Operational Concept Description (OCD)

LiveRiot Video Editing System and social networking enhancement

Team 04

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09/25/2013
## Version History

<table>
<thead>
<tr>
<th>Date</th>
<th>Author</th>
<th>Version</th>
<th>Changes made</th>
<th>Rationale</th>
</tr>
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<tbody>
<tr>
<td>09/25/13</td>
<td>Team04</td>
<td>1.0</td>
<td>• Original for CSC1577; Tailored from ICSM OCD Template</td>
<td>• To fit CS577 course content</td>
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1. Introduction

1.1 Purpose of the ODC

This document provides, in detail, the shared visions and goals of the stakeholders of the LiveRiot Video Editing System and social networking enhancement. The success-critical stakeholders of the project are LiveRiot, as the project owner; musicians, fans and venues, as users; members of CSCI 577a Team 04, as developer.

1.2 Status of the ODC

The status of the OCD is currently at the As-Built version number 9.4 in the development phase. The scope of the Volunteer Tracking System project has been re-evaluated to accommodate those challenges by removing the core capability of certificate generation. Vincent Tsan has been assigned to be the maintainer.
2. Shared Vision

2.1 Overview of the system

Table 1: The Program Model

<table>
<thead>
<tr>
<th>Stakeholders</th>
<th>Initiatives</th>
<th>Value Propositions</th>
<th>Beneficiaries</th>
</tr>
</thead>
<tbody>
<tr>
<td>Developers</td>
<td>• Develop a system</td>
<td>• A platform for high quality videos</td>
<td>• Musicians</td>
</tr>
<tr>
<td>LiveRiot</td>
<td>• Manage high user traffic</td>
<td>• Increase explorer of unsigned artists</td>
<td>• Venues</td>
</tr>
<tr>
<td>Venues</td>
<td>• Provide an assistance to monetize live shows</td>
<td>• Decrease piracy</td>
<td>• Fans</td>
</tr>
<tr>
<td>Fans</td>
<td>• Create working campaign</td>
<td>• Maintain musicians’ control over their art</td>
<td>• Record labels</td>
</tr>
<tr>
<td>Musicians</td>
<td>• Patterning with venues and record labels</td>
<td>• Create communicate between musicians and fans</td>
<td></td>
</tr>
<tr>
<td>Record labels</td>
<td></td>
<td>• Increase attendance to venues</td>
<td></td>
</tr>
</tbody>
</table>

Fans would like to upload, edit videos on LiveRiot, musicians would like to communicate on LiveRiot, venues and musicians would use LiveRiot to improve their business.
2.2 Benefits Chain Diagram

![Benefits Chain Diagram](image)

Figure 1 Benefits Chain Diagram

2.3 System Boundary and Environment
Figure 2: System Boundary and Environment Diagram
3. System Transformation

3.1 Information on Current System

3.1.1 Infrastructure

1. Server side
   1) Operating system: Linux version 3.8.11-ec2 (gcc version 4.4.3 (Ubuntu 4.4.3-4ubuntu5.1))
   2) Database: PostgreSQL v 9.2.
   3) Web Server: written in Ruby on Rails and run on Amazon utilizing EC2 and S3
   4) Video Editor: Node.js and Express
   5) Digital Signal Processing: Faust

2. Client side
   1) Apps: video record app, audio record app
   2) Operating System: iOS
   3) Database: Sqlite
   4) Development platform: Mac OS

3.1.2 Artifacts

1. User Manual
   Teach and guide the user how to use the product
2. Functioning Software System
   The video recording app and website.
3. System and Software Architecture Description
   Object-oriented analysis and design (OOA&D) of the system being developed
4. Email notification system
   Notify users when they create account and when new message come to them
5. Social video app template.
   Third-party video app template.
3.1.3 Current Business Workflow

Figure 3: Current Business workflow diagram