**Chapter 1**

**Introduction**

**1.1 Background**

In today's digital world, people prefer watching movies and web series online. OTT platforms have become very popular because they let users stream content from anywhere, anytime. But most OTT platforms only focus on streaming, and there are very few platforms that offer both streaming and secure file sharing for content creators.

Creators often struggle to share their media files in a safe and simple way. At the same time, users want a smooth viewing experience with good content and easy access. So, we decided to build a project that combines both features — watching videos online and sharing media files securely.

Our system is designed as a web-based OTT platform using modern technologies. It supports features like user registration, video streaming, file uploads, and admin control. We also followed proper software project management principles (like planning, designing, testing, and deploying) to build this system in a well-organized way.

**1.2 Objectives**

The main objectives of this project are:

* To build an OTT website where users can stream videos smoothly.
* To provide a secure file sharing system for content creators.
* To allow admins to manage users, content, and system activities.
* To implement user access control for better security and privacy.
* To ensure a user-friendly interface for both viewers and content creators.
* To apply software project management steps in building the full system.

**1.3 Purpose, Scope, and Applicability**

**1.3.1 Purpose**

The purpose of this project is to create a combined OTT and file sharing system. It gives users the ability to stream video content online, and it gives creators a safe way to upload and share media files.

**1.3.2 Scope**

This system includes features for three types of users:

* **Viewers** can browse and watch movies, web series, and videos.
* **Creators** can upload and share media files with access control.
* **Admins** can manage content, users, and monitor system usage.

The platform will be web-based, developed using Flash (frontend), Python (backend), MySQL (database), and Firebase Storage. It will be deployed using Vercel and Docker.

**1.3.3 Applicability**

**OTT Startups** – Ideal for small OTT businesses or startups looking to stream content and manage uploads.

**Media Creators** – Useful for content creators who want to upload and share media securely.

**College Project** – A good demonstration of combining streaming and file sharing in one system using software engineering practices.

**1.4 Achievements**

As a student working on this project, I aim to achieve the following:

* Understand and apply the Waterfall Model of software development.
* Gain hands-on experience in frontend, backend, and database integration.
* Learn how to manage media storage securely using Firebase.
* Develop skills in user access control, video streaming, and file sharing.
* Perform unit, integration, and system testing during the development phase.
* Use platforms like Vercel and Docker to deploy the project online.

**1.5 Organisation of the Report**

This report is divided into the following chapters:

* **Chapter 2: Survey of Technologies**  
  Discusses the tools and technologies used in building the project.
* **Chapter 3: Requirements and Analysis**  
  Covers system requirements, planning, scheduling, and analysis.
* **Chapter 4: System Design**Includes module designs, database schema, UI designs, and algorithms