

# ORBYT

## Technical Requirements Specification Social Media Publishing Platform

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**Version 2.0**

**January 30, 2026**

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**CONFIDENTIAL DOCUMENT**

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### **DOCUMENT INFORMATION**

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## REVISION HISTORY

Version	Date	Author	Changes
1.0	Jan 28, 2026	Studio X	Initial draft
2.0	Jan 30, 2026	Studio X	Added Mux, reduced platform scope

## 1. Executive Summary

Orbyt is a centralized social media management platform designed for influencers, solopreneurs, and SMBs. The platform enables users to publish content across multiple social media platforms from a single interface, schedule posts, and manage their digital presence through a unified “Link-in-Bio” landing page.

### 1.1 MVP Scope

- Cross-platform content publishing (Meta & YouTube)
- Video processing and management via Mux
- Content scheduling and calendar management
- Link-in-Bio personal landing page
- AI-assisted content generation
- Basic analytics dashboard

### 1.2 Target Platforms

Platform	Type	Scope
<b>Facebook</b>	Publishing	Posts, images, videos
<b>Instagram</b>	Publishing	Posts, reels, stories (phase 2)
<b>YouTube</b>	Publishing	Videos, shorts, thumbnails

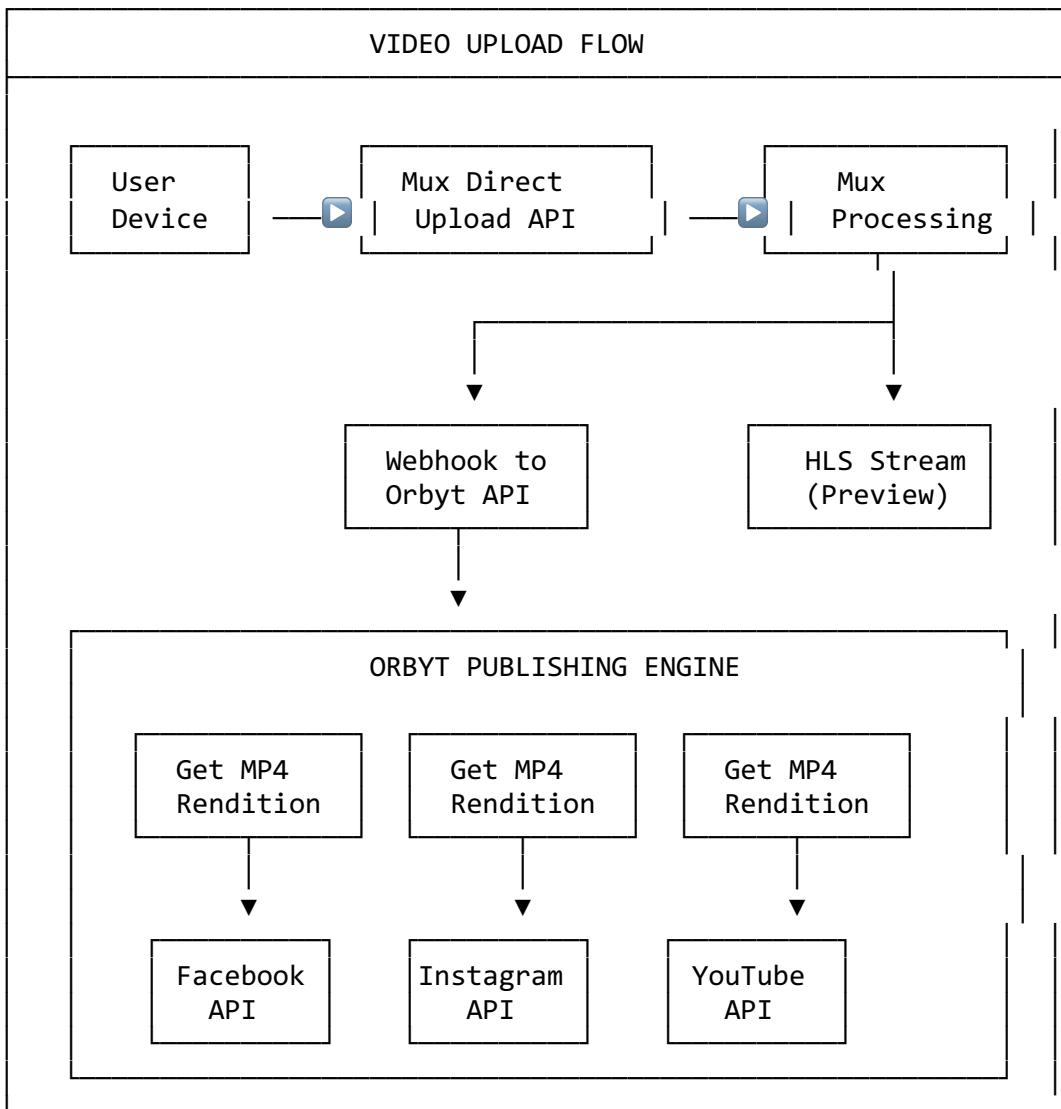
## 2. Video Infrastructure - Mux

### 2.1 Why Mux?

Mux provides enterprise-grade video infrastructure that eliminates the need to build custom video processing pipelines. For Orbyt, this means:

- **Instant transcoding** to platform-specific formats
- **Adaptive streaming** for in-app preview
- **Automatic thumbnails** for calendar views
- **Resumable uploads** for large video files
- **Analytics** on video engagement

## 2.2 Mux Architecture



## 2.3 Mux Integration Points

Feature	Mux Capability	Orbyt Usage
<b>Upload</b>	Direct Upload API	Client uploads directly to Mux
<b>Processing</b>	Auto-transcoding	Multiple formats generated
<b>Preview</b>	HLS Playback	In-app video preview
<b>Thumbnails</b>	Image API	Calendar thumbnails, post previews
<b>Static Files</b>	MP4 Renditions	Download for platform upload
<b>Webhooks</b>	video.asset.ready	Trigger post-processing

## 2.4 Mux API Integration

```
// Mux Service Interface
interface MuxVideoService {
    // Create direct upload URL for client
    createUpload(options: {
        corsOrigin: string;
        newAssetSettings: {
