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Software Capstone

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<div align="center">Requirements</div>

Introduction

For our capstone project, we will be building a video sharing app for Android phones. Users will record short 7-10 second videos, and be able to share them with other users. The purpose of having this hard limit on the length of the videos is to maximize interesting content within a short period. Users will also have the option to follow their friends and favorite app users, and accumulate a video feed which they can browse through. By simply tapping their finger, a consumer can quickly cycle through all videos from their followed producers. Ideally, popular content creators will upload particularly funny or amusing videos. Users can react to videos with a thumbs up or thumbs down (subject to change). Our ideal market are millennials, and we will target our app to a generally younger audience.

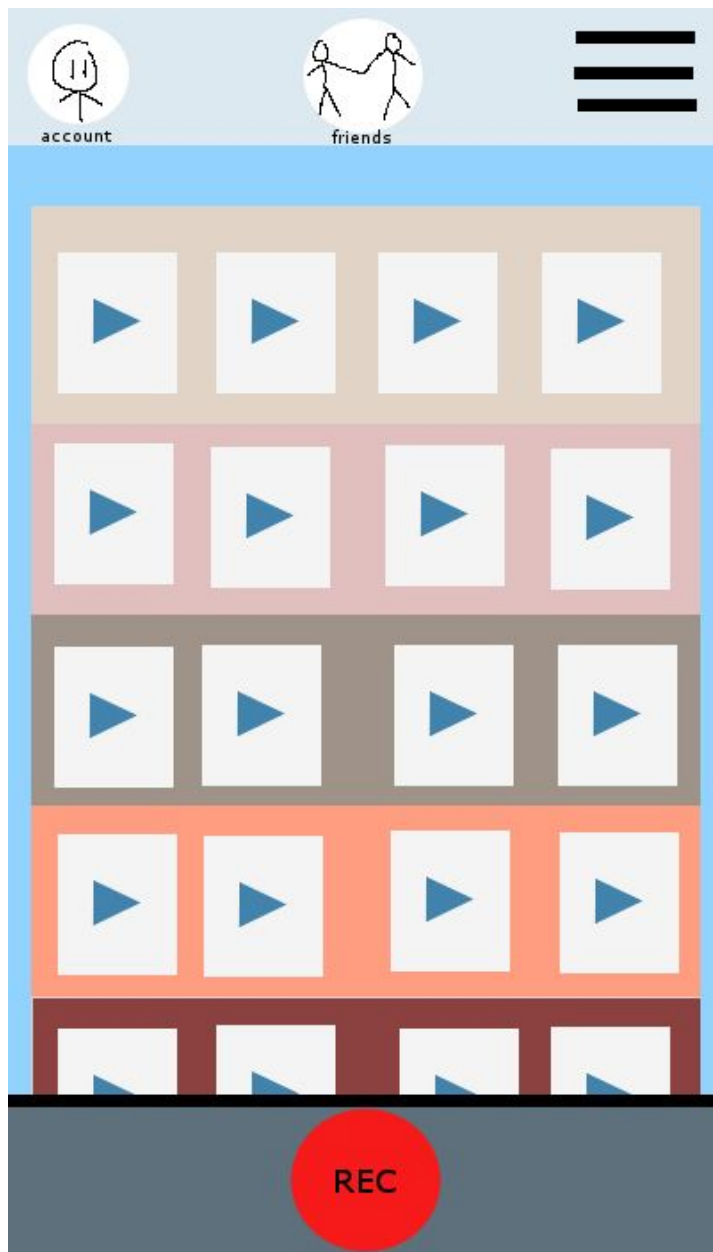**Technical Details/Challenges**

Android apps are built using Java, so we will be using the Android Studio IDE. In order to accomplish our design, we will also require the use of a database with a remote server from which to host the app's video content. We will need to connect multiple users to the database and load the videos that they record in the app onto the server. Also, we will need to maintain a cache of videos on the users local device to streamline the viewing speed.

We will require the use of a server, however we are already in possession of a tower with ample storage and processing power. Our server will either run Windows Server 2008 or Ubuntu Server. The only thing we really need is to be able to connect (at least over LAN)

remotely to the server on Eckerd's network. If necessary, we could host the server off-campus

to circumvent issues with Eckerd's network.

We will rely on the phone's back facing and front facing camera, so we will obviously

need to request the user for those permissions in order for the app to fully function. If the app is

successful or if we are able to make significant progress, we will port the app to iOS.

Very Early/Rough Mockup

The above design is a mockup of our potential user interface for the app. Easy access should be provided to the record button, and it should also be also to see the list one's "followed" friends. In our very early concept, the videos are presented in the style of a building, with each floor representing one of a users followed producers. Each window represents one of their uploaded videos that can be clicked on. Once clicked, the video will blow up to a full screen size, and one can simple tap their finger to cycle through the videos.