

Blockchain for Content Creators and Video Streaming

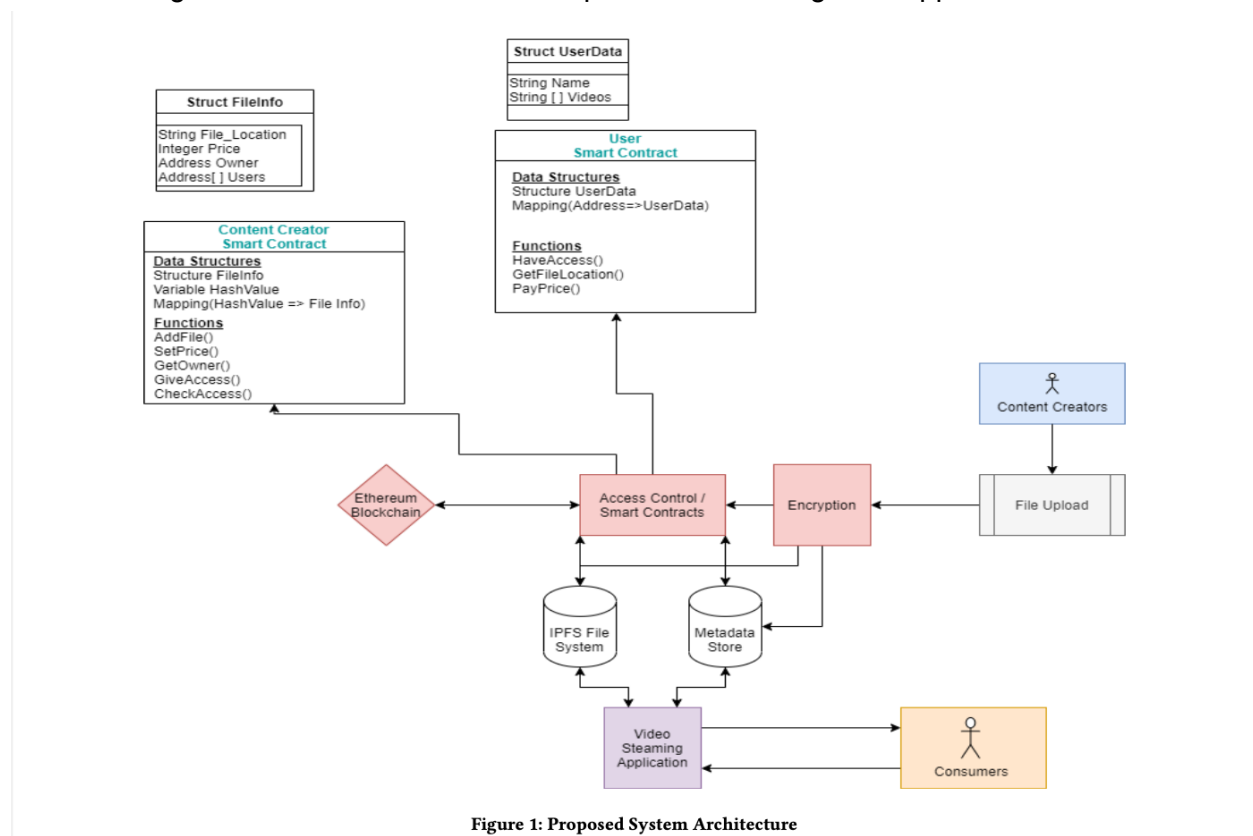
Team RSA

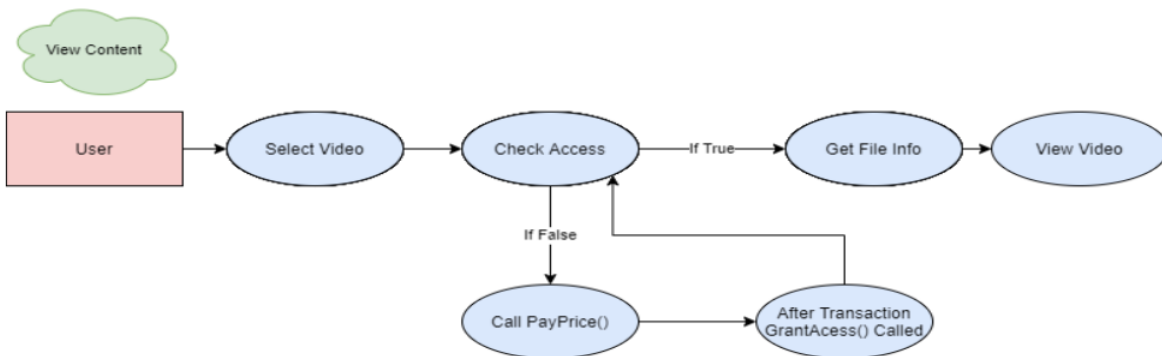
Problem statement:

When you want to stream a video you usually go to applications using central services like Youtube, DailyMotion, Netflix, etc. We want to remove these services and replace them with a decentralised Video Streaming service that is run by basically the customers and the content creators.

Proposed Solution:

We explore a blockchain based decentralised approach. Smart contracts will be used for access control as well as payments made from consumer to Content Creator. We will store files in a decentralised File System like IPFS. We will also store video metadata that has non-critical video data for viewing available videos. The Consumer will interact with a dApp for end-end usage. Content Creators can also upload videos using the dApp.





Contract:

```
// SPDX-License-Identifier: MIT
pragma solidity >=0.4.22 <0.9.0;

contract StreamContract {

    struct ContentInfo {
        string fileLocation;
        uint price;
        address payable owner;
        address[] usersWithAccess;
        // mapping(uint => address[]) usersWithAccess;
    }

    struct UserInfo {
        uint[] addedContentsId;
        uint[] boughtContentsId;
    }

    uint public contentId;
```

```

address[] usersWithAccess;
uint[] addedContentsId;
uint[] boughtContentsId;

mapping(uint => ContentInfo) public contents;
mapping(address => UserInfo) users;

constructor() {
    contentId = 0;
}

function addFile(string memory fileLocation, uint price) public returns
(uint) {

    contentId++;

    contents[contentId] = ContentInfo(
        fileLocation,
        price,
        payable(msg.sender),
        usersWithAccess
    );
    contents[contentId].usersWithAccess.push(msg.sender);

    users[msg.sender] = UserInfo(
        addedContentsId,
        boughtContentsId
    );
    users[msg.sender].addedContentsId.push(contentId);

    return contentId;
}

function getUserWithAccess(uint id) public view returns (address[]
memory) {
    return contents[id].usersWithAccess;
}

function getUsersPurchases() public view returns (uint[] memory) {
    return users[msg.sender].boughtContentsId;
}

function getUsersAddedContents() public view returns (uint[] memory) {

```

```

    return users[msg.sender].addedContentsId;
}

function getOwner(uint id) public view returns (address) {
    return contents[id].owner;
}

function giveAccess(uint id) public {
    contents[id].usersWithAccess.push(msg.sender);

    users[msg.sender].boughtContentsId.push(id);
}

function checkAccess(uint id, address userAddress) public view returns
(bool) {
    for (uint i = 0; i < contents[id].usersWithAccess.length; i++) {
        if (contents[id].usersWithAccess[i] == userAddress) {
            return true;
        }
    }
    return false;
}

function payPrice(uint id) public payable returns(bool) {
    require(msg.value >= contents[id].price, "Not enough Ether");
    address payable owner = contents[id].owner;
    owner.transfer(contents[id].price);

    giveAccess(id);

    return true;
}
}

```

Frontend:

