Prototype Report

LiveRiot Video Editing System and social networking enhancement

Team 04

Yang Li          Project Manager, Life Cycle Planner
Haoyu Huang      Feasibility Engineer, System Architect
Ye Tian          Operational Concept Engineer, Prototyper
Zichuan Wang     Operational Concept Engineer, Prototyper
Haishan Ye       Requirement Engineer, Life Cycle Planner
Kaiqi Zhang       Feasibility Engineer, System Architect
Mitra, Alok      IIV&V

10/03/2013
# 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>10/03/2013</td>
<td>ZW, HH</td>
<td>1.0</td>
<td>• First Model of the system</td>
<td>• Provide a few aspects of the final system</td>
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<td>10/12/2013</td>
<td>ZW</td>
<td>1.1</td>
<td>• Navigation flow update</td>
<td>• Provide more aspects of the final system</td>
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<td></td>
<td></td>
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<td>• Social Network COTs analyzed</td>
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<td></td>
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<td></td>
<td>• Friend Sharing Module added</td>
<td>• Provide COTs feasibility report</td>
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1. Introduction

1.1 Purpose of the prototype report

Prototype report helps the software engineering team to get feedbacks from the clients early in the project progress. The customer can figure out if the software is faithful to the software specification, requirements and features. It also gives the software engineer some insight into the accuracy of initial project estimates and whether the deadlines can be successfully met.

1.2 Status of the prototype

This prototype allows clients to evaluate the updated navigation flow and functionalities the software engineering team proposed. More over, software engineering team gains a practical understanding of project-related COTs including Facebook Open Graph API and Twitter Card from this prototype.

As the clients have already developed a system, the prototype may also gives clients a clue of which modifications are needed to be made on current system. If the modification needed is not feasible, the software engineering team should try other ways to solve the problem.
2. Navigation Flow

![Navigation Flow Diagram]

**Figure 1: Navigation Flow of LiveRiot iOS Client**
3. Prototype

3.1 Social Network Sharing Module

Table 1: Social Network Sharing Module

<table>
<thead>
<tr>
<th>Description</th>
<th>Present a GUI that allows user to add comment and post the comment together with the video he/she wants to share to Facebook. The sharing operation will be recorded in the database, for the use of video ranking.</th>
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<tbody>
<tr>
<td>Related Capability</td>
<td>WC_2504 As a fan, I can see the top 10 of videos. WC_2799 As a fan, I can share videos I like on Facebook and Twitter.</td>
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<tr>
<td>Pre-condition</td>
<td>Video Detail View</td>
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<tr>
<td>Post condition</td>
<td>User posted a message with video-related information on his/her Facebook timeline. Video sharing count increase one.</td>
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As you can see from the screenshots, user clicks the right top button and call out the share menu. After choosing 'Share to Facebook', a 'Share to Facebook' modal view pops up. User can add comment to it and post it to Facebook.
We have done a research on Facebook and Twitter sharing mechanism. Facebook now uniformly adopts its Open Graph API, which means third-party developers must create an app on Facebook developer, and create a Graph Story, like in our LiveRiot ‘User reviewed a live show’. After doing that, developers can publish open graph story on user’s timeline. This mechanism requires backend server supports. For each video user shares, a corresponding HTML URL with specific metadata in its header are needed to be created and post to Facebook.

The workflow Twitter uses is relatively easier, developers just need to provide a HTML URL with metadata in its header that twitter can parse.
3.2 Friend Sharing Module

Table 2: Friend Sharing Module

| Description | Present a GUI that allows user to select a batch of friends from his/her friend list, create an optional message and post the message together with the video he/she wants to share. The sharing operation will be recorded in the database, for the use of video ranking. |
| Related Capability | WC_2504 As a fan, I can see the top 10 of videos. WC_2798 As a fan, I can share videos I like on Facebook and Twitter. |
| Pre-condition | Video Detail View |
| Post condition | User posted a message with video-related information to each of the friends he/she selected. |

Figure 4: Friend Sharing Module