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PHASE 1: Problem Definition and Design Thinking

**PROJECT OBJECTIVE:**

The objective of this project is to create a virtual cinema platform using IBM Cloud Video Streaming. This platform will allow users to upload and stream movies and videos on-demand. The project encompasses defining the virtual cinema platform, designing the user interface, integrating IBM Cloud Video Streaming services, enabling on-demand video playback, and ensuring a seamless and immersive cinematic experience.**DESIGN THINKING:** **FEATURES:**

**USER REGISTRATION (both sign up and login):**

* Users should be able to create accounts with unique usernames and passwords.
* Registration may require email verification for security.
* If necessary, users can be allowed on age basis.
* Enabling a checkbox or toggle for our apps “terms and conditions”.
* Users can have profile pages to manage personal information.

**USER INTEREST SORTING:**

* Users can be able to manage their interest like horror, thriller, sports etc.
* Users should be able to select their preferred languages.

**VIDEO UPLOADING:**

* Content creators can upload movies and videos.
* Upload process should support video file formats.
* Implement content moderation to ensure compliance with guidelines.

**CONTENT MANAGEMENT:**

* Users can edit video descriptions, titles, and metadata.
* Ability to remove or unpublish their content.
* Organize content by categories (e.g., genre, release date).
* Implement a search functionality with filters.

**USER INTERFACE DESIGN:**

**USER PROFILES:**

* Customizable avatars and user profiles.
* Viewing history and personalized settings.

**HOMEPAGE:**

* Engaging homepage showcasing featured content.
* Sections for new releases and personalized recommendations.
* Clear navigation menus for easy access to different sections.
* Breadcrumbs for easy navigation within the platform.
* Ensure the platform is accessible on various devices (smartphones, tablets, desktops).

**VIDEO PLAYER:**

* Modern, responsive video player.
* Support for subtitles, quality settings, and playback controls.

**VIDEO UPLOAD:**

* Intuitive content submission form with title, description, genre selection, and video upload options.
* User-friendly interface for content creators.
* Implement a content moderation system to review and approve uploaded videos.
* Notify users about the moderation status.

**CONTENT MANAGEMENT:**

* Content creators can manage their uploaded content, update metadata, and monitor video performance.

**OTHER MANAGEMENTS:**

* Configuring the platform to use IBM Cloud Video Streaming services for hosting and delivering videos.
* Implement adaptive streaming technology to adjust video quality based on users' internet connections.
* Ensure high-definition video quality for an immersive viewing experience.
* Encourage user engagement through interactive features like comments, likes, and social sharing.
* Collecting user feedback and continuously improve the platform based on user preferences and suggestions.

**CONCLUSION:**

This design document outlines the problem definition and the initial design thinking process for creating a virtual cinema platform using IBM Cloud Video Streaming.