

Manuscript Outline Mobile Application Development (Writing Guide)		
Title Page Executive Summary Table of Contents List of Figures, List of Tables, List of Notations		

<p>Chapter I INTRODUCTION</p> <p>Project Context</p> <p>1.1 Purpose and Descriptions</p> <p>1.2 Objectives of the Project</p> <p>1.3 Scope and Limitations</p>	<p>Introduction: Begin by introducing the topic of your project and its relevance in the broader field or industry. Provide a brief overview of what the project aims to achieve and why it's important.</p> <p>Background Information: Offer background information to contextualize the project. This may include relevant theories, concepts, or previous research that informs your work. Highlight any gaps or limitations in existing literature that your project seeks to address.</p> <p>Objectives: Clearly state the objectives of your project. What specific goals are you aiming to achieve? Ensure that your objectives are measurable and achievable within the scope of your project.</p> <p>Scope: Define the scope of your project by outlining what aspects will be included and what will be excluded. This helps to manage expectations and ensures that your project remains focused and manageable.</p>	<p>Sample Project Context</p> <p>Purpose and Description:</p> <ul style="list-style-type: none"> - The purpose of this project is to develop a mobile application named "FitTrack" that aims to help users track their fitness progress, set goals, and maintain a healthy lifestyle. FitTrack will provide users with personalized workout plans, nutrition tracking, and progress analytics to support their fitness journey. The app will target individuals who are looking to improve their physical health and overall
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	<p>Methodology: Briefly describe the methodology or approach you will use to carry out your project. This may include research methods, data collection techniques, and analytical frameworks. Explain why this methodology is appropriate for addressing your research questions or objectives.</p> <p>Significance: Discuss the significance of your project and its potential contributions to the field. How will your findings advance knowledge, address practical challenges, or inform decision-making? Highlight the broader impact of your work beyond academia, if applicable.</p> <p>Stakeholders: Identify key stakeholders who are affected by or have a vested interest in your project. This may include researchers, practitioners, policymakers, industry professionals, or community members. Consider how their perspectives or input can enrich your project.</p> <p>Constraints and Limitations: Acknowledge any constraints or limitations that may impact</p>	<p>well-being by providing them with the tools and motivation they need to achieve their fitness goals.</p> <p>Objectives of the Project:</p> <ul style="list-style-type: none"> - Develop a user-friendly mobile application for iOS and Android platforms that offers features for fitness tracking, goal setting, and progress monitoring. - Implement personalized workout plans tailored to users' fitness levels, preferences, and goals. - Integrate a nutrition tracking system that allows users to log their meals, monitor calorie intake, and track macronutrient consumption. - Provide users with comprehensive progress
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	<p>your project, such as time, budget, resources, or access to data. Discuss how you plan to mitigate these constraints and the potential implications for your findings.</p> <p>Ethical Considerations: Address any ethical</p>	<p>analytics, including</p>
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workout performance, weight tracking, and body measurements.

- Incorporate gamification elements, such as challenges, achievements, and social sharing, to motivate and engage users in their fitness journey.

Scope and Limitations: -

The scope of the project includes the development of the FitTrack mobile application with core features such as fitness tracking, goal setting, and nutrition tracking. The app will support basic user authentication and profile management functionalities. However, advanced features such as social networking

and
community
forums will be

		<p>considered for future iterations but are not included in the initial release.</p> <p>Limitations of the project may include:</p> <ul style="list-style-type: none">- Limited access to specialized fitness equipment or resources for workout plan customization.- Dependency on third-party APIs for features such as nutrition databases and exercise libraries.- Constraints on data privacy and security measures due to time and resource limitations.- Compatibility issues with older device models or operating system versions may not be fully addressed during development. <p>Note: This is not a full version of the report. The sole</p>
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		purpose of this report is just to give you a walkthrough
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		in writing your project manuscript.
Chapter II REVIEW OF RELATED LITERATURE & SYSTEMS 2.1 Review of Related Literature 2.2 Related Systems	<ul style="list-style-type: none"> - Review of existing literature related to mobile application development. - Examination of relevant theories, frameworks, and best practices. 	

