

TECHNISCHE UNIVERSITEIT DELFT

TI3800 BACHELORPROJECT

A NON-CENTRALIZED APPROACH TO VIDEO ON DEMAND ON MOBILE
DEVICES

Requirements Analysis

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Preface

Abstract

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Chapter 1

Requirements

1.1 Introduction

In this chapter, the functional-, nonfunctional requirements and constraints are elucidated. The functional requirements are requirements that pertain to the way the system should function. The nonfunctional requirements describe how the system should operate, using terms such as speed, design, user-friendliness and optimisation of costs. The last section, constraints, describe the limits of the development process and proposed system, this can include constraints like the date on which the system must be ready.

1.2 Functional requirements

The prototype must do the following:

1. Search for a video; The prototype must have a search bar in which the user types the name of the video the user is looking for, then the prototype should show a number of names of videos which closely, if not fully, resemble the searched name.
2. Play a video; When the user has selected a video from the before mentioned list, the user can then press a play button. After pressing the play button, the prototype will play the selected video.
3. Pause a video;
4. Seek in a video;

1.3 Nonfunctional requirements

1. The prototype shall not introduce much extra lag on top of the start-up time before playing a video, in comparison to the desktop version of Tribler.
2. The prototype shall have the same layout style as the desktop version of Tribler

1.4 Constraints

1. The prototype must be ready on the second of October 2013.

Appendices