

Table 1: Revision History

<b>Date</b>	<b>Developer(s)</b>	<b>Change</b>
September 19 2016	Pavle Arezina	Added in the problem statement brief
September 19 2016	Riley McGee	Added section for importance of the project
September 19 2016	Nicolai Kozel	Added section for context of the project
November 30 2016	Riley McGee	Document updated to reflect the product

# SE 3XA3: Problem Statement

## Gifitti

Team 2, Gifitti  
Pavle Arezina arezinp  
Nicolai Kozel kozeln  
Riley McGee mcgeer

## **Brief**

A GIF (Graphics Interchange Format) is a lossless format for image files which supports animations. This method of media allows short animations or even short clips of videos to be displayed in a format which allows quick consumption of the paraphernalia by millions of people across the Internet. The decomposition and manipulation of this media format has always been a complicated process and has prevented the general public from participating in performing these tasks on GIFs. Gifitti removes the barrier of entry to the decomposition and manipulation of GIFS.

## **Importance**

Currently a large portion of society spends many hours daily on social media or some other form of web hosted multimedia. The look and feel, as well as the features of the hosted content, dictate the size and growth of the contents user base. However, the development and maintenance of specific paraphernalia that a user may want to share, or a content manager may want to host to attract more users, is not always simple. Specifically, with animated images (GIFs). A platform for users to design, edit, and maintain GIFs both aides designers in the speed at which UI components may be designed for the web, as well as the speed at which a user may generate their own content that they can then share with the world. The more up to date content that is hosted, the more likely the content host is to gain viewership.

## **Context**

The primary stakeholders include those of the general public who require a tool to manipulate GIFs, both for personal use, or for publishing to social media such as Facebook or Reddit. This set of stakeholders is composed of individuals with a wide variety of ages and technical skills so an essential non-functional requirement should be ease of use. The software-to-be will be operated in a Windows environment on a desktop or laptop computer, in a personal use setting.

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