**REQUIREMENT FOR PLEXR (DRAFT)**

PLEXR is an app focused on capturing the reactions of your friends, as they view

pictures or videos you have sent them.

**1.1 Sign up/Login Process:**

When the user opens Plexr they will see the splash screen. Once it is done loading, it will go

to the next screen which will have three options.

1. Sign up

2. Sign up with Social network ( FB/Google+/Twitter)

3. Sign in

**Sign up/sign up with social network:**

When the user hits sign up, it will have a screen which will have the user input the following

details.

1. First name

2. Last name

3. Year of Birth

4. E-mail address

5. User name (with check availability)

6. Password

7. Re-enter password

8. Gender

If the user selected the sign up with Social network option, all applicable data that can be

fetched from their social network chosen will be auto filled by Plexr to quicken the sign up

process.

When they choose social network option Facebook/Google+/Twitter option Plexr will

automatically extract data from the chosen app installed on the phone, if the chosen app is

not installed , Plexr will take them to the sign in page of the chosen app.

After this screen there will be a screen to verify the user’s phone number. After verifying the

phone number the sign up process will be complete and the user will proceed into the app to

choose a profile picture and a cover picture. If the user doesn’t upload a profile picture or a

cover picture, they will be provided with a default picture for both. If the user uploads a

profile picture only, gradient of the profile picture will be used as the cover picture. If a user

has used a social network to sign up we can fetch the profile picture and cover picture (if

applicable) to use within Plexr. The user does not have to use these fetched pictures though,

they can be easily switched for another.

After the user is done with the sign up process for the first time, he/she will be taken to a

screen where they will have an option to invite all their Facebook contacts/Google+ contacts

/post on Twitter based on which medium they used to sign up. After that screen, they will be

taken to a screen where they can invite all their phonebook contacts via text message.

**Sign in:**

When a returning user hits the sign in button from the first screen they will be taken to the

next screen which will ask for the following details.

1. Username/Email Address

2. Password with a remember username and password option.

Plexr uses social network to make the sign up process quicker for the user and to use the

social network to let others know about Plexr and invite them to use Plexr.

**SOCIAL NETWORK CANNOT BE USED TO SIGN INTO PLEXR.**

**1.2 SHARING CONTENT:**

Before we explain, how we share content, it will be useful to explain certain terms which will

be used constantly throughout this document.

**1 Original video:**

Original video is the video/link to a video shared by a user (Originator) to

his/her friends (Viewer) through Plexr for which he/she hopes to capture

his/her friend’s reaction.

**2 Original Picture:**

Original picture is the picture/link to a picture shared by a user (Originator) to

his/her friends (Viewer) through Plexr for which he/she hopes to capture

his/her friend’s reaction

**3 Reaction Capture window:**

Reaction capture window is the 30 second window (which is selected by the

originator if the original video is > 30 seconds long) during which Plexr will

capture the reaction of the viewer while watching the original video. Even

though Plexr will capture the reaction of the viewer during the reaction capture

window using the front facing camera, the viewer will not be able to see when

their reactions are being captured since the video feed will not be displayed to

the viewer when it’s being captured. The viewer will only see the content

being shared. We left out the front camera feed as to not distract the viewer

and throw off their reaction.

**4 Response capture window:**

Response capture window is the window (time) during which the viewer will

have a chance to give their response/comment about the video. This window

starts right after the viewer finishes watching the video and can be up to 15

seconds or less based on the viewer. The viewer can give their response and

end this window before 15 seconds has elapsed if they want to, so Plexr can

stop recording.

**5 Feedback video:**

Feedback video is the video generated by Plexr by combining the video it

captured during the reaction capture window and response capture window. So

when a user shares a video the feedback video he gets can be a maximum of

45 seconds long.

However when the user shares a picture, the feedback video can be up to 15

seconds. Plexr will start recording for 15 seconds starting when the viewer

opens the picture.

**1.2.1 Video Sharing:**

A video can be shared from the following sources

1 Phone’s Gallery

2 YouTube video

3 Vine or Instagram video

**Phone’s Gallery:**

The user can share a video from his/her phone’s gallery. The maximum length of the

video can be only 2 minutes. If the video is more than 2 minutes, the user needs to

trim the video to a 2 minute length before he shares it. The video will be

automatically compressed to 640x360 resolutions by the app.

Even though the maximum length of the video from the gallery can be 2 minutes, as

mentioned previously the reaction capture window is only 30 seconds. This 30

seconds window will be selected by the originator before he sends the video to his/her

friends using a slider. If the length of the video is less than 30 seconds, the length of

the feedback video will be equal to the length of the video + upto15 seconds

(Response captured). For Example if the length of the video is 20 seconds, the

feedback video can be up to 35 seconds long ( 20 seconds + up to 15 seconds

response captured by the viewer)

YouTube Video:

The user can share YouTube links to their friends via Plexr. This can be done through

sharing via the YouTube app or copying the link and pasting it in Plexr. There is no

limit for the length of the YouTube video as it will be sent as a link; however, as

mentioned previously the reaction capture window is only 30 seconds. This 30

seconds window will be selected by the originator before he sends the video to his/her

friends using a slider.

If the length of the video is less than 30 seconds, the length of the feedback video will

be equal to the length of the video + upto15 seconds (Response captured). For

Example if the length of the video is 20 seconds, the feedback video can be up to 35

seconds long ( 20 seconds + up to 15 seconds response captured by the viewer)

Vine or Instagram video:

The user can share vine or instagram videos using the links generated from the vine

app and instagram apps when the user hits share button. The user can either choose

Plexr from the list or copy paste a link into Plexr to share the content with their

friends via Plexr. Typically all vine videos are 7 seconds, so the length of the

feedback video can be up to 22 seconds (Reaction capture window 7 seconds +

Response capture up to 15 seconds). The length of the feedback videos for

instagram videos can be up to 30 seconds (Reaction capture window 15 seconds +

Response capture up to 15 seconds).

**1.2.2 Picture Sharing:**

A user can also share pictures with their friends using Plexr and capture their

reactions.

The length of the response videos for pictures will be 15 seconds. The Front facing

camera will start recording the reaction as soon as the user opens the picture for 15

seconds out of which approximately 10 seconds will be the user’s reaction and 5

seconds will be their response. The users can share a picture from the gallery or a link

but in either case the feedback video will be only 15 seconds.

**1.3 FEEDBACK VIDEO:**

In all cases, for pictures and videos, the reaction will be captured only once, when the

viewer opens unopened content. Only the viewing of original pictures/videos will be

recorded, a user will not be recorded while viewing a feedback video.

SCREEN ORIENTATION:

When the viewer opens the original content (video/picture) before opening the

content, Plexr will open the front facing camera feed so that the viewer can

adjust their phone position to orient themselves properly in the screen for

feedback capture. While doing so Plexr will be downloading the content in the

background so that it will be ready for playing as soon as the viewer is done

with the orientation process.

The feedback video will be posted in the chat window. When the feedback video is

opened by the users, it will have the feedback video and the original video (during the

30 seconds window) that will be played inside a different player within the feedback

video.



When the user views the feedback video and he pauses the feedback video, the

original video will be paused too and resumed when he resumes the feedback video

(both the videos will be synchronized). The original video will however be there for

only the first 30 seconds(reaction capture window) of the feedback video and the

window will be blank (or Plexr logo can be displayed) for the last 0-15

seconds(Response captured). The feedback video player will also have a snapshot

button which will take a snapshot of the video player when it’s pressed and will save

the image to your phone’s gallery under the folder Plexr images which can be shared

later.

If the original content being shared was a picture, the picture will be displayed in the

lower right corner throughout the whole 15 sec feedback video. The user will still be

able to take a snapshot and/or pause the feedback video.

When the feedback video is paused, the snapshot button should still be functional. A

user may want to pause the video and drag the scrub to find the exact spot they want

to capture with the snapshot.

**1.4 SHARING CONTENT FROM PLEXR:**

Since this app involves capturing people at their most "unflattering" moments, we

need to implement a way for users to regulate what original content can be re-shared,

reactions can be shared and what can't be.

When a user A shares content from his/her phone’s gallery to user B, the user A will

have an option to block user B from re-sharing the content from Plexr.

When a user A shares a content from his/her phone’s gallery to user B, and the

feedback video is posted, user B will have the option to block user A from sharing the

content from Plexr.

Feedback video

Original video

Snapshot button

When a user A shares content with user B from an outside source like

YouTube/Vine/Instagram/Other the user A will not be able to block user B from re-

sharing the content from Plexr.

When a user A shares content with user B from an outside source like

YouTube/Vine/Instagram/Other and the feedback video is posted, user B will have

the option to block user A from sharing the content from Plexr.

If user B has blocked the feedback video from being shared, the snapshot button in

the feedback video player will be disabled for user A.

Since all the content posted on Plexr will be saved to the phone in a private folder the

user will not be able to access the content outside Plexr.

**1.4.1 Sharing content to social media:**

Feedback video for Original content from phone’s Gallery: When the user A

shares a video/picture from his/her phone’s gallery with user B and the feedback

video is posted, the feedback video can be shared to other social media provided that

user B allowed sharing. When the user shares the feedback video on social media,

only the feedback video will be posted and the original video will not be posted along

with the feedback video.

Feedback video for Original content from other sources

(YouTube/vine/instagram): When the user A shares a YouTube, vine or instagram

link with user B and the feedback video is posted, the feedback video can be shared to

other social media provided the user B allowed sharing. When the user shares the

feedback video on social media, the feedback video will be posted along with the link

to the original video.

