G2U - a second life for every treasure

Course ID.: CPE-334

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Revision History

Revision	Date	Author(s)	Description
v0.1	2023-04-21	John Doe, Jane Doe	First release, include trial results
v0.2	2024-11-05	Tom Medhi Pannier	Add EU market evaluation

Abstract

We would like to think about it later.

Keywords: *We would like to think about it later.*

Acknowledgments

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Part I

Project Description

Chapter 1
Introduction

1.1 Background

1.2 Market study

1.2.a SEA Market

1.2.b EU Market

1.3 Scope of work

1.4 A dummy section

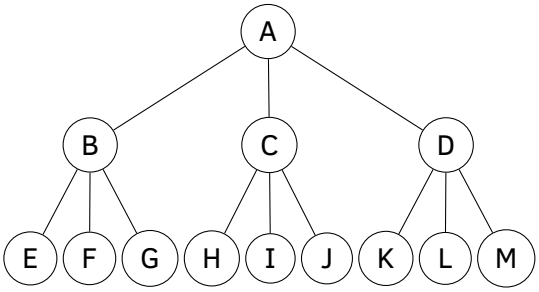

Figure 1.1: The proposed tree structure for the array implementation.

Chapter 2
Project Management

TODO: Comparative analysis of each methodology and what they deliver

2.1 Incremental funding methodology

Used for high level decisions.

2.2 Agile Method with Kanban Tool

Used for low level decision and workflow orchestration.

Part II

Requirements

Chapter 3
Requirements Elicitation

3.1 Elicitation Techniques

3.2 Stakeholders

3.3 Data Flow Diagram

3.4 Use Case Diagram

3.5 Functional Design

3.6 Usability

3.7 Other Non-functional requirements

3.7.a Mandated constraints

Examples include: Economics

Chapter 4
Usability Requirements

[1]

Part III

Design and Development

Chapter 5
Systems Design

5.1 Software Architecture

5.2 Class Diagram

5.3 Components Diagram

5.4 Sequence Diagram

5.5 Deployment Diagram

5.5.a Demonstration model

5.5.b Full scale production model

Chapter 6
Implementation

6.1 Low Code

6.2 Prototyping

6.3 Coding

6.4 Systems Integration

Part IV

Test and Evaluation

Chapter 7
Evaluation of Outcomes

7.1 Testing Methodologies

7.2 Results

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Chapter 8
Conclusion

8.1 Discussion

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References

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