**Aims**

Basically, our main objective for this project is to provide an environment where people can watch something together without having to meet each other in real life. We see that this goal is very realistic during this COVID-19 outbreak as our project will allow people to stay home and watch movie together instead of going to the cinema and become vulnerable to be infected by the disease.

Moreover, in a long run, when the COVID-19 crisis is over and people start to get back to normal life, we also expect our users to still be benefit from this project. Our project would be act as a platform of social media like Facebook or YouTube where it can connect people from different places in the world together. Let say a group of friends or family who have the same favorite movie series that they usually spend time watching it together and discuss about it during the show. However, due to some reason, they cannot watch the series together anymore so when they want to discuss about it, spoiling the movie contents would be unavoidable as there would be people who have not watch it yet. Therefore, our project will solve this problem out and people can watch the movie and talk about it at a same time no matter of their current geographical location. Same reason can be applied on a group of people who are seeking to see the new movie in cinema but cannot discuss about it during the show because it would distract others who still watching it.

We understand the loneliness while watching a movie alone at home or even at the cinema. As a result, we are aiming for our users to be able to meet new people and make friends as they watch a movie in one of our hosted session in the project. We also have another target audience, which is the movies’ fan page groups. For example, a new season of Game of Thrones has been released and to be replaced with the last two seasons, people are very happy about it and GoT’s fan page community decided to organize an offline party to watch the new season together. However, it is impossible to host an offline session for up to millions of people to watch it together and discuss about it, it is even harder because everyone’s current location would be very inconvenient to make it to the offline party. That is where our project will come and save the day for them, make the impossible become possible. Famous movie reviewers will also be benefit from it as they can now become a streamer and review a movie in a new way, which allow them to attract new viewers for their channels.

Just like any others movie platform, copyright is the issue that we have to solve, and it wouldn’t take a small amount of money to gain the right to show a movie via the internet, especially recently released movie. This will be our last aim for the project but also the most important one as it would require the most work and money to overcome it and when it does, everything mentioned above can finally become true.

**Plans & Progress**

As discussed previously our project will be a place where people can watch movie together online. Our group has decided to create this project on PC platform first, before developing on other platform like mobile or even game console. This stage of development in term of platform based is very realistic as it is simpler to create a PC based program and more people would spend time to watch movie on a PC rather than on a phone. On PC platform, we will release it on both website and application version, but we will focus more on website version at the beginning due to the convenient and stableness that it would bring. We will also make sure that the website version would work in other platforms even though it won’t be as stable as on the PC, since phone and game console also has its own internet browser, this should be able to work out.

It is obvious that web programming skills, including html, JavaScript are very essential in this project as we have to implement it on a web version at first and use it as a basic to develop on other version. Moreover, since we would need to store and manage a huge number of user’s information (username, password, etc.), database skill would be another requirement for this project. Based on our group member’s available skills, we can assure that the skills required by this project can be fulfilled and applied easily.

Our ideal model for this project is an application called Discord, where users can create different channels and invite their friends in for chat, voice, and video call and even stream. Even though its main purpose is to provide a place where gamers could join in and communicate with each other while playing game, it is still a suitable example that we can use to develop our project. Another ideal model that we used is obviously YouTube, the biggest online video-sharing platform in the world. It is our job to combine the main purpose of these two applications together to become our Movie Night project, an online video-sharing platform and communication forum on both voice and text. Thought it could be very difficult to perform this, but it is not impossible at all.

We did mention that copyright would be the main issue for us to solve if we want to make this project to be able to accomplish its main purpose. First, we would need to do several testings on the project after we done coding it and implemented all the necessary requirements before officially release it on the internet. In this testing phase, we would mainly focus on putting our own video or tester’s video to test if it is functionally working or not. When everything is working and ready to be release, it is our time to get the copyright access to several movies. A proper strategy would be to use less popular movies but still have a decent amount of fan based to start with as it would cost less and return less risk. If things tend to work out well for us and we are able to gain a huge amount of audience, it is when we target the more popular movies and even the newly released one.

Currently, we are not really start to create this project, everything we did so far were just planning this out and identify a few things. Firstly, we did evaluate every member in the group to see all our weakness and strength as well as what we are more comfortable doing with so that a suitable task can be given out to each of the members. Secondly, we were doing a checklist on what tools and technologies is needed for the project as well as identify our main goals and risks for this project. Since time needed to complete this project can be vague because it depends on a lot of things, we are not sure when it can be officially release if we start working on it by now, our target would be to complete it before the end of this year as the latest.