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| Handheld Games Console | | |
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# Project statement

The goal of my project is to create a

# What research has been done and what are the outputs?

## Background research

## Alternative existing solutions to the problem you are solving

(Focussing on the architecture and user/functional requirements

## Technologies researched

What candidate technologies did you examine? What criteria did you use for selection? What experience you have in the chosen technologies? If new to you, what have you done to familiarise yourself with the new technology?

## Other relevant research done

e.g. interviews/ surveys

## Resultant findings/requirements

For example, a list of requirements for your solution – based on your research and analysis

## Bibliography (research sources)

# Analysis: Describe clearly what your solution will do

# Approach and Methodology

What is your approach to this project? Are you using any particular software methodology? Eg. Are you delivering design/ code in phases, or are you completing all design up front, followed by all coding? Have you some sections lower priority if time runs short?

# Design

## Technical architecture diagram:

Insert the architecture for your solution

## Other design documents

Insert other design artefacts that explain your system: e.g. Use cases/ ERDs/ Class diagrams

# Prototyping and Development

Explain exactly what prototyping and development you have completed

# Testing

Explain your planned testing approach: For example: who will be involved, what test scripts are planned, how will the testing be executed.

# Issues and risks

Explain the main issues / challenges that are unresolved on your project. – and your suggested approach to solving them. This is a critical part of your report to show that you understand what is required to complete the project.

# Plan and future work

What are the key deliverables and date for the remainder of the project?

# Conclusions

Identify interim conclusions viz. summary of findings thus far, plausibility of the proposed system and personal development conclusions.