

MSMU Work Order – Mobile Application

DATE: Feb 3/14

TITLE: Mobile Apps

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To: Nathon Gunn and Francis Pelland

WORK ORDER DUE DATE: March 22 2014

TIME LINE TO BE REVIEWED: 3 business days

OVERVIEW:

To have an app which allows users to access and interact with the streaming content provided by MSMU.

BACKGROUND INFORMATION:

MSMU provides free streaming content. Users may access the site and navigate through a number of channels using the ODC3 controller. This controller allows users to change the channel and volume, vote on the film, present advertisements, and provide a large number of social features to users who sign in. Streaming is done using WOWZA Media Streaming Server. We want to take this functionality and extend it from mouse and keyboard to mobile devices.

Work Order Request:

We require an app which will mimic the base functionality of the ODC3 controller used in the MSMU streaming site. The functions required for this app will allow users to:

- stream live video content from our servers
- display ads
- change the stream channel they are currently viewing
- adjust the volume
- switch between a “view” mode to a “controller” mode
- sign into their msmu accounts
- vote on the programming they are viewing
- comment on the program they are watching

Deliverables: Final builds of the application for the requested platforms, as well as the source code for the builds

Details and schematics (if applicable):

The application is required to work on Android OS 4.0 and up (optionally 2.3 and up), iOS 6 and up, and potentially blackberry 10 devices. In terms of screen sizes, it should display correctly at a minimum size of 640x960px, and should be able to scale up to tablet sizes (ipad, nexus 10).

The app should be developed in a way which minimizes code fragmentation, be it via an HTML5 framework, a cross platform SDK, or some other implementation. This needs to be discussed with MSMU before development begins.

An API will be provided for accessing MSMU's database of information, which will provide the information required by the app. As we are in the early stages of the site, the API that is provided will likely change in the near future and updated will be required. Any server calls or other functionality required to make the application work are to be requested from MSMU for implementation into the API.

Layout: The app will be required to have a portrait and landscape view. In portrait view, the streaming content fills the top of the screen, and user controls are displayed below it. In landscape mode, the streaming content becomes full screen, and controls are hidden until called by user interaction. View the design mock ups for more information.

Streaming overview: We provide streams using Wowza Media Server. We will be having live streams over a number of "channels". The app will need to load a configuration file from our servers (which will be in either XML or JSON format) which will outline the number of channels and the channel information (such as channel name). Using this information, the app will be able to cycle through the different channels.

View/Controller mode: The two main modes of the app will be view and controller mode, which can be changed from the settings menu. In view mode, the user will be able to watch the streams on their device, and channel/volume changes are applied to the device. This is also the default setting for the app. In controller mode, the user will need to sign in. Once signed in, the app will control the user's experience as they use the site from a web browser, outside of the app. API calls will send information to our server when the volume up, volume down, channel up, channel down, and mute buttons are pressed.

When in controller mode, the app will only work in portrait view, and the area where the video content would have been played will be replaced with advertisements.

Voting: Users may vote on programming once they have watch 15 consecutive minutes of programming, and they have until 15 minutes after a program has ended to vote on it. Votes will be sent to our servers to be tallied. They will be able to vote on a film using a 1-10 scale. Votes will require human verifcaion via captcha.

Commenting: Users can post text based comments on the programming they are currently watching. Comments are sent back to our server. Users must be signed in in order to comment. Selecting “post” when a user is not signed in will prompt the user to sign in, if they choose yes then they will be directed to the sign in screen.

Security: The API Requires a Three-way handshake encryption, in which the device connecting will establish that it is an authorized application for MSMU before sending back and forth login information, or any sensitive information.

Current Design(in progress): We will provide you with design mock ups and the required UI assets(formatted based on your request).



LIMOTE

Email

Password



MSML



UMOTE

mail@gmail.com

Password





Channel Name
channel 33



Channel name
channel 34



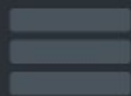
Controller
mode toggle
button area
(to be designed)



100%
volume



Channel name
channel 32

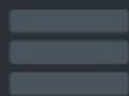


Log Off





1



Vote





Captcha



Captcha



**Pacific Wave**

channel 33

**Opinion8ed**

channel 34

**Design Channel**

channel 35



Channels

LOG
OFF



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1 min ago, by [HAL9K](#)



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34 min ago, by [Ne00n](#)

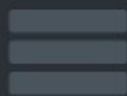


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1 hour ago, by [birdz](#)

I am writing a comment here

Send



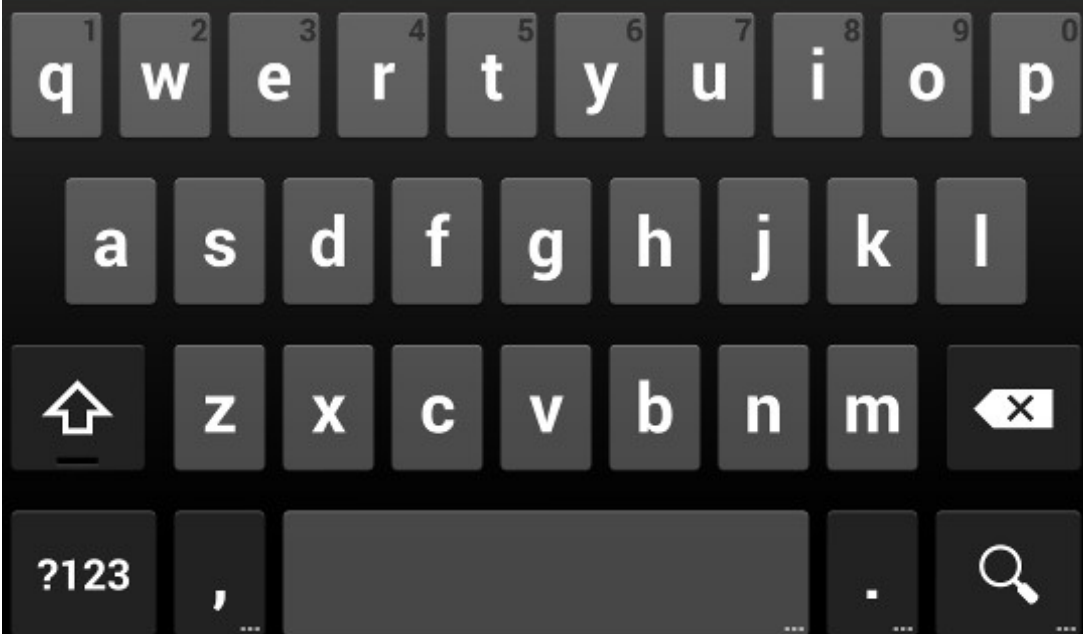
Comment





I am writing a comment here

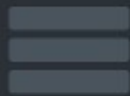
Send





Are you sure
you want to
log off?

Yes!



Log Off

Projected Cost (if applicable):

DISCUSSION

DATE:

TITLE:

FROM:

TO:

REBUTTAL:

DATE:

TITLE:

FROM:

TO:

CONCLUSION

DATE:

TITLE:

FROM:

TO:

FINAL ANSWER/COMPLETION OF WORK ORDER:

DATE:

TITLE:

FROM:

TO: