Abstract

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Abbreviation

1. Introduction
   1. Background
   2. Problem Statement
   3. Aim
   4. Objectives
   5. Research Questions
   6. Report format
2. Literature Review
   1. What are the current approaches to improve \_\_\_\_\_\_\_\_\_\_\_\_?
      1. Child Obesity?

Approaches

Approach 1

Approach 2

How are these approaches working. What is not working?

* + 1. What is gamification?

Main aspects

Where is it used?

Studies that show its good

Challenges

* + 1. Gamification approaches for child obesity

Applications that support this process

* + 1. Summary - Why you are doing it and what are you doing to solve the problem.

1. Analysis and Design
   1. Requirements Analysis
      1. Functional
      2. Non-functional
   2. Design
   3. SDLC
2. Implementation
   1. Rationale for the platform and technologies
   2. What have you implemented and how?
   3. External Libraries
   4. Link to repository (bitbucket, GitHub)
3. Results
4. Validation
   1. Software Testing

Blackbox/Whitebox/Automated Unit Testing

Test Table

Framework

* 1. User Testing

Interface Testing

Usable

Fill Questionnaires or collect data from the App

* 1. Interface Evaluation benchmarks
  2. Performance Testing

Memory Usage

1. Evaluation

Quantitative/Qualitative

How good your project was?

What was successful?

What was not successful?

Comparison to the gaps - ticking against the objectives/aim

Threats to validity

Limitations

1. Legal, Social, Ethical and Commercial Issues
2. Conclusions

Summary

Future work

References (Harvard Referencing)

Appendix

Project Plan

Gantt chart

Milestones