            playbackPolicy: 'public' | 'signed';
            mp4Support: 'standard' | 'capped-1080p';
        };
    }): Promise<{
        id: string;
        url: string; // Client uploads here
    }>;
}

// Get asset status and details
getAsset(assetId: string): Promise<{
    id: string;
    status: 'preparing' | 'ready' | 'errored';
    duration: number;
    aspectRatio: string;
    playbackIds: Array<{ id: string; policy: string }>;
    staticRenditions: {
        status: 'preparing' | 'ready';
        files: Array<{ name: string; width: number; height: number }>;
    };
}>;
}

// Get playback URL for preview
getPlaybackUrl(playbackId: string): string;
// Returns: https://stream.mux.com/{playbackId}.m3u8

// Get thumbnail
getThumbnailUrl(playbackId: string, options?: {
    time?: number;
    width?: number;
    height?: number;
}): string;
// Returns: https://image.mux.com/{playbackId}/thumbnail.jpg

// Get static MP4 for platform upload
getStaticRenditionUrl(playbackId: string, quality: 'high' | 'medium' | 'low'): string;
// Returns: https://stream.mux.com/{playbackId}/{quality}.mp4

// Delete asset
deleteAsset(assetId: string): Promise<void>;
}
```

## 2.5 Mux Webhooks

Configure webhooks to receive asset status updates:

```
// Webhook payload: video.asset.ready
{
  "type": "video.asset.ready",
  "data": {
    "id": "asset_id",
    "status": "ready",
    "playback_ids": [{ "id": "playback_id", "policy": "public" }],
    "static renditions": {
      "status": "ready",
      "files": [
        { "name": "high.mp4", "width": 1920, "height": 1080 },
        { "name": "medium.mp4", "width": 1280, "height": 720 }
      ]
    }
  }
}
```

## 2.6 Mux Pricing Estimate

Component	Rate	Estimate (100 users, 50 videos/month)
Encoding	\$0.015/min	50 videos × 3 min = \$22.50/mo
Storage	\$0.007/GB/mo	50GB = \$3.50/mo
Streaming	\$0.00096/min	500 min preview = \$0.48/mo
<b>Total</b>	<b>~\$27/month</b>	

*Scales linearly with usage. First 100GB encoding free for new accounts.*

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## 3. Platform Integrations

### 3.1 Meta Platform (Facebook & Instagram)

#### 3.1.1 API Overview

- **API:** Meta Graph API v19.0+
- **Auth:** OAuth 2.0 with Facebook Login
- **Documentation:** <https://developers.facebook.com/docs/graph-api>

#### 3.1.2 Required Permissions

##### **Facebook Pages:**

pages_manage_posts	- Publish content to Pages
pages_read_engagement	- Read comments, reactions