<p>Chapter III TECHNICAL BACKGROUND</p>	<p>Define the scope of information technology as it pertains to your project.</p> <p>Key Concepts and Terminology</p> <ul style="list-style-type: none"> - Define and explain key technical terms and concepts relevant to your project. This could include terms related to networking, programming languages, databases, security protocols, etc. - Provide explanations at a level appropriate for your audience, assuming they may not have a deep technical background. <p>Technical Infrastructure</p> <ul style="list-style-type: none"> - Describe the technical infrastructure required for your project. This might include hardware components such as servers, routers, switches, etc., as well as software components such as 	
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	<p>operating systems, databases, web servers, etc.</p> <ul style="list-style-type: none"> - Discuss any specific technologies or platforms that your project relies on. <p>Programming Languages and Frameworks</p> <ul style="list-style-type: none"> - Outline the programming languages and frameworks used in your project. - Explain why these particular languages and frameworks were chosen and how they contribute to achieving the project's objectives. <p>Data Management</p> <ul style="list-style-type: none"> - Discuss how data will be managed in your project. This could include data storage solutions, databases, data modeling techniques, etc. - Explain any data management challenges specific to your project and how they will be addressed <p>Networking and Communication</p> <ul style="list-style-type: none"> - Describe the networking infrastructure and communication protocols used in your project. 	
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	- Discuss any networking	
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	<p>considerations relevant to your project's implementation, such as scalability, security, etc.</p> <p>Security Considerations</p> <ul style="list-style-type: none">- Explain the security measures implemented in your project to protect data, infrastructure, and users.- Discuss any security vulnerabilities or threats specific to your project and how they are mitigated. <p>Development Methodology - Briefly describe the development methodology followed in your project (e.g., Agile, Waterfall, etc.).</p> <ul style="list-style-type: none">- Explain how the chosen methodology will influence the technical aspects of the project. <p>Integration and Interoperability</p> <ul style="list-style-type: none">- Discuss how your project will integrate with existing systems or platforms, if applicable.- Explain any interoperability challenges and how they will be addressed.	
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Chapter IV METHODOLOGY	Requirements Analysis	
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<p>3.1 Requirement Specification 3.2 Design of Software, Systems, Product and/or Processes 3.3 Implementation 3.4 Evaluation</p>	<ul style="list-style-type: none"> - Identification and prioritization of functional and non functional requirements. - User stories or use cases. - Develop a project plan with timelines and milestones. <p>Design</p> <ul style="list-style-type: none"> - User interface (UI) design process. - Wireframes and mockups. - Design decisions and rationale. <p>Development</p> <ul style="list-style-type: none"> - Overview of the development process. - Implementation details. - Challenges encountered and solutions. <p>Testing & Quality Assurance - Description of the testing process.</p> <ul style="list-style-type: none"> - Types of testing to be conducted (unit testing, integration testing, user acceptance testing). <p>Deployment</p> <ul style="list-style-type: none"> - Deployment process. - App store submission process. - Version control and release management. <p>Evaluation</p>	
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	- Assessment of the mobile application's performance.	
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	<ul style="list-style-type: none"> - User feedback analysis. - Comparison with initial objectives and requirements. 	
Chapter IV RESULTS AND DISCUSSION		
Chapter V SUMMARY OF FINDINGS, CONCLUSION AND RECOMMENDATIONS		
Appendices <ul style="list-style-type: none"> - Relevant Source Code - Evaluation Tool or Test Documents - Sample Input/Output Reports - Users Guide - Process/Data/Information Flow - Screen Layouts - Test Results - Sample Generated Outputs - Pictures showcasing the gathering, investigation done - One-page curriculum vitae per team member 		