**MULTIMEDIA NETWORK COURSE**

**FINAL PROJECT PROPOSAL**

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# INTRODUCTION

For many years, Stack Overflow has been one of the most popular resources for programmers trying to solve a common problem. **Stack Overflow** is a question and answer site for professional and enthusiast programmers. As questions, on Stack Overflow were often among the first search results in any programming related Google search, users joined in large numbers and started asking their own questions.

However sometimes we don’t get the answer as we want. Or we may take a hard to understanding the explanation given by someone. Or we want to create a discussion between the person who write the answer on the page. A platform like chatting and video call between users, can be a solution to facilitate users in capturing and understanding the answer easily.

Video streaming is a multimedia that is constantly received data from server through “stream”. This method make playing multimedia without download full content of media. It can use to communicate with other people in other world using two-way communication method.

The aim of this project create a platform that using by anyone who have difficulty in solving the question, so they can get the answer easily and interactively. User can ask for video chatting if there are some explanation that they’re still not understood. This application can implemented in new environment where people not knowing to with other. In other side this project is made to fulfill a Multimedia Network course.

The differences between our video chat with other application, such as Skype, is the initial connection between two people. Before video chat started, user must input username, gender, age, and several question to determine pair. If user already connected to its pair, they can have a conversation with chat, and if both parties agree to start a video chat the video window will open.

# METHOD

* **Process Flow**



* **System Architecture**

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The Operating System for this project is using ubuntu and the programming language Javascript.

# TEST SCENARIOS

Here are the test scenarios that will be done to see the result of our Chat Sik project:

1. First, after open the Chat Sik website, we need to input any form field such as username, gender, age, and several question to determine pair.
2. After that, the user will enter the main page and will start a chat with another random user that correspondent to the questions before.
3. After the chatting established, if both of the users agree to do video chatting, then the video chatting will be started.
4. The chat will over when one user disconnected from the server.

What will be observed in our project are the video delay, how the randomize algorthm work, and the quality of video. Finally, we can consider Chat Sik is a social network platform which make strange user know each other.

# REFERENCE(S)

<https://webrtc.org/>

<http://socket.io/>