<code>pages_show_list</code>	- List user's pages
<code>pages_read_user_content</code>	- Read page content

### **Instagram Professional Accounts:**

<code>instagram_basic</code>	- Read profile info
<code>instagram_content_publish</code>	- Publish posts and reels
<code>instagram_manage_comments</code>	- Read/reply to comments
<code>instagram_manage_insights</code>	- Access analytics

#### *3.1.3 Key Limitations & Constraints*

Constraint	Details	Impact
<b>App Review Required</b>	Must pass Meta app review for production	2-4 weeks review time
<b>Business Accounts Only</b>	Instagram requires Professional/Business account	User onboarding requirement
<b>Rate Limits</b>	200 calls/user/hour for Graph API	Implement queuing system
<b>Image Specs</b>	JPEG, PNG (max 8MB)	File validation required
<b>Video Specs</b>	MP4, max 1GB, H.264 codec	Mux handles transcoding
<b>Caption Limits</b>	Instagram: 2,200 chars, Facebook: 63,206 chars	UI validation
<b>Hashtag Limits</b>	Instagram: max 30 hashtags	UI counter
<b>No Native Scheduling</b>	Must implement server-side scheduling	Cron jobs required

#### *3.1.4 Video Requirements for Meta*

Platform	Max Duration	Max Size	Aspect Ratio	Format
Facebook Feed	240 min	4GB	16:9, 1:1, 4:5	MP4, MOV
Facebook Reels	90 sec	1GB	9:16	MP4
Instagram Feed	60 min	3.6GB	16:9, 1:1, 4:5	MP4, MOV
Instagram Reels	90 sec	1GB	9:16	MP4

#### *3.1.5 App Review Requirements*

To publish to production, Meta requires:

1. Privacy Policy URL
2. Terms of Service URL
3. App Icon (1024x1024)
4. Detailed use case description
5. Screencast video demonstrating functionality
6. Data handling documentation
7. Business verification (for extended permissions)

### 3.1.6 Implementation Checklist

- Create Meta Developer App
  - Configure Facebook Login product
  - Implement OAuth flow with required scopes
  - Handle token refresh (tokens expire in 60 days)
  - Build content validation layer
  - Implement rate limiting queue
  - Create webhook handlers for engagement data
  - Submit for App Review
  - Business Verification (if required)
- 

## 3.2 YouTube Integration

### 3.2.1 API Overview

- **API:** YouTube Data API v3
- **Auth:** OAuth 2.0 with Google Sign-In
- **Documentation:** <https://developers.google.com/youtube/v3>

### 3.2.2 Required Scopes

youtube.readonly	- Read channel info
youtube.upload	- Upload videos
youtube.force-ssl	- Required for all API calls
yt-analytics.readonly	- Access analytics (optional)

### 3.2.3 Key Limitations & Constraints

Constraint	Details	Impact
<b>Quota System</b>	10,000 units/day default	Request increase early
<b>Upload Costs</b>	Video upload = 1,600 units	~6 videos/day max default
<b>Verification Required</b>	OAuth consent verification	2-6 weeks for approval
<b>Video Size</b>	Max 256GB or 12 hours	Usually not an issue
<b>Thumbnail Upload</b>	2MB max, 1280x720 recommended	Mux generates thumbnails
<b>Title Length</b>	Max 100 characters	UI validation
<b>Description</b>	Max 5,000 characters	UI validation
<b>Tags</b>	Max 500 characters total	UI counter

### 3.2.4 YouTube Video Specifications

Type	Duration	Aspect Ratio	Resolution
Regular Video	Up to 12 hours	16:9	Up to 8K
YouTube Shorts	≤60 seconds	9:16	1080x1920

### 3.2.5 Quota Considerations

Operation	Quota Cost
videos.insert (upload)	1,600 units
videos.update	50 units
channels.list	1 unit
search.list	100 units

