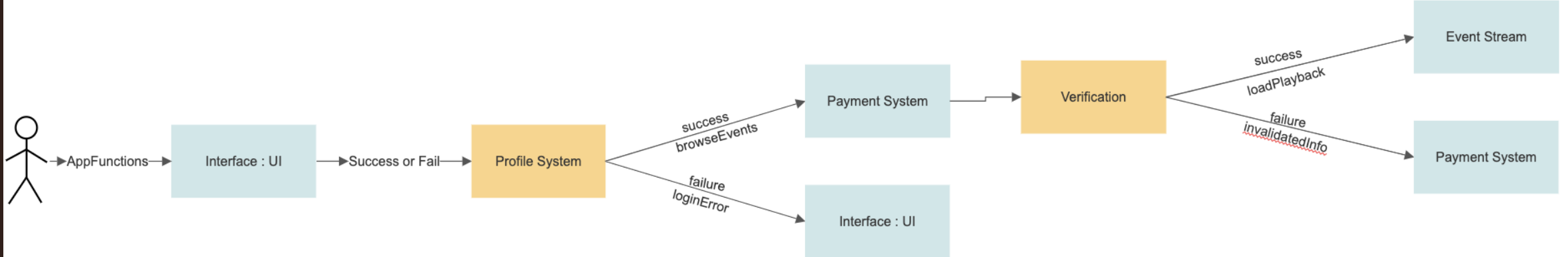
System Analysis

- System Overview
- System Diagram
- Actor Identification
- Design Rationale
 - Architectural Style
 - Design Patterns
 - Framework

System Overview

- User interface
- Profile system server
- Payment systems server
- Verification component
- Library database

System Diagram



Actor Identification

- *registered member*
 - *can access browsing and stream events*
 - *can browse through or search for events*
 - *purchase access, and stream them live or on-demand*
 - *Membership is unrelated to the PlayStation account data*
- *Non-registered member*
 - *must create an account and be added to the database before use*
 - *must create an independent ThriveStream account upon first launch*



