## MICHIGAN STATE UNIVERSITY

# Project Plan Enhanced Program Guides for Mobile Devices

#### The Capstone Experience

#### Team Motorola

Tim Aubel Brian Cripe Drew Hanlon Andrew Rossow

Department of Computer Science and Engineering Michigan State University

Fall 2010



#### **Project Overview**

- Provide additional television content
  - Extend brand names beyond living room
  - Enhance user experience
- Manage Secondary Content Lifecycle
  - Create new content and new types of content
  - Associate content to specific times within a show
- Mobile User Application
  - Non-intrusive
  - User friendly
  - Multiple platforms
  - For use with live or recorded content



#### **Functional Specifications**

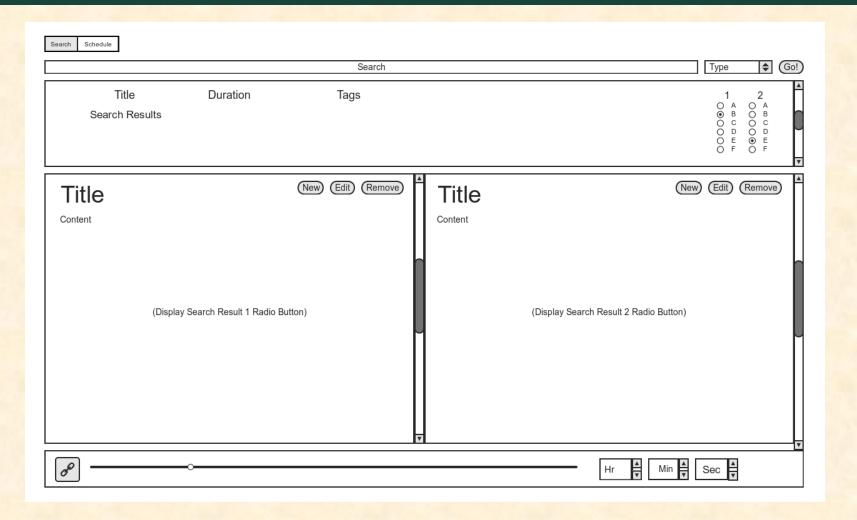
- Administrator Web Page
  - View, Create or delete content
  - Link content together
- Mobile Application
  - Receive content based on a specific show
  - Set preferences on types of content to receive
  - Sync mobile device to Set-Top boxes or channels
- Electronic Programming Guide
  - Displays shows available on each channel

#### **Design Specifications**

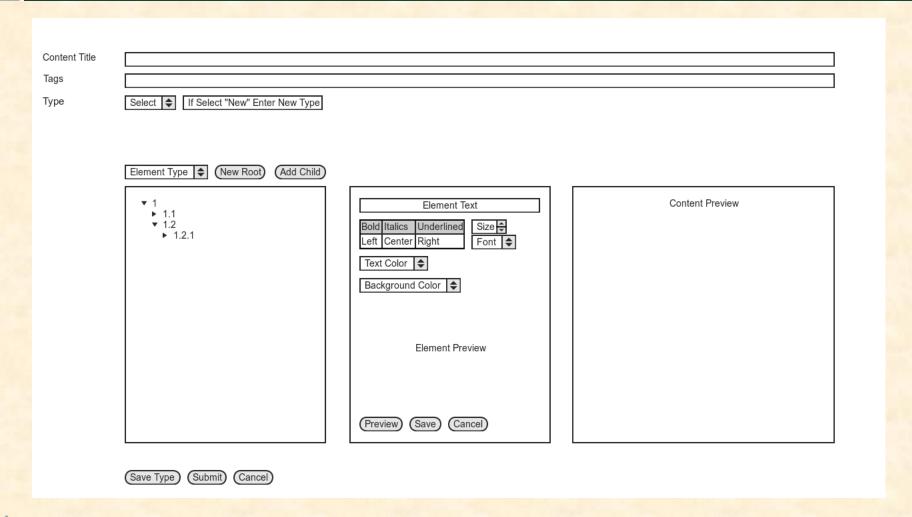
- Administrator UI
  - Minimal Layout Changes
  - Present Information in an Intuitive Manner
- Content Authoring Tool
  - Create New or Use Existing Layouts
  - Customizable Using XML
- Client UI
  - Touch Screen Friendly
  - View Current or Previous Content