**Recommendation:** Apply for quota increase during development phase (typically granted within 1-2 weeks).

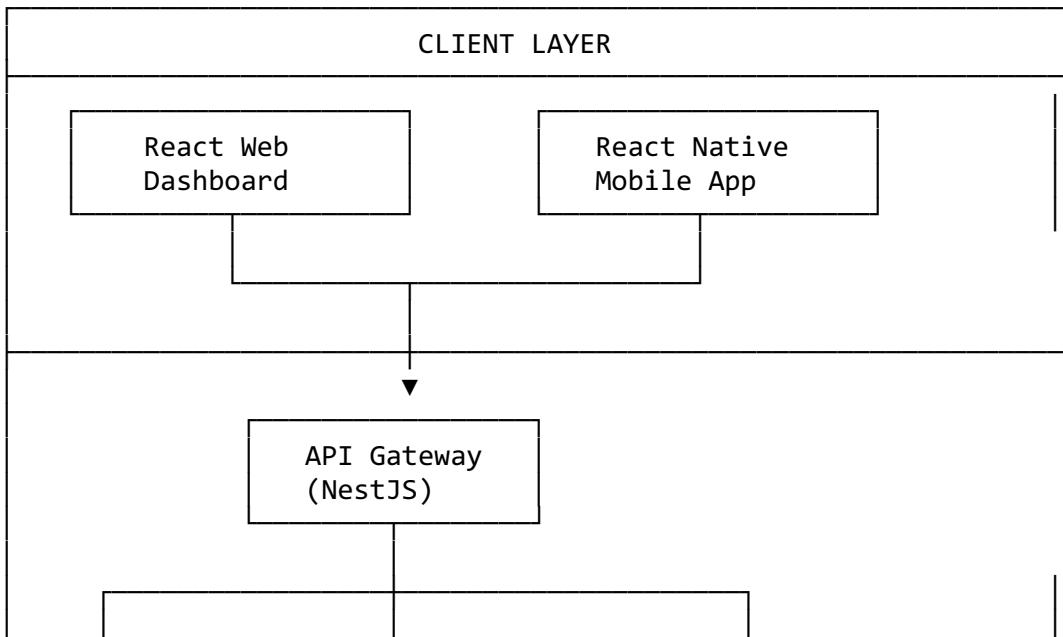
### 3.2.6 Implementation Checklist

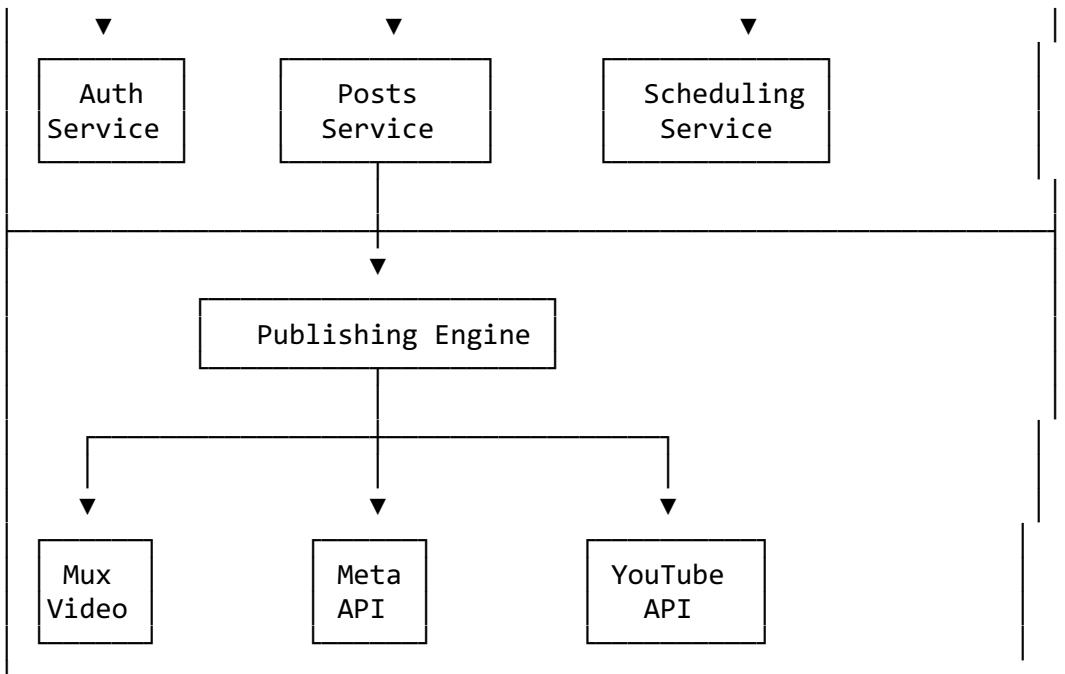
- Create Google Cloud Project
- Enable YouTube Data API v3
- Configure OAuth consent screen
- Implement Google Sign-In flow
- Use Mux MP4 renditions for upload
- Handle quota errors gracefully
- Implement video status polling (processing state)
- Submit OAuth consent for verification
- Request quota increase

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## 4. Technical Architecture