**1.5 DELETING CONTENT:**

All the pictures and videos that are posted shared and generated in Plexr will be

downloaded to the phone and saved in the user’s phone memory. The videos/pictures

will be saved in Plexr’s server until it’s opened by the user. Unopened content will be

saved in Plexr’s server for a maximum of 2 weeks after which it will be deleted

automatically.

Any content can be deleted from their screen by the user, be it the original content

(picture, video, link or feedback video) to save their phone memory. When the user

deletes the content, the content will be deleted only from their device and it would be

still present in the chat window of the other person.

**1.6 FRIENDS:**

The user will be able to invite all their phone book contacts to download Plexr. The

phone book contacts that don’t have the app will be listed under the phonebook tab in

Plexr. Once their phone book contacts download Plexr, they will be listed under the

suggestions tab in Plexr, whom you can add as friends. The user can also search for

other users using their e-mail, first and last names and username and add them as

friends. Once a user adds another user as a friend, the other user has to accept his/her

request. Once they accept the friend request, they will be able to share content with

one another. Even after the connection is established, users can unfriend/block

another user. If a user A unfriends user B, user B can send a request to user A again,

but if user A blocks user B, user B will not be able to find user A through Plexr.

**1.7 CHOOSING THE REACTION CAPTURE WINDOW (SLIDER**

**FUNCTION)**

A slider will be required only for videos that are longer than 30 seconds which

automatically eliminates the slider for vine and instagram videos.

When a video from gallery which is more than 30 seconds long is selected to be

shared, Plexr will populate a thumbnail of the video and a tab with multiple frames of

the video. The length of the tab will be the length of the video. The tab will have a

slider on it which will be 30 seconds long. The slider can be moved horizontally over

the tab from left to right and vice-versa. By moving the slider the originator can

choose the 30 second window during which of the original video during which the

viewers reaction will be captured.

When a YouTube link is shared, the process is the same except that the tab will not

have the multiple frames of the video.

Slider will be having two ends – left and right. Let’s call them as left slider and right

slider. And the two ends will be containing frames (not for YouTube videos) for 30

seconds duration. Moving a left end will automatically move the right end such that

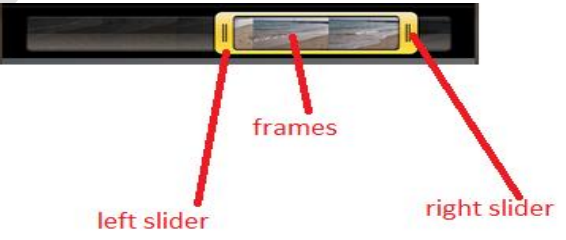
the 30 seconds principle is maintained. Also, if you move your left slider to the

timestamp 1:15, then the thumbnail will be populated with the frame at 1:15 (and

vice-versa). This is to help the user in selecting the 30 second time frame. And a

random video frame from this 30 second time window will become the thumbnail

while sending the video (also in the chat window). Please see the diagram below:



**1.8 CHAT WINDOW:**

At any time the chat window will have the three things.

1. Original video

2. Original picture

3. Feedback video

The original video will have a thumbnail and a caption right below it. If it’s a

YouTube link or Vine video or instagram video, the title of the video will be

displayed but the user will have an option to add a caption as well if they so please.

Original videos/videos shared from the originator’s gallery won’t have a title, but the

originator can give the video a caption which will serve as the video’s title for our

purposes. The previously mentioned also applies for the Original picture. The title for

the reaction video will be Feedback to “title of the original video”. All the content

will have a time stamp attached to them.

All the thumbnails will be blurred in the chat window until they are opened by the

user. Once they are opened for the first time, the blurred effect will be removed.

**1.9 PAUSE/MINIMIZE/EXIT SCENARIO:**

In this section we’ll explain how the app should respond in scenarios when the user

pause the video, minimize the app or exit the app when they are in the middle of

viewing a video/picture.

**1. User pauses the video:**

When the user pause the original video during the reaction capture window, the

reaction capture will be paused and will be resumed when the user resume’s the

original video

**2. User minimizes the app:**

When the user minimizes the app with or without pausing the video by pressing the

menu button on their phone during the reaction capture window or response capture

window, the reaction/response capture will be paused and will be resumed when they

re-open the app.

**3. User exits the video or exits the app:**

When the user exits the video or the app before the completion of the recording

process then the video captured thus far will be abandoned and the video will be

marked unopened in the chat window. The recording process is complete only when

the user finishes watching the original video and completes the response video after

15 seconds or press done after recording the response video.

**4. User minimizes the app when viewing a picture:**

When the user minimizes the app when viewing a picture the recording will be paused

and will be resumed upon re-opening the app again

**5. User presses the back button:**

When the user presses the back button after viewing the picture before the completion

of 15 seconds, the feedback video will be created for however long the picture had

been viewed and posted in the chat window.

**6. User exits the app when viewing the picture:**

When the user exits the app when viewing a picture before the completion of 15

seconds without pressing the back button, the video recorded will be abandoned and

the picture will be marked unread in the chat window.