TRIBHUVAN UNIVERSITY
FACULTY OF HUMANITIES AND SOCIAL SCIENCES

A Project Proposal

on

"AG-Store: Ecommerce Site for Handmade Goods"

Submitted to

Department of Computer Application

National College of Computer Studies

In partial fulfillment of the requirements for the
Bachelors in Computer Application

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1 Introduction

Entertainment has been the go to spot for people to overcome boredom. In today's world, one of the most popular option for entertainment has been watching videos. For this purpose, video streaming platforms has been developed which not only allows people to relax and have fun but also allows aspiring creators to display their creativity to the world.

FlickSpree is an online video-streaming website that provides fresh, free of cost and high quality videos with a wide range of categories including movies, documentaries, educational videos, animations and many more. FlickSpree also provides platform for creators to upload their content relating to their own field of expertise and make an earning from it.

2 Problem Statement

People didn't have direct access to the Internet. People had to go to stores to buy CD's for movies. They would have to spend a lot of time travelling from their home to the store and the store to their home. Extra DVD playing devices were needed to play videos on TV which were very expensive. On top of that, they would have to purchase bunch of CD's to watch different types of videos which would ultimately cost a lot. These devices were very slow and skipping to certain portion of a video would consume a lot of time. Device like remote was needed to go through the video options which was annoying since the viewer had to press on buttons to reach a specific options. It would also take a lot of time to set up the whole device before watching the video.

3 Objectives

The main objective of FlickSpree is:

· To provide a platform that allows viewers to watch videos and movies from different categories at any place and any time.

4 Methodology

Prototyping model for system development life cycle will be used this project. Since, this project contains requirements which might change or need frequent updates time to time, so, using prototyping approach is the best approach for efficient flow of development of this project.
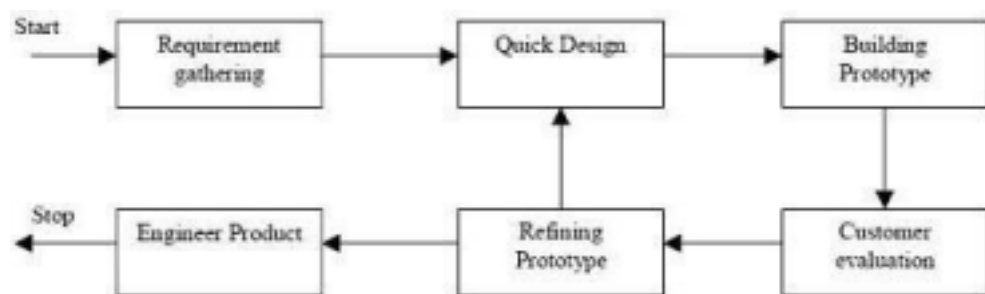

Fig: Prototyping model.

Prototyping is a type of model that heavily focuses on timely changing of user requirements. It creates quick prototypes of the system and waits for customer evaluation. If the customer is happy with the prototype, further development starts to take place.

4.1 Requirement Identification

Requirement identification is the gathering of relevant requirement that will be used to develop a system. There are different methods to gather requirement which includes studying of existing system, interviews, questionnaires etc.

4.1.1 Study of existing system

Many video streaming websites were visited for the purpose of system study. These websites includes YouTube.com, Twitch.com etc. These websites provide immense features which can be both easy to use and learn. These websites allow user to

watch video in real time with minimum latency. These websites also allows users to subscribe to the channel and rate a video in terms of likes and dislikes. However, these websites do not allow user to download video for offline viewing.

4.1.2 Requirement Collection

Requirements will be collected through interviews, Google searches, website visits and friendly suggestions.

4.1.2.1 Functional Requirements

Only admin can log in to the system. Admin can add, delete, or edit the videos. Users can watch the video online or download it for offline watching. Users can also choose the videos from different categories to watch and rate them accordingly. User can save the video in their playlist.

4.1.2.2 Non-Functional Requirements

FlickSpree will provide high quality content with minimum latency. This website will allow multiple users to watch the video in real time.

4.2 Feasibility Study

It is the study of how well the system will function under the given constraints. It studies about how easy is it to build a system under given constraints. The constraints include operational feasibility, economic feasibility, and technical feasibility.

4.2.1 Technical Feasibility

This system meets the technical feasibility as it will be using existing technologies like HTML, CSS, JavaScript, PHP and MYSQL etc. as well as simple hardware specifications.

4.2.2 Operational Feasibility

Since the system promises to provide easier and understandable user interface as well as responsiveness when used in another device. Thus, the proposed system

will be operationally feasible.

4.2.3 Economic Feasibility

The system will be feasible economically as it is small scaled.

3

4.3 High Level Diagram:

This shows the high level or abstract design of how the system will behave and how the users can interact with it.

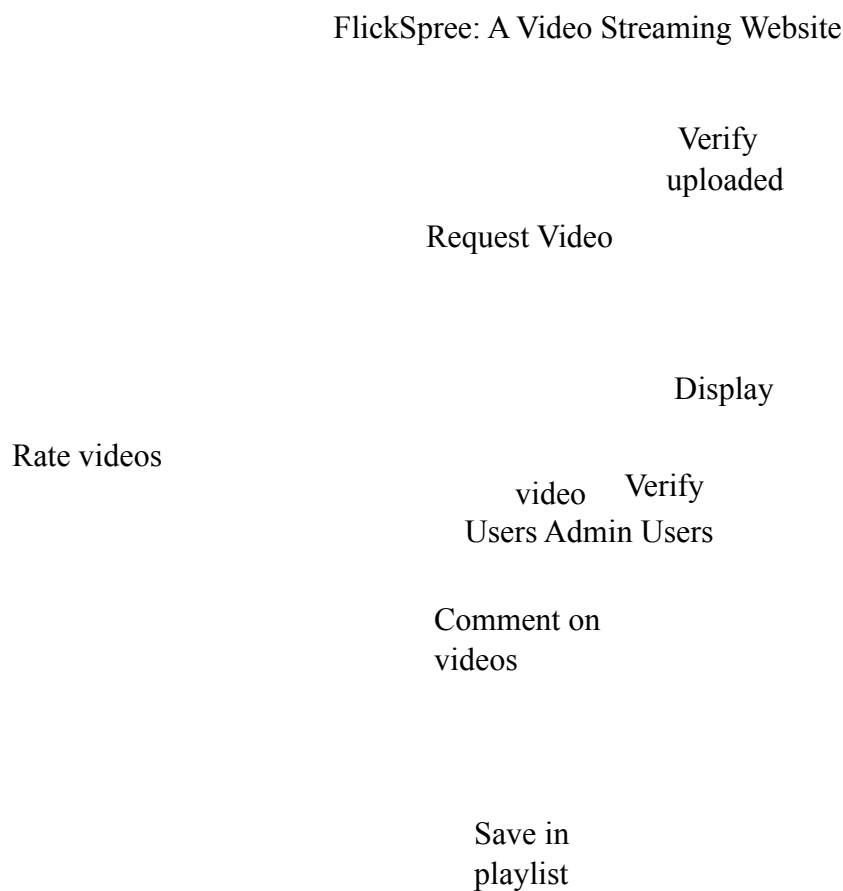### 4.3.1 Use-Case Diagram for User and Admin:

FlickSpree: A Video Streaming Website

Verify
uploaded

Request Video

Display

Rate videos

video   Verify
Users Admin Users

Comment on
videos

Save in
playlist

Fig: Use case diagram of FlickSpree.

4

4.3.2 Flow Chart for Admin:

Start

Insert Username and Password

Admin Authentication

Yes
Valid

Admin Home Page

Insert, Update, Delete, Filter videos

Fig: Flow Chart for Admin
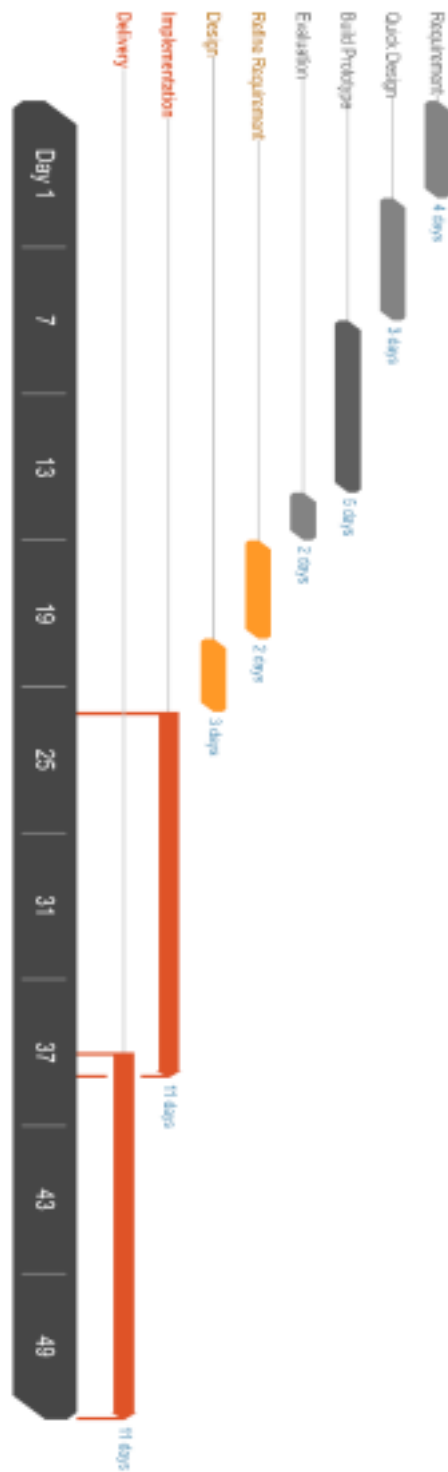
Invalid No

Stop

5 Project Gantt chart

Fig: Gantt chart

6 Expected Outcome

This project is expected to deliver a high performance website with attractive and easy to use UI. This project will meet all of its objectives as well as address all the shortcomings that has been observed in most of the video streaming platform.

7 References:

[1] https://www.youtube.com.

[2] https://twitch.com.

[3] https://fmovies.to/home

[4] www.google.com

[5] https://9anime.to/home