### 4.1 System Overview





## 4.2 Database Schema

```

-- Users and Authentication
users (
    id UUID PRIMARY KEY,
    email VARCHAR UNIQUE NOT NULL,
    name VARCHAR,
    avatar_url VARCHAR,
    created_at TIMESTAMP DEFAULT NOW()
);

oauth_tokens (
    id UUID PRIMARY KEY,
    user_id UUID REFERENCES users(id),
    platform VARCHAR NOT NULL, -- 'meta', 'youtube'
    access_token TEXT NOT NULL, -- encrypted
    refresh_token TEXT, -- encrypted
    expires_at TIMESTAMP,
    scope TEXT[],
    created_at TIMESTAMP DEFAULT NOW()
);

connected_accounts (
    id UUID PRIMARY KEY,
    user_id UUID REFERENCES users(id),
    platform VARCHAR NOT NULL,
    platform_user_id VARCHAR NOT NULL,
    username VARCHAR,
    display_name VARCHAR,
);

```

```

avatar_url VARCHAR,
account_type VARCHAR, -- 'page', 'profile', 'channel'
metadata JSONB,
created_at TIMESTAMP DEFAULT NOW()
);

-- Video Assets (Mux)
video_assets (
    id UUID PRIMARY KEY,
    user_id UUID REFERENCES users(id),
    mux_asset_id VARCHAR UNIQUE NOT NULL,
    mux_playback_id VARCHAR,
    status VARCHAR DEFAULT 'preparing', -- 'preparing', 'ready', 'errored'
    duration DECIMAL,
    aspect_ratio VARCHAR,
    thumbnail_url VARCHAR,
    original_filename VARCHAR,
    file_size BIGINT,
    created_at TIMESTAMP DEFAULT NOW()
);

-- Posts
posts (
    id UUID PRIMARY KEY,
    user_id UUID REFERENCES users(id),
    content TEXT,
    media_type VARCHAR, -- 'image', 'video', 'carousel'
    media_urls TEXT[],
    video_asset_id UUID REFERENCES video_assets(id),
    status VARCHAR DEFAULT 'draft', -- 'draft', 'scheduled', 'publishing', 'published', 'failed'
    scheduled_at TIMESTAMP,
    published_at TIMESTAMP,
    created_at TIMESTAMP DEFAULT NOW()
);

post_platforms (
    id UUID PRIMARY KEY,
    post_id UUID REFERENCES posts(id),
    platform VARCHAR NOT NULL, -- 'facebook', 'instagram', 'youtube'
    connected_account_id UUID REFERENCES connected_accounts(id),
    platform_post_id VARCHAR,
    platform_url VARCHAR,
    status VARCHAR DEFAULT 'pending', -- 'pending', 'published', 'failed'
    error_message TEXT,
    published_at TIMESTAMP
);

-- Link-in-Bio

```

```

link_pages (
    id UUID PRIMARY KEY,
    user_id UUID REFERENCES users(id),
    slug VARCHAR UNIQUE NOT NULL,
    display_name VARCHAR,
    bio TEXT,
    avatar_url VARCHAR,
    theme JSONB,
    created_at TIMESTAMP DEFAULT NOW()
);

link_items (
    id UUID PRIMARY KEY,
    link_page_id UUID REFERENCES link_pages(id),
    title VARCHAR NOT NULL,
    url VARCHAR NOT NULL,
    icon VARCHAR,
    position INTEGER,
    is_active BOOLEAN DEFAULT true,
    click_count INTEGER DEFAULT 0
);

-- Analytics
post_analytics (
    id UUID PRIMARY KEY,
    post_platform_id UUID REFERENCES post_platforms(id),
    impressions INTEGER,
    reach INTEGER,
    engagements INTEGER,
    likes INTEGER,
    comments INTEGER,
    shares INTEGER,
    fetched_at TIMESTAMP DEFAULT NOW()
);

```

## 4.3 API Endpoints

### Authentication:

POST	/api/auth/register	
POST	/api/auth/login	
POST	/api/auth/refresh	
GET	/api/auth/oauth/:platform	→ Redirect to OAuth
GET	/api/auth/oauth/:platform/callback	→ Handle callback
DELETE	/api/auth/oauth/:platform	→ Disconnect

### Video (Mux):

POST	/api/videos/upload-url	→ Get Mux direct upload URL
GET	/api/videos/:id	→ Get video status
GET	/api/videos/:id/thumbnail	→ Get thumbnail URL
DELETE	/api/videos/:id	→ Delete video

