**Tutorial Preparation (Academic)**

*Before you attend your tutorial, you must read the scenario through thoroughly and give some consideration to the questions below. Ensure you answer all questions in this table before your tutorial:*

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| **What degree are you studying at University of Sunderland?** |
| BSc. (Hons) Computer Systems Engineering |
| **Which scenario have you chosen?** |
| I have chosen BSc. (Hons) Computer Systems Engineering where I am developing an application where users will able to watch live streaming broadcast games by registration and login. |
| **How do you feel that this scenario matches your current skillset?** |
| I am a programming student and currently involved in an e-commerce project by using django web framework. |
| **Are there any areas of your skillset that you aim to improve through completion of this project?** |
| As completion of this project, I want to improve my front-end knowledge. |
| **What technologies/frameworks/programming languages do you intend to use to complete this project and how experienced are you with them?** |
| Here, I am using HTML, CSS, Bootstrap and JavaScript programming language for front-end. For backend, I am using python with django web framework, and MySQL for database. |
| **Are there any parts of this project or module that you think you will find particularly exciting/interesting/fun?** |
| As a backend developer, I think backend part will be a quite interesting part for me in this application like creating model and integrating with database. |
| **Are there any parts of this project or module that you are particularly worried about or feel that you are weak in?** |
| As I am backend developer, my frontend knowledge is a bit weak so, I want to work on that. |

**Tutorial Preparation (Client)**

*In preparation for your first client meeting, you should give consideration to the following questions and attempt to complete the table:*

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| **Do you have any questions for the Client?**  *Before you begin making solid plans, it would be a good idea to check that you have understood the requirements of the scenario and what you are producing for the client in full. Use the first meeting to ask for clarification on anything that you are unsure on.* |
| 1. What kind of application are you planning to build? 2. Are there any preferred programming languages you want us to use while working on the application? 3. What are the necessary information required for the users to register and log in to the web application? 4. Can you tell a little bit about what the final product will look like? 5. Are the video broadcasts streaming live or are we broadcasting recorded videos? |
| **Preliminary Ideas/Designs/Solutions**  *This section is not mandatory. However, if you have come up with any preliminary ideas, designs or solutions – you can take this opportunity to show and discuss them with your client* |
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**Tutorial (Client)**

*Write-up any notes that you made during your meeting with the client here. Your tutor may also add comments to help you.*

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| **Client Meeting Notes** |
| Meeting No: 1  Date: 2022-08-07 (Sunday)  Location: ISMT College Premises  Meeting Started: 8:40 am  Meeting Ended: 8:55 am  Attending: Ayush Pokharel, Binod Tamang, Mahesh Tamang, Fahad Ahmad, Shubham Dhungana  Actions: In this meeting, we discussed about application requirements, budget and duration of project. The client wants a complete web application where users can watch live streaming games of FunOlympic held in The City of Bayjing in 2022. The estimated budget of this application is 75,000 pound. The deadline for the project is around first week of October. There is no specific programming language for this project.  Next meeting: 2022-08-14 (Sunday) |

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| **Tutor Signature:** |  |
| **Date:** |  |