**Project 1**

**Title:** 3D Game (2012-2013)

**Brief Description:**

Development of a 3D game application with available tools used to create modern games.

**What is complex in this Project:**

Learning C#, the Unity environment and the use of 3Ds Max

**What Technical Architecture was used:**

Use Case Diagrams, data flow diagrams, Rapid Application Development, Unity3D (Combined with C#), and 3Ds Max Package

**Explain the key strengths and weaknesses of the report:**

* Strengths:  
  Very clearly laid out, the entire report is split up using clear subheadings in each chapter.

Detailed background of the gaming industry, going into detail with each genre to.

Detailed description of each similar system, then gives a visual representation of the similarities

Good use of class diagrams

Concise explanation of key terminology and concepts

Explanation of all the issues that he encountered and achievements that they couldn’t get

Explanation of future work that could be done

* Weaknesses:  
  Specific statements about things that mostly opinion based   
  “The year of the most popular game of all history called “DOOM” by id Tech”

There are various instances within the report where the grammar really let the report down

Inconsistencies with comparisons (Certain games having details highlighted but identical features that exist in other games being ignored, Inconsistent information between the comparison and the graphic)

**Project 2**

**Title:** E-Learning Platform for Network Fundamentals

**Brief Description:**

Environment for students to learn the fundamental components involved in networking

**What is complex in this Project:**

Implementing an environment suitable for both Novices and Experts, development of a system that teaches topics in an area that moves at a fast pace

**What Technical Architecture was used:**

Uses Javascript, AngularJS, Firebase, MongoDB, MeteorJS

**Explain the key strengths and weaknesses:**

* Strengths:  
  Chapter 1 contains a brief description  
  Comparison of similar systems to the heuristics, and then relates to own project  
  In depth explanation of all possible  
  Step by step on how the project runs and how it was developed

Explanation of issues that they faced and how they dealt with them

* Weaknesses:  
  There are a few situations where it isn’t made visually clear that something is a separate section of a chapter (ie 2.5 leading into 2.6)

**Project 3**

**Title:** Encrypted SMS between Android devices

**Brief Description:**

Implementation of an application that allows secure and encrypted communication between Android Phones via SMS standard

**What is complex in this Project:**

Creating a secure channel of texting for both users and non-users of the software, creating a secure channel without sacrificing any convenience

**What Technical Architecture was used:**Eclipse, Android SDK, Java, XML, eGit, Adobe Photoshop, Notepad++

**Explain the key strengths and weaknesses:**

* Strengths:  
  Starts with a glossary of terms.

In depth history into the field of research from the start.

Explanation of the complexities in the project.  
Well thought out justification as to why a specific technology is being used

Discussion of the practical sales side of the project

* Weaknesses:  
  Feels a bit heavy on talking about the history and other systems without talking about their own project