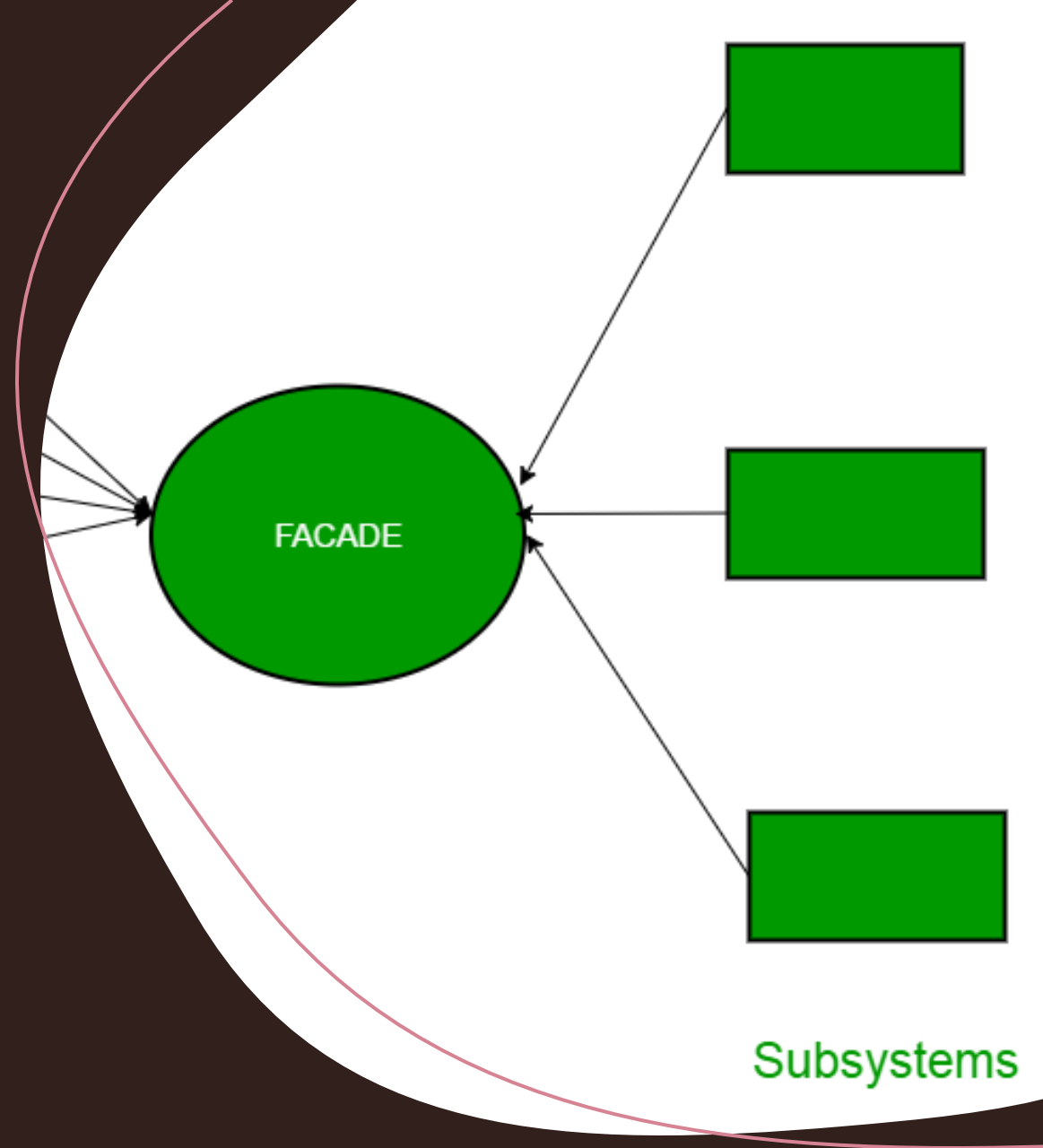


Architectural Style

- *Event-Driven*
 - *each time the user interacts with a feature it triggers a change in state*
 - *Each interaction the user has with the system triggers an event that toggles between states*
 - *Success or Fail*
- *Events*
 - *member purchases access to a concert*
 - *user streams the concert*

Design Pattern

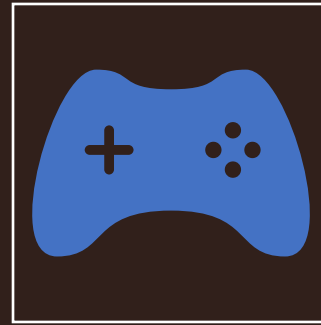
- *Façade*
 - *simple, unified interface*
 - *easy for the user to navigate*
 - *ensuring functionality with more complex underlying code structures*
 - *managing the layers of accessibility of functions for the user*



