Team 12 Project Charter

Team Members:
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Project Title:
Stream Shore

Problem Statement:
Digital media consumption has exploded in popularity over the past decade with the rise of video sharing platforms such as YouTube. However, these platforms primarily target individual usage rather than a group viewing experience. Stream Shore aims to reverse this approach by creating viewing rooms that allow groups of users to interact with each other while viewing a live instance of user-submitted videos.

Project Objectives:
- Build a website for users to watch videos in sync with others
- Create a live chat to allow users to react to and discuss videos in real-time
- Allow for groups of users to meet in private and public rooms
- Create friend system to enable users to easily find and join rooms with others
- Implement a video queue and playlists to streamline video playback

Stakeholders:
Users: Typical users of this application would be people who are interested in simultaneously watching the same YouTube videos with other people.

Developers: Nancy Agarwal, Harshitha Janardan, Seth Maxwell, Pranjali Raturi, Ian Ryan, and Jack Sovich

Project Coordinator: Supun Abeysinghe

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Project Deliverables:
- A Vue JS front-end application that allows a user to log in and join rooms with others to play videos in sync
- A node.js (tentative) back-end that can manage user and chat data and send and receive user, room, and chat data to and from the front end when requested

- A live chat system
- A database to maintain user accounts, credentials, friends, preferences, and playlists, as well as room data (for persistent rooms)