#### Posts:

GET	/api/posts	→ List posts
POST	/api/posts	→ Create post
GET	/api/posts/:id	→ Get post
PUT	/api/posts/:id	→ Update post
DELETE	/api/posts/:id	→ Delete post
POST	/api/posts/:id/publish	→ Publish now
POST	/api/posts/:id/schedule	→ Schedule post

#### Calendar:

GET	/api/calendar	→ Get scheduled posts
GET	/api/calendar/:date	→ Get posts for date

#### Connected Accounts:

GET	/api/accounts	→ List connected accounts
GET	/api/accounts/:platform	→ Get platform accounts

#### Link-in-Bio:

GET	/api/link/:slug	→ Public page (no auth)
GET	/api/my-link	→ Get own link page
PUT	/api/my-link	→ Update link page
POST	/api/my-link/items	→ Add link item
PUT	/api/my-link/items/:id	→ Update link item
DELETE	/api/my-link/items/:id	→ Delete link item

#### Analytics:

GET	/api/analytics/overview	→ Dashboard stats
GET	/api/analytics/posts/:id	→ Post analytics

#### Webhooks (internal):

POST	/api/webhooks/mux	→ Mux asset webhooks
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## 5. Security Requirements

### 5.1 Data Protection

- All OAuth tokens encrypted at rest (AES-256)
- HTTPS required for all endpoints
- API keys stored in environment variables
- No sensitive data in logs
- Mux webhook signature verification

### 5.2 GDPR Compliance

- User data export functionality

- Account deletion with cascade (including Mux assets)
- Consent management for data processing
- Privacy policy integration

### 5.3 Platform Compliance

- Adhere to Meta and YouTube Terms of Service
  - Implement required branding guidelines
  - Handle platform-specific content policies
  - Respect rate limits and quotas
- 

## 6. Content Specifications

### 6.1 Supported Media Types

Type	Formats	Max Size	Processing
Image	JPEG, PNG, WebP	8MB	Direct upload
Video	MP4, MOV, AVI, MKV	5GB	Via Mux

### 6.2 Platform Content Matrix

Field	Facebook	Instagram	YouTube
Caption/Title	63,206 chars	2,200 chars	100 chars
Description	N/A	N/A	5,000 chars
Hashtags	Unlimited	Max 30	In description
Image Max	8MB	8MB	2MB (thumbnail)
Video Max	4GB	3.6GB	256GB
Video Duration	240 min	60 min (feed)	12 hours

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## 7. Timeline & Approvals

### 7.1 Platform Approval Timeline

Platform	Review Type	Expected Duration
Meta	App Review	2-4 weeks
Meta	Business Verification	1-2 weeks (if required)
Google	OAuth Consent Verification	2-6 weeks
YouTube	Quota Increase	1-2 weeks

### 7.2 Development Timeline

Phase	Duration	Deliverables
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Phase	Duration	Deliverables
<b>Phase 1</b>	Weeks 1-4	Auth, Mux integration, Meta OAuth
<b>Phase 2</b>	Weeks 5-8	Publishing engine, YouTube, Scheduling
<b>Phase 3</b>	Weeks 9-12	Analytics, Link-in-Bio, Polish

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## 8. Risk Assessment

### 8.1 Risk Matrix

Risk	Likelihood	Impact	Mitigation
Meta app review rejection	Medium	High	Follow guidelines, prepare documentation
YouTube quota limits	Medium	Medium	Request increase early
Mux service outage	Low	High	Graceful degradation, status monitoring
API deprecation	Low	High	Abstract platform logic, monitor changelogs
Token expiration bugs	Medium	High	Robust refresh logic, monitoring

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## 9. Success Metrics

### 9.1 Technical KPIs

Metric	Target
Video processing success rate	> 99%
Post publishing success rate	> 99%
API response time	< 500ms
System uptime	> 99.5%
Token refresh success rate	> 99.9%

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## Appendix A: API Quick Reference

### Mux API

Base URL: <https://api.mux.com>  
Auth: Basic Auth (Token ID:Secret)  
Docs: [docs.mux.com](https://docs.mux.com)

### Meta Graph API

Base URL: <https://graph.facebook.com/v19.0>  
Auth: Bearer token  
Docs: [developers.facebook.com/docs/graph-api](https://developers.facebook.com/docs/graph-api)

### YouTube Data API

Base URL: <https://www.googleapis.com/youtube/v3>  
Auth: Bearer token  
Docs: [developers.google.com/youtube/v3](https://developers.google.com/youtube/v3)

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**Document prepared by:** Studio X AS

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