Framework



PlayStation VR Dev kit

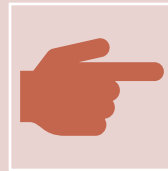


VR Hardware

Functional Design



Login



Sign up and Edit
account

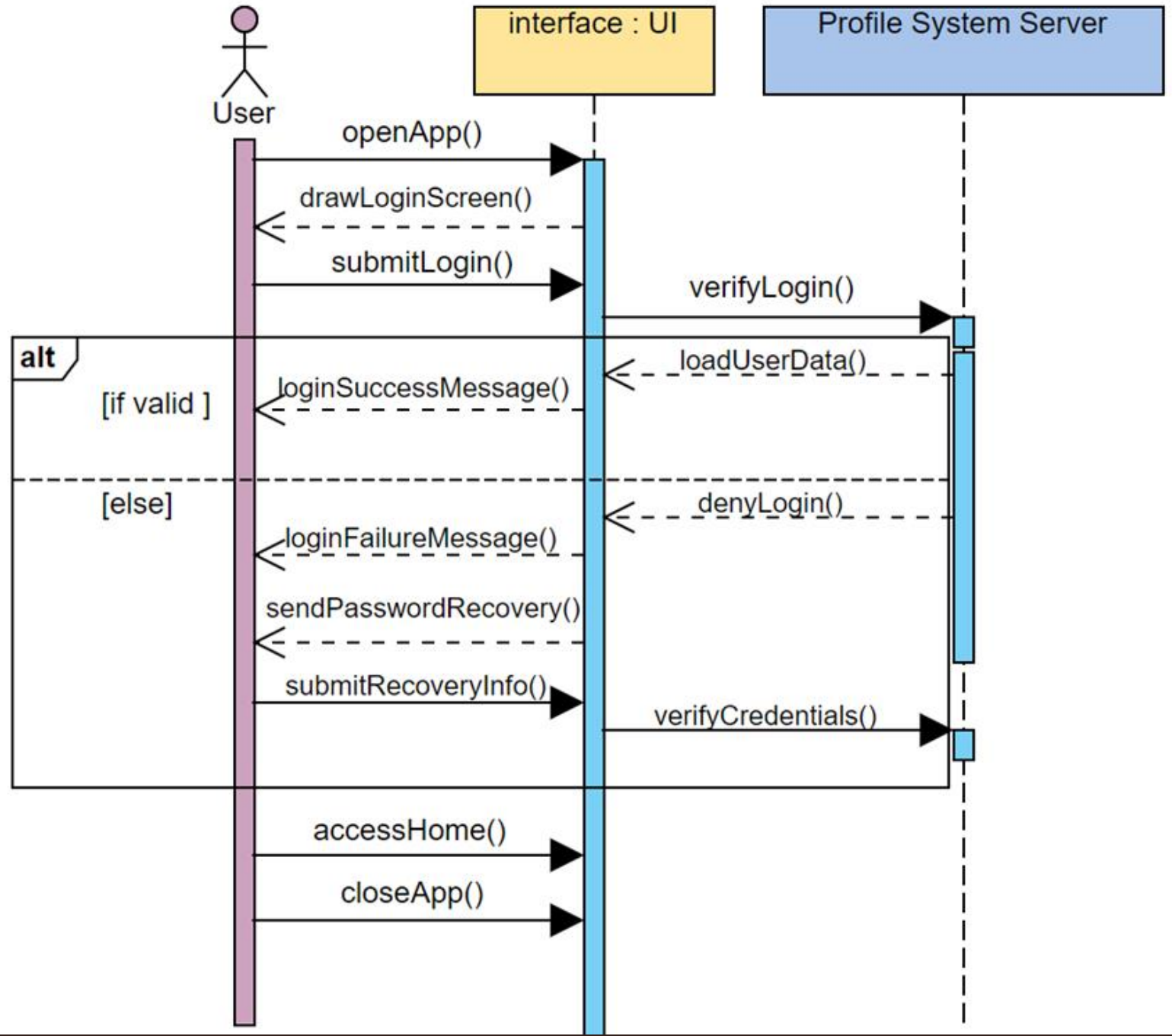


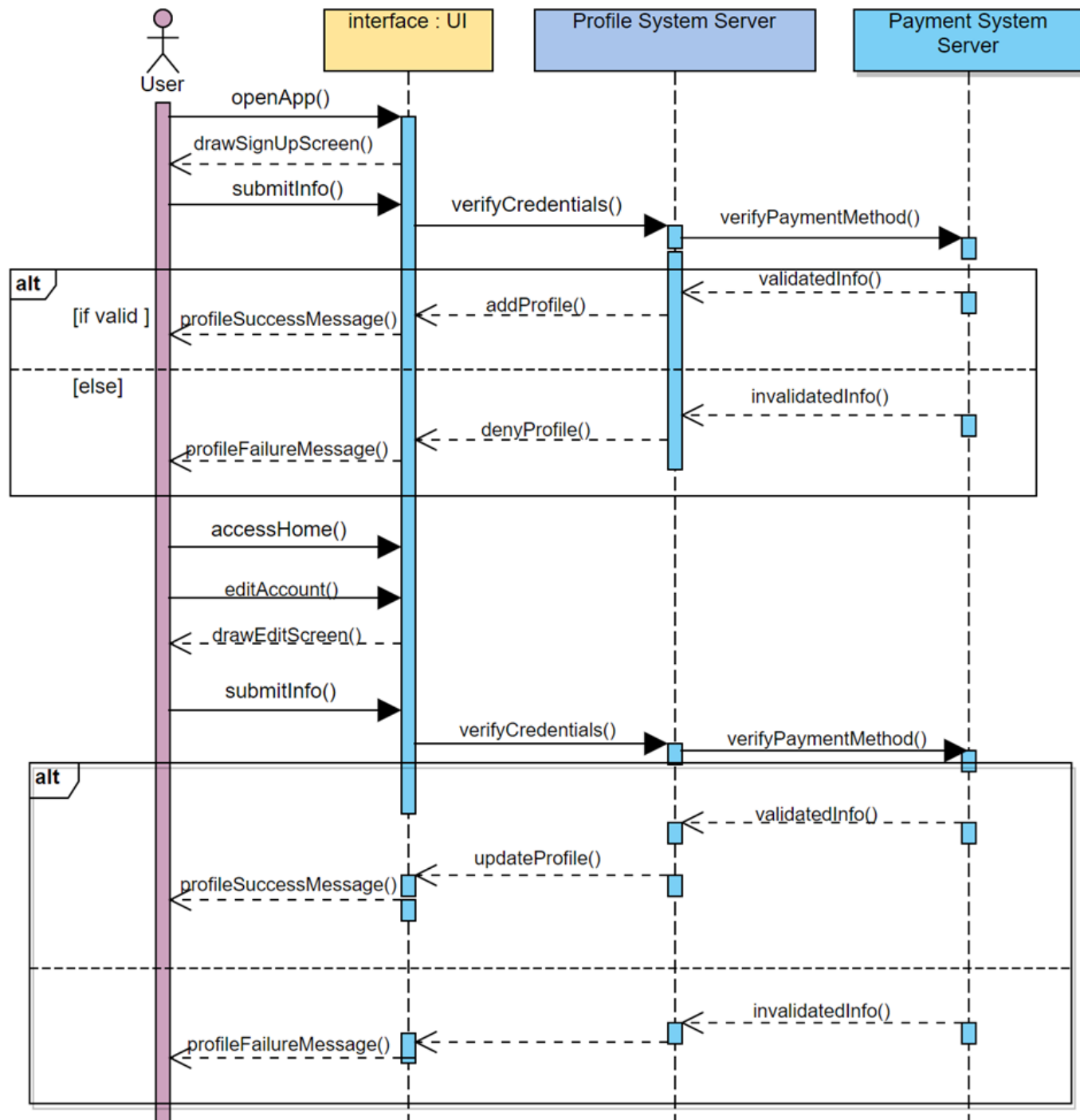
Browsing, Searching,
Purchasing



Streaming and Exiting

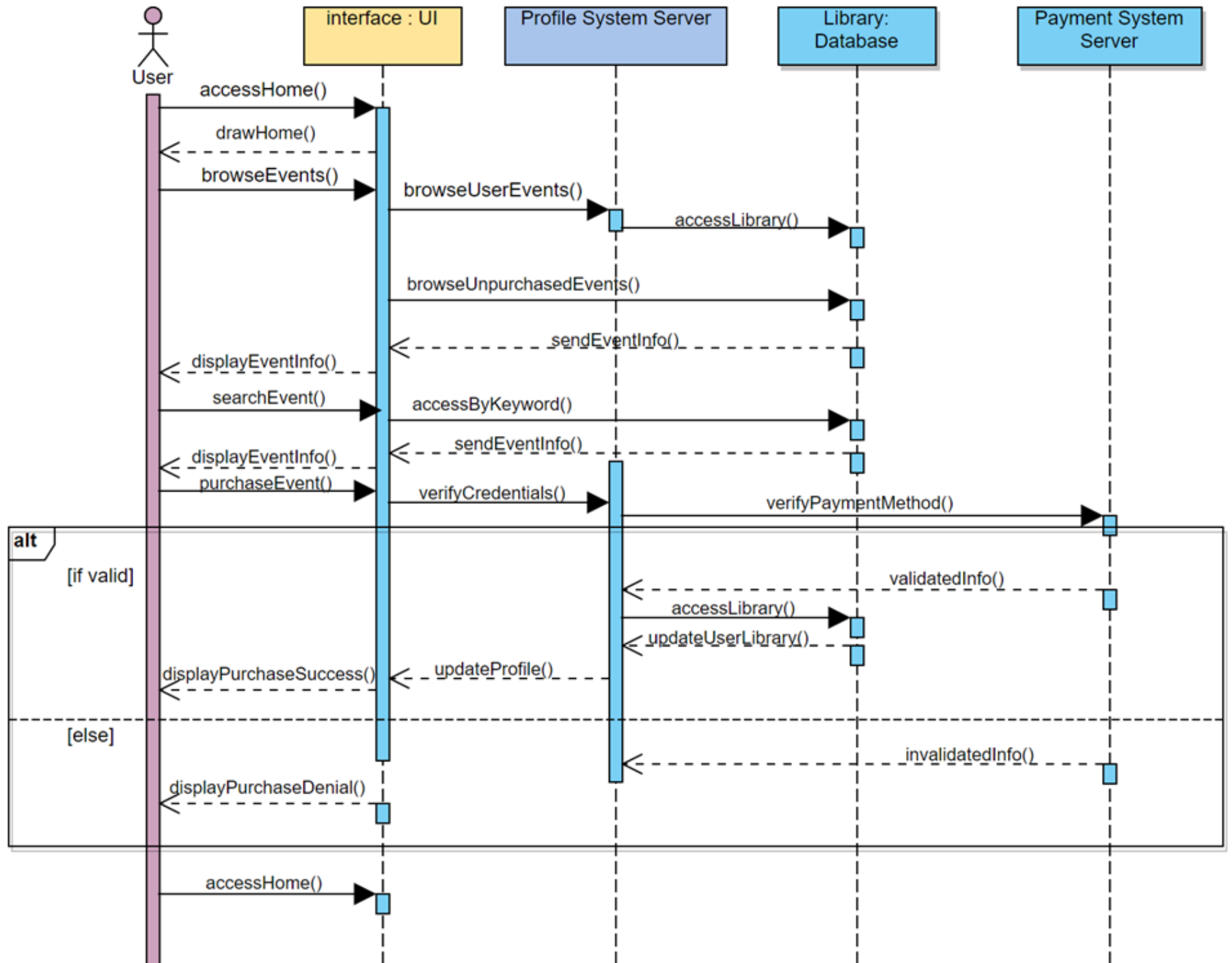
