**Project Description**

**Topic: Movie World System**

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**3rd Semester (25-09-2018)**

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# 1 Background Description and Purpose

Cinemas in some developing countries are in a standstill. Meaning they haven’t upgraded their services. Up til now some of these countries only provided On-Spot ticket, purchases.[1]

The lack of a payment methodologies for booking ticket is neglected towards the customers from the management side of the cinema. Thus unnecessary financial losses occur to the customer.

There is already a solution to this problem in the developed world. For instance, Megascope[2] in Horsens offers a movie booking options were people can book a ticket for a movie and pay for it online.

Moreover, home platforms such as “Netflix”[3] that are meant for streaming movies, are gaining more popularity in developed countries. More surprisingly these streaming platforms are increasing in popularity in developing countries, but since these services aren’t available in some of these countries, they lack the same opportunity as everyone else has.

However, the income level in these countries poses a challenge to Netflix. Despite a strong desire to use streaming services like Netflix, the income level results in a very low willingness-to-pay for that service.

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# 2 Definition of purpose

The purpose of this project is to create a system that allows the user to buy a ticket,or stream a movie from the same platform.

## 2.1 Problem Statement

The project focus will be on how the system allows several users at the same time to access the Cinema booking system and streaming movies online.

Thinking about that, states several challenges for the team. Such as the following questions:

1. How to make it efficient for users and admin to get information for movies

and ticket bookings?

1. How to deal with cloud service providers.
2. How to distinguish the rights between admin and users.
3. How to handle payments gateway.
4. how to handle security.
5. how to protect copyrights.
6. how to implement homogeneous system using Java, and C#

## 2.2 Delimitation

# Payment gateway

# 3 Choice of Models and Methods

|  |  |  |  |
| --- | --- | --- | --- |
| **What partial problem.** | **Why this problem.** | **Which methods/ models/ theories will be used?** | **Who in the group is the main responsible person for this point?** |
| How to make it efficient for customers and admin to get information for movies  and ticket bookings? | If there is no viable system, then the Cinema system main necessities will not be fulfilled. | Client-server system  GUI | All members |
| How to make efficient video streaming service. | main necessity. | using cloud system | All members |
| How to distinguish the rights between admin and customers | without dividing the rules leading to have access level for all users | Authentication and multi users rules | All members |
| How to handle payments. | to make the piracy | payment gateway | All members |

# 4 Time Schedule

Total work time: 1200 hours

Work time per group member: 240 hours

Project period starting date - 30th of august

Project description - 4th of october

project analysis and design - 11th of October

Implementation starting date - 18th of October

Testing starting date - 25th of November

proof of content - 15th of November

Correcting and finishing - 17th of December

Deadline - 19th of December

# 5 Risk assessment

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Risk | Description | Severity (scale 1-5) | Risk Mitigation,  e.g.​ ​Preventive &​ ​Responsive Actions | Responsible |
| Data corruption | a mistake causing loss in data | 3 | GitHub,​ ​Slack, Google​ ​Docs | All members |
| missing group meeting | group members prevent to come to the meeting for any reasons | 1 | good communication | All members |
| Online payment | To secure online payments | 5 | Implement security features with payment gateways | All members |
| Dealing with the cloud | Getting URL from MS azure | 1 | Research the subject | All members |

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# 6 References

Cinema in Syria [1]

<http://www.cinema-alzahra.com/english/home-page/>

Cinema in Horsens[Last accessed online] via link:[2]

<http://megascope.dk/>

Online streaming (Netflix) [3]

<https://www.netflix.com/dk-en/>

Project description, 2017 (Appendix 1) VIA Engineering Guidelines [Last accessed 27/02/2018] via link:<https://studienet.via.dk/projects/Engineering__project_methodology/General/Guidelines/2017%20Project%20Description%20(Appendix%201)%20-%20VIA%20Engineering%20Guidelines.pdf>