Proposal

ThriveStream

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Submitted in partial fulfillment

Of the requirements of CSC-431

Software Engineering course project

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# Preface

This is a proposal for the ThriveStream project for partial fulfillment of the requirements of a Software Engineering course (CSC431) project in the department of Computer Science at the University of Miami.

This proposal provides the scope and context of the project to be undertaken. It details the intended user group and the value that the system will have to them.

The intended audience of this document is the course professor and teaching assistants so that they can determine whether the project should be approved as proposed, approved with modifications, or not approved.

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# Overview

## Purpose, Scope and Objectives

The purpose of the project is to allow music-lovers to connect to virtual concerts, events, and festivals from home through a streaming service. The product will be delivered through a software application that can be paired with existing PlayStation VR technology. Access requires a PlayStation, VR headset, and Wi-Fi connection. To create the application we will be using the PSVR Dev Kit, and SQL and Java programming. Users download the app and can purchase tickets to live stream concerts from their favorite artists, attend famous festivals like Ultra and Coachella, and buy VIP access to meet and greets. Additionally, users can choose from a selection of previously recorded concerts and events in the saved library. The intended audience is music-lovers, musicians, and festival sponsors. The reason for creating this project is to provide a life-like concert experience to those affected by the pandemic. While the music industry has been suffering, this product provides musicians and concertgoers the opportunity to enjoy live music and stimulate the market.

## Project description

The ThriveStream will have the following features:

* Login page (database will be created)
* Home page (existing programs will be used for personalization)
  + Schedule of upcoming live concerts and events (purchase options available-existing software)
  + Library of previous recorded concerts
* Calendar (existing programs will be used)
  + Show record of user’s purchased access
  + Provides reminder of upcoming events
* Showtime (our own VR software using PlayStation VR template)
  + VR experience of the recording or a livestream of the performance
  + Provides haptic and tactile feedback so the user has immersive experience
  + After live show, recording added to database
* Account page (existing programs will be used)
  + Personal, payment, and social media pairing information available