

inTV Kick-Off Document

Description

End product will be an Android mobile application which will be able to determine which TV show or video is being watched and provide information about that TV show or video. It will have interactivity such as voting in polls, sharing comments, etc.

Workpackages

WP #	Term	WP title	Estimated number of man-months
1	491**	Basic identification of what is being watched	5
2	492	Identification of what is being watched with QR Code	6
3	491	Basic data enrichment	7
4	492	Advanced data enrichment (<i>BONUS</i>)	9
5	491-492***	Polling	6
6	491-492*	Database design and implementation	3
		Total:	27

* This work package will be worked on both terms.

** Planned to be the first work package to be worked on, learning tools included

*** This work package will be worked in different terms shown in parentheses below.

Detailed Descriptions of High-Level Work Packages

WP1 - Basic identification of what is being watched

1. Simple user GUI
2. User interface implementation
3. Service implementation

4. Learning tools included. (Android Studio, Java Frameworks, MySQL)

WP2 - Identification of what is being watched with QR Code

1. Better user GUI
2. User interface implementation
3. Service implementation
4. QR Code scanning

WP3 - Basic data enrichment

1. Getting data from knowledge base (Google knowledge graph search API)
2. Information crawl (from TV schedules, IMDb, etc.)
3. Entity ranking
4. GUI design and implementation
5. Entity extraction

WP4 - Advanced data enrichment (*BONUS*)

1. Extend knowledge base or fully construct it
2. Entity extraction

WP5 - Polling

1. GUI design for admin (491)
2. GUI design for user (491)
3. GUI implementation (492)

WP6 - Database design and implementation

1. Deciding table's names, entity and relationship
2. Preparing SQL statements to implement tables on the server

Risk Assessment

Risk#	Description	Possible Solution(s)
1	We might not be able to create our own knowledge graph.	We will use Google knowledge graph API.
2	Google knowledge graph might not meet our requirements.	We will have to use Wiki knowledge base.
3	The user's device's hardware might not be able to accommodate our application.	Old devices will not be supported.
4	Application might disconnect from server.	Key information will be downloaded when connection is available and temporarily stored on phone's storage.
5	The server (Digital Ocean) we are going to use might crash.	We will backup server's data in our own storage and we can use Amazon servers.