

SafeAssign Originality Report

SOFTWARE DESIGN • User Story Mapping (20%)

CHIN GUAN XUE -

Submission UUID: b63aa298-435f-d7e2-89cc-0eaaf763326b

Total Score:  High risk 51 %

Total Number of Reports	Highest Match	Average Match	Submitted on	Average Word Count
3	100 %	51 %	10/03/22	1,288
	4067CEM_AUG2022_ContinuousAssessm...		09:56 PM GMT+8	Highest: 4067CEM_AUG2022_Continuous...

 Attachment 1 100 %

Word Count: 1,619  
4067CEM\_AUG2022\_ContinuousAssessment.pdf

Institutional database (1)

100 %

1 Student paper

Top sources (1)

1 Student paper

Excluded sources (0)

- 1 INTI International College Penang School of Engineering and Technology
- 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK
- 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK
- Coursework cover sheet
- Section A - To be completed by the student
- Full Name:
- 1 CU Student ID Number:
- Semester:
- Session:
- August 2022
- Lecturer:
- 1 Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my)
- Module Code and Title:
- 4067CEM Software Design
- Assignment No. / Title:
- Continuous Assessment
- 1 % of Module Mark:
- 50

① Hand out Date:

6th September 2022

Due Date:

Task 1: ① 30 September 2022, by 11.59pm.

Task 2: ① 18 November 2022, by 11.59pm

Task 3: ① 4 November 2022, by 11.59pm.

Task 4: ① 4 November 2022, by 11.59pm.

Task 5: ① 4 November 2022, by 11.59pm.

Penalties: ① No late work will be accepted. If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension. Please consult the lecturer.

Declaration: ① I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures. ① I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for plagiarism checking.

Signature(s): \_\_\_\_\_

Chin Guan Xue

P22014733

1

① Section B - To be completed by the module leader

Intended learning outcomes assessed by this work:

1. ① Understand and apply appropriate concepts, tools and techniques to each stage of the software development
2. ① Understand and apply design patterns to software components in developing new software
3. ① Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production
5. ① Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation.

Marking scheme Max Mark

1. ① User Story Mapping
2. ① Setting up a GitHub

Repository

3. ① Creating a Class diagram and design pattern selection

4. ① Creating a Prototype User

Interface and Usability Testing

5. ① Discuss the ethical issue related to the software

20

10

30

20

20

Total 100

① The 4067CEM assessment should be completed as a full individual work over the course of the module. ① The assessment output are only judged at the end of the module and not by the expectations during that week. The assessment should be undertaken individually. All

① submissions will be checked against each other and the internet for possible plagiarism.

Activities – These activities consists of 50% of your coursework marks. It will be run throughout the semester and there will be a final submission at the end of the semester. These activities consists of activities that will be done in a software design phase.

System

① College Buddy System for Students.

Task 1 – User Story Mapping (20 marks)

The first thing that you need to do is ask the user what they wished for in a system. The user here can be your friends as the system is related to them. Get at least 10 real users to get their feedback. Document their feedback. Use software like Miro to complete this activity.

Output – All the user stories, backlog with goals, activities and tasks. In Word format, uploaded to GitHub.

① Due – Week 6 of the semester. 30 September 2022, by 11.59pm.

Task 2 – Setting up a GitHub Repository (10 marks)

This is where the output of the tasks will be stored, Make sure you register an account, create a repository and your files are uploaded here and it is in an organized manner and can be easily found.

Output – GitHub Repository with Task 1, Task 3, Task 4 and Task 5 documents. Take note the date of the files will be shown so you must follow the due date of each task.

Due – It will be accessed at Week 13 of the semester. 18 November 2022, by 11.59pm

Task 3 – Creating a Class diagram and design pattern selection (30 marks)

Create a simple Class diagram which should consists of the Classes that might be used to represent the system and the association between them. You don't have to declare the attributes and operations for this activity. You do have to explain the class responsibility of each class declared. You can use software like StarUML to complete this activity.

Output – A class diagram containing classes and associations. In Word format, uploaded to GitHub.

Consider the problem and select a suitable design pattern that can be implemented on the problem.

Give justification on why the design pattern was chosen. Draw the UML diagram representing your class diagram as a design pattern UML. Include all the abstract class/interface, concrete class and inheritance (if any) used to represent the problem.

Output – UML diagram representing the design pattern. In Word format, uploaded to GitHub.

Due – Week 11 of the semester. 4 November 2022, by 11.59pm.

Task 4 – Creating a Prototype User Interface and Usability Testing (20 marks)

Create a Prototype User Interface (hand drawn/digital) of TWO (2) important functions of the

proposed system. ① Come up with a usability testing questions. You don't have to carry out the test, just prepare the questions. You should indicate what you are testing for in the Usability Testing.

Output – A Prototype and Usability Testing Questions. In Word format, uploaded to GitHub.

Due – Week 11 of the semester. 4 November 2022, by 11.59pm.

Task 5 – Discuss the ethical issue related to the software (20 marks)

Discuss and do a critical analysis of your software in this areas, privacy concerns, intellectual property rights and effects on the society.

Output – A report in Word format, uploaded to GitHub.

Due – Week 11 of the semester. 4 November 2022, by 11.59pm.

Submission

① All tasks needed to be documented in Word format and submitted for SafeAssign checking (Links will be provided before the due date).

Upload the document and the SafeAssign report to your GitHub repository by each task due date.

Due – It will be accessed at Week 13 of the semester. 18 November 2022, by 11.59pm

Marking Rubric for Continuous Assessment

Marks Below 40% Marks in the range

40 – 49%

① Marks in the range

50 – 59%

① Marks in the range

60 – 69%

① Marks 70% and

above

User Story

① Mapping (20 marks)

User Story Mapping not done or User Story copied/does not match the exact system.

User Story Mapping done at a minimum level and does not capture the important activities of the system.

User Story Mapping done and does capture several important activities of the system. The breakdown of the user story mapping can be improved.

User Story Mapping done and does capture several important activities of the system. The breakdown of the user story mapping is good and uses software that can assist that process (For example Miro compared to Ms Word).

User Story Mapping done and does capture most important activities of the system. The breakdown of the user story mapping is excellent and uses software that can assist that process (For