Sequence 1

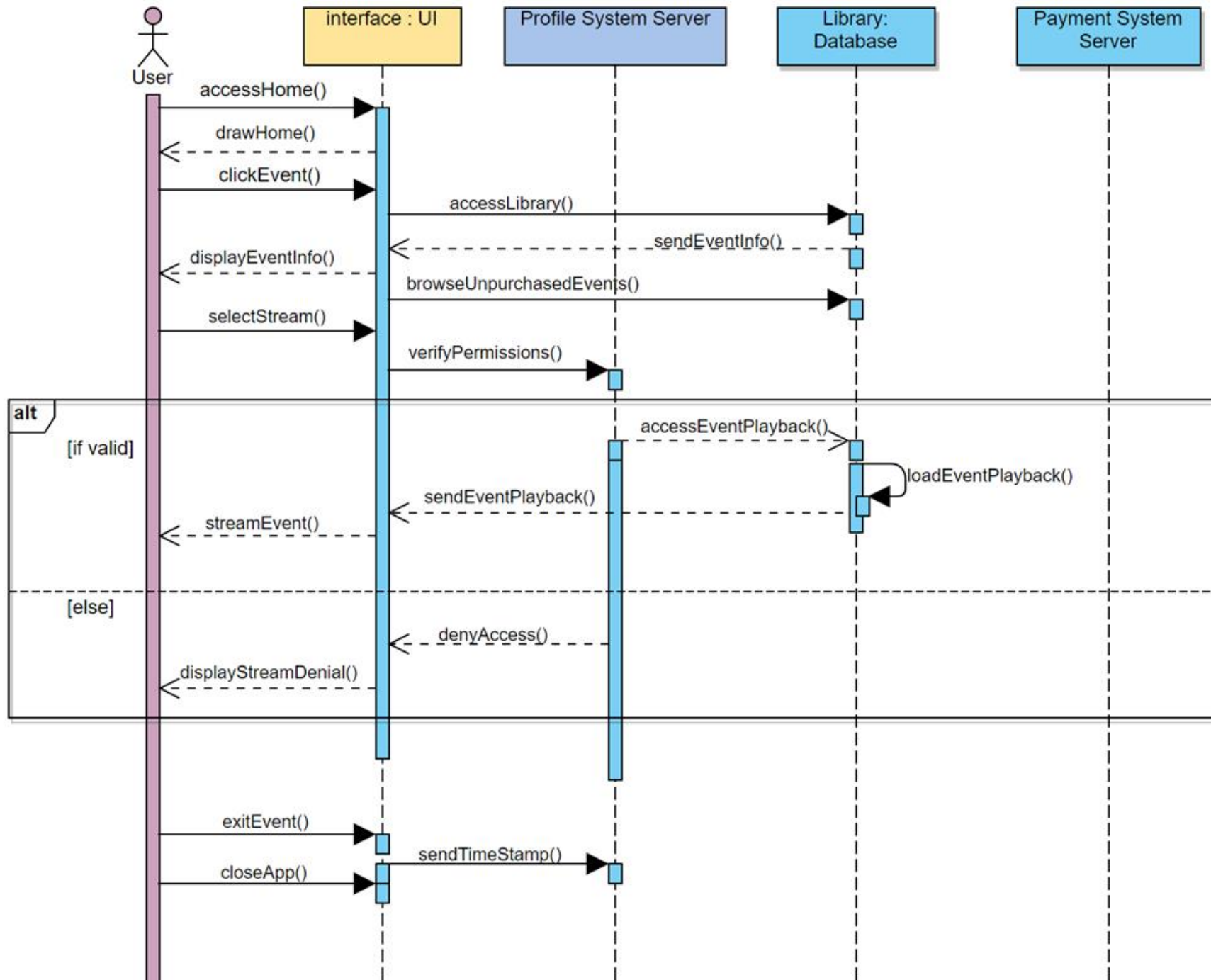




Sequence 2

Sequence 3

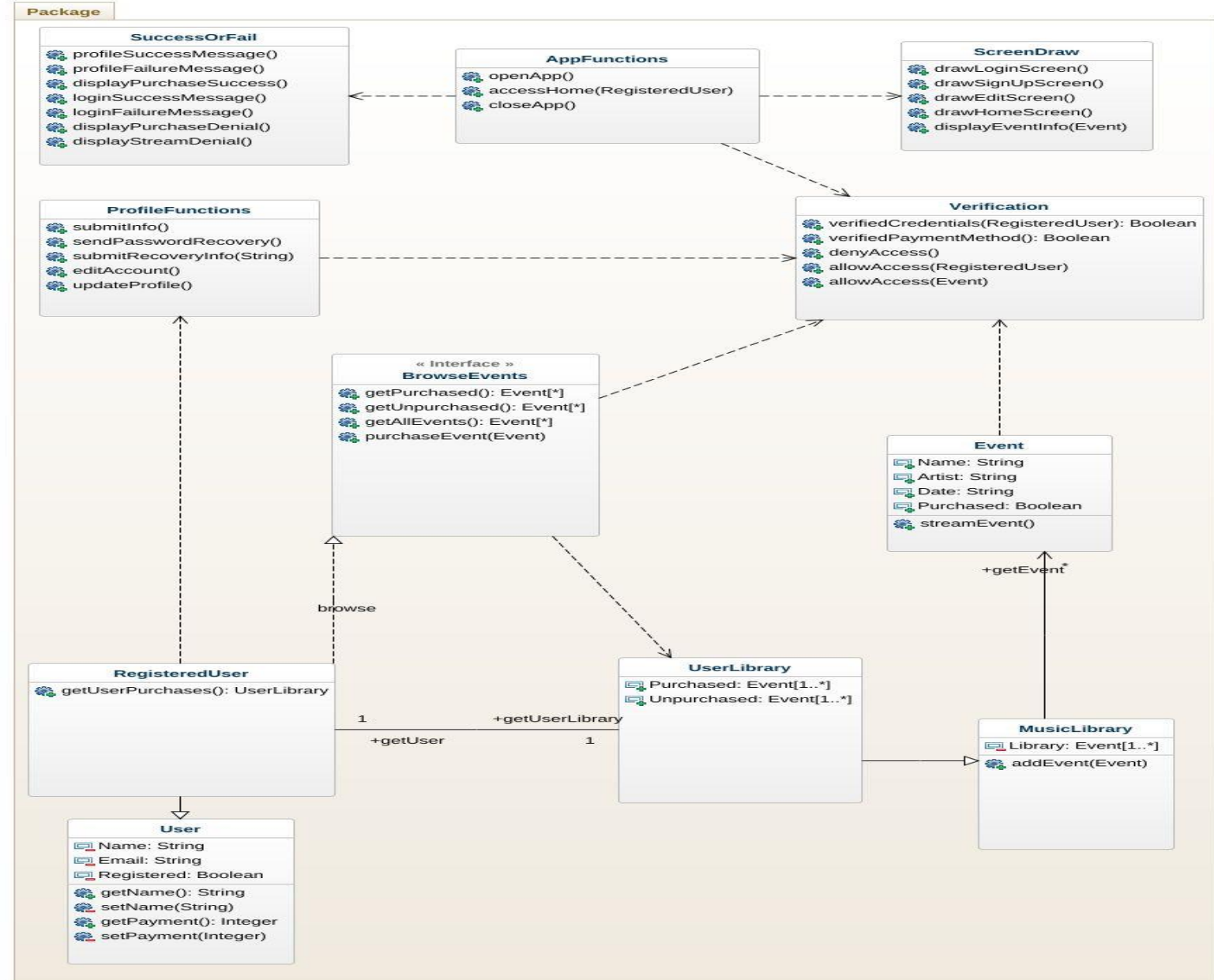




Sequence 4

Structural Design

- Class diagrams
 - SuccessOrFail
 - AppFunctions
 - ScreenDraw
 - Verification
 - ProfileFunctions
 - BrowseEvents
 - Event
 - UserLibrary, MusicLibrary
 - User, RegisteredUser





Thank You and Q&A

- Thank you to Prof. Aguiar, the TA's, and our audience, today for your time
- Questions?
- GitHub:
<https://github.com/biancatoto/ThriveStream>