Cross-Media Recommendation Application

Project Chimera

(NAME TBD)

Change History

1/15/15: Initial skeleton of the document created.

1/22/15: Title of the Development set; Project Chimera.

1/28/15: Added initial Project Scope and Project Goals; Minor format edits.

1/29/15:

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**Introduction**

Project Motivation and Purpose

The purpose of Project Chimera is to develop a mobile application and database to allow us to dynamically recommend various forms of media entertainment. To elaborate further, the purpose is to create an intuitive and adaptive User Interface for users to access and retrieve information from a database of compiled information on various forms of entertainment media. This purpose is motivated by the desire to be able to find specific forms of entertainment that appeal to specific personalities rapidly and with little work on part of the individual.

Project Scope

The Project Chimera application this report describes is intended for the Mobile Android system. It will be a widely available application intended to be used by people of all ages for its utility. The main functional pieces of Project Chimera will be based on the ability to rapidly search a database of multiple types of entertainment media and provide suggestions for the user. Users will be able to login and have their own preferences and other pieces of information to increase the efficiency of the database search. The majority of the data will be stored on a server, however small items such as user preferences from a non-logged in person will be remembered on the phone. Due to the server nature of the database the application will not work correctly when unable to establish a connection to the database.

Project Goals

The main goals of Project Chimera will be staggered with each goal building upon the prior. As such the earliest goals are the most important whereas the farthest away goals may not even be necessary for the working version of Project Chimera. The first and primary goal of Project Chimera is developing a database that contains the cross-media information necessary for any application to use it. This is followed by the creation of an effective means with which to have a regular user interact with the database in order to get recommendations. The last required goal will be the development of a simple and intuitive interface for the user and database to work with for ease of use. Beyond this point goals are all additional features and functionality for the final version. These goals involve features such as determining availability, providing a rating system, and constructing a friends system.

Important Terms

**Cross-Media** – A term used to describe an item that interacts with more than one form of media.

**Project Chimera** – The name of the project to develop and create a cross-media recommendation application.

Project Description

Project Features

Requirements

Functional Requirements

Non-Functional Requirements

UML Diagrams

Use Case Diagram

Class Diagram

Activity Diagrams