**Live Video Streaming**

**(Android)**

Stream live video using a mobile camera to a distant /remote computer and view the same on the web browser.

**Problem Definition:**

Current solutions, first streams the video to the server and save the same. It is then broadcasted to the client’s browser. This type of streaming is not live (i.e. stored and then broadcasted).

**Project Scope:**

This project allows a real-time video streaming service from an Android mobile device’s camera to a server. The real-time video can then be viewed from a web browser on the client’s computer. The project builds on open source code and open protocols to implement a set of software components that successfully stream live video using RTSP protocol (Real Time Streaming Protocol).

Users will have the ability to broadcast news and events live, using only an Android based mobile devices and an internet connection via the cellular network or Wi-Fi.

**Software Development Life Cycle**

A software development process, also known as a software development life cycle (SDLC), is a structure imposed on the [development of a software product](http://en.wikipedia.org/wiki/Software_development). There are several [models](http://en.wikipedia.org/wiki/Software_development_process#Software_development_models) for such structures, each describing approaches to a variety of [tasks or activities](http://en.wikipedia.org/wiki/Phases_of_the_software_development_cycle) that take place during the development process.

**Waterfall Model**

This project follows 'The Waterfall Model' for the SDLC. In this approach, the whole process of software development is divided into separate phases. These phases are:

1. Requirement specifications phase
2. Software design
3. Implementation
4. Testing and maintenance

All these phases are cascaded to each other so that the next phase is started as and when a defined set of goals are achieved for first phase and it is signed off. Hence the peculiar name. All the methods and processes undertaken in the model are more visible.



**Fig-1**

Reasons To follow this Approach:

The project requirements are very well known, clear and are fixed. There are no ambiguous requirements. Similarly, the technology is going to be used is also known. As every phase is fixed, there is no need of revisiting.