

## Project Phase 1: Problem Definition and Design Thinking

### 1. Problem Definition: Media Streaming Platform

**1.1 Project Overview:** The project aims to create a Media Streaming platform utilizing IBM Cloud Video Streaming. The primary objective is to establish a user-friendly platform where users can upload and stream movies and videos on-demand. This document outlines the problem definition and the initial design thinking process.

### 2. Design Thinking:

#### 2.1 Platform Definition:

- **User Registration:**

- Implement a secure and straightforward user registration process.
- Capture essential user details for personalized experiences.

- **Video Upload:**

- Allow users to upload movies and videos seamlessly.
- Implement file format restrictions and size limits for efficient processing.

- **On-Demand Streaming:**

- Facilitate on-demand video playback for users.
- Implement features like pause, play, and seek for enhanced user control.

## 2.2 User Interface Design:

- **Navigation:**

- Design an intuitive navigation system for easy exploration.
- Include categories, search functionality, and user profiles.

- **Video Playback Interface:**

- Create a visually appealing interface for video playback.
- Include controls for volume, full-screen mode, and quality settings.

## 2.3 Video Upload:

- **User-Friendly Upload Interface:**

- Design a simple and user-friendly interface for video upload.
- Provide progress indicators and feedback during the upload process.

- **Content Validation:**

- Implement content validation to ensure uploaded videos meet platform standards.
- Notify users of any issues during the upload process.

## 2.4 Streaming Integration:

- **IBM Cloud Video Streaming Services:**

- Integrate IBM Cloud Video Streaming services for seamless playback.
- Ensure compatibility with various devices for a broader user base.

- **Quality Assurance:**

- Conduct thorough testing to guarantee smooth streaming under different network conditions.
- Optimize streaming settings for high-quality video delivery.

## 2.5 User Experience:

- **Immersive Experience:**

- Prioritize an immersive movie-watching experience.
- Implement features like recommendations and user ratings for content discovery.

- **Feedback Mechanism:**

- Include a feedback system for users to share their experience.
- Use feedback for continuous improvement of the platform.

**Conclusion:** This document provides a comprehensive overview of the problem definition and the initial design thinking process for the virtual cinema platform project. Subsequent phases will delve deeper into implementation details and testing procedures.