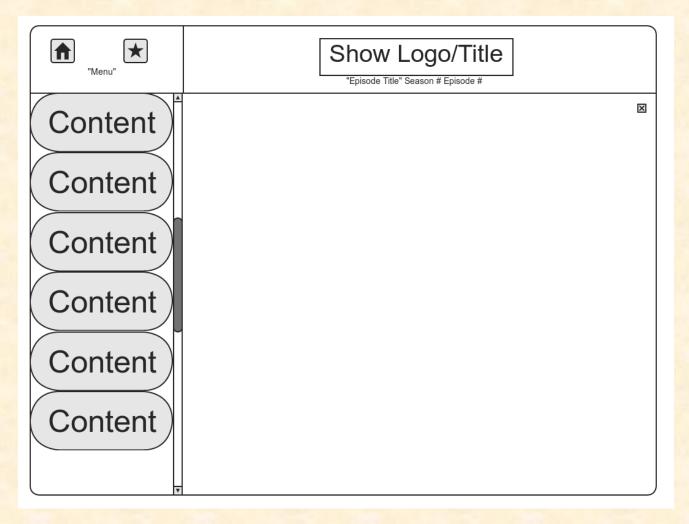
## Screen Mockups



## Screen Mockups

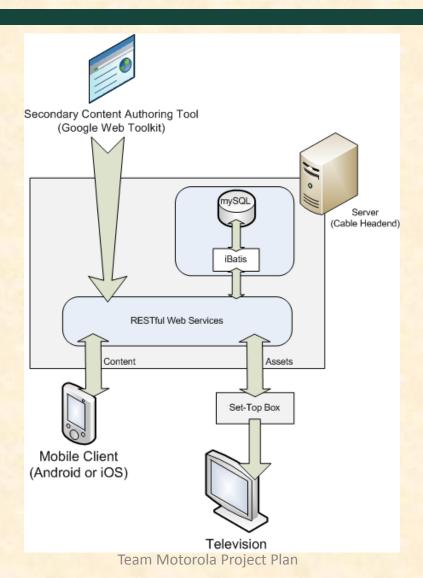


## Screen Mockups



#### **Technical Specifications**

- Cable Head-End
  - Has Video On-Demand Server
- Application Server
  - Runs on Windows Server 2008
  - Uses RESTful APIs
  - Services & content accessed with addressable URIs
- Content Server
  - Stores data in a MySQL database
  - Accesses MySQL using the iBatis persistence layer



The Capstone Experience

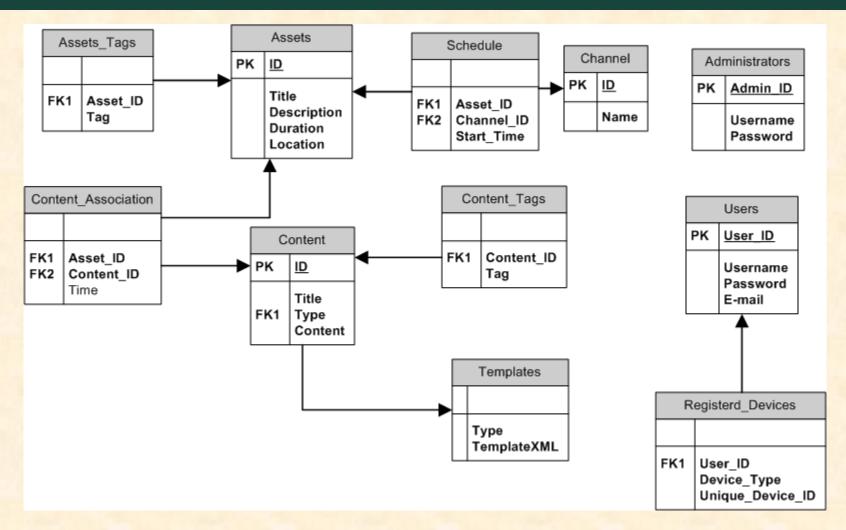
#### **API Services**

- Syncing
  - Coordinate mobile device with streaming content
- Scheduling
  - Set and retrieve when shows are played on each channel
- Device Registering
  - Record unique device ID with services
- Streaming
  - Deliver shows to set-top box
- Content
  - Interface with database to set and retrieve content
- Portal
  - Manage media playback
- User Account

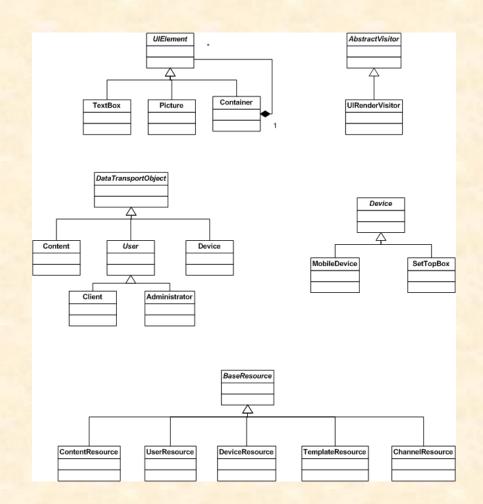
The Capstone Experience

Authenticate users and manage their settings





- Composite Pattern for UI Elements
- Visitor Pattern on UI elements for rendering
- Abstract classes for Resource classes, device classes, and Data Transfer Objects



#### System Components

- Hardware Platforms
  - iPad
  - Motorola Set-Top Box
  - Dell Power-Edge Server
- Software Platforms / Technologies
  - Java/Objective C
  - RESTlet
  - XML/JSON
  - Glassfish
  - Google Web Toolkit
  - MySQL Database
  - iBatis

The Capstone Experience



#### **Testing**

- Unit tests for core classes
- Functional testing of RESTful API with mock requests
- Admin Panel UX Tests
  - Testing appearance and compatibility with browsers
- iPad UX Tests
  - Testing effectiveness of UI on Emulator & Hardware
- End-to-end use case tests

#### Risks

- SVN access from Motorola
  - Delays from VPN changeover
- Integration of RESTful services and UI
- Implement proxy for clients due to Same Origin
   Policy
- Incorporate previous capstone video services
- Notify the mobile application of changes to the status of content playback