**Project Plan**

1. **Description:**

The project’s aim is to create a streaming service app that does more than conventional movie streaming platforms. It will be made to deliver an immersive experience while also functioning as a critic and interpreter of movie plots, which should contribute for a more personally enriching and educational viewing.

Key features will include a randomized recommendation system, the ability for users to contribute their plot interpretations and creations. The app may optionally include AI-generated movie imagery or user-submitted art, enhancing the novelty and community feel of the app. Primary objective is to motivate users to share their personal insights and interpretations for others to contemplate and read cultivating a productive time spent on traditional entertainment. Additionally, there are plans to integrate IMDB functionality, incorporating movie leaderboards, charts, and other comprehensive movie-related information to provide users with critics’ valuable insights.

**In summary**, the goal of this project is to redefine traditional movie streaming by seamlessly blending entertainment with education, social engagement, and critiques.

1. **Must haves**

* Customer facing movie streaming web app.
* Administrative control facing desktop app.
* SQL database for relational data storage.
* User authentication
* Search Functionality
* Movie recommendation algorithm.
* User Reviews and Ratings.

1. **Should have.**

* Movie plot interpretation viewing functionality.
* Movie chart rankings based on user reviews and/or critics.
* User bound playback resuming.
* Watchlist.
* Multiple viewing profiles per user. (Keeping user contributions email/account bound).

1. **Could have**

* Age restrictive functionality and/or unwanted social contribution protection.
* User UI customization options.
* Social Media SSO integration.
* AI-integration for art or new-age content contributions.

1. **Won’t have.**

* Complicated UI navigation
* Annoying autoplay without user consent.
* Complicated or advanced social media functionality, keep the app bound to the core roots of being an entertainment platform.

1. **Target Audience:**

Generally, the aim of the app is to be very inclusive and fitting for a lot of different people, some examples include:

* Students looking for a more productive way of consuming movies.
* Movie enthusiasts and art or creativity enthusiasts.
* The everyday movie entertainment consumer looking for a more socially inclusive and enriching way to spend their time-off or time with their loved ones.
* Movie Critics or reviewers.