PTP Connect

"Connecting People to People"

Phase/Development Document

PTP Connect is a mobile app to connect with people via livestreams, or by posting pre- recorded videos or holding a live webinar. The main concept of this application is to connect people together onto one single digital platform to share knowledge with everyone.
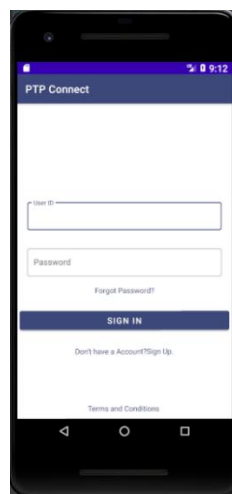
It is a single application packed for fun (Livestreams), Knowledge (Live Lectures/Webinars), Professional (Meetings) all in a single application to provide user an immersive UI and fulfill all requirements in a single application.

The motto of this app is "For People, of people, by people" with made in India. The app provides users to host livestreams, where user can connect with host via chats, also user can see past livestreams. With that user can also record meeting and view them later or save them to device.

The main feature of this app is to provide livestreams and meetings. It could also be used in schools and government and private sectors (corporate) to hold public lectures or meetings. The app focuses on providing a digital platform to the people of India to share knowledge and moments in a safe and secure place as user's safety and comfort is utmost priority.

The revenue will be generated mainly from Ads based on daily active users and ads interaction and viewing. Whereas, reward-based system for users' acquisition and providing an earning source to users.

Presently the application is in development phase II. (Please see below for application Phases)

Technology Stack

Programming languages/frameworks	HTML5/CSS3, Java, JavaScript (Node.js, React,)
Data storage/management	MySQL, Firebase Database (NOSQL), Storage, MongoDB (In Later Updates)
Cloud platforms	Amazon EC2/S3, Google Cloud Platform
Analytics	Google Analytics, Google Crash Analytics
CDN	Amazon CloudFront, Cloudflare
Streaming protocols	Adobe HTTP Dynamic Streaming, Apple HTTP Live Streaming, RTMP, WebRTC, RTSP/RTP.
Media formats	MP4, AVCHD, AVI, H.264(Codecs)
Media containers	FLV, MP4
Media Server (To be Chosen any one based on cost, reliability and security)	Ant Media Server (Currently Deployed), Twilio (Later the Server will be developed by us based on user load)
Geolocation	Google Maps, MapKit/Core Location (iOS)
Messaging	Firebase, Twilio

Phase I(Completed):

In this the requirements and feasibility of application has been tested. In this I have gone through the resources and prepared a roadmap to follow in order to achieve a successful world class revenue earning application.

Phase II (In Progress):

Initiating development of application Development of Application is under process in presently the main UI part is completed and integration and testing of application with the ant media server is being done.

The application is performing good in initial test while development with a latency of 5seconds in the livestreams.

Presently the application is being tested with the local computer as a setup for the hosting media server later on this media server will be run on to amazon EC2 machine. (Activation of the Amazon services would be required).

With media server running on the AWS, meeting calling development will be worked upon and completed in this phase only.

After Completing all above, **the Social Login will be integrated into application allowing users to sign in using Social Platforms.**

Phase III:

Complete integration of Application will be done in this phase as well as testing will be completed in this phase. With all the main stated features being made available for user on the Google Play Store for Download. As well as, the server and instances would be up and running

After this phase the application will be available to be deployed for Android users. Also, after deployment the application will be monitored and any bugs encountered will be fixed.

In this phase itself the development of iOS will be started based on user acquisition.

Phase IV:

Upgradation of the Existing UI for Android and making iOS app available for user on the App Store. As well as, initiating a web development for the app to provide web application.

Also, in this phase Rewards system for users will be introduced to users where user can earn rewards (Redeemable as real money to bank account in order to get more user acquisition)

Phase V:

Development and deployment of personal media Server and also migrating the data from Ant media Server to our personal media Server. With that, releasing the Web Application for users in order to provide web-based access.

In this phase, any bug encountered on would be fixed, UI will be enhanced and additional features will be added and further action would be taken based on the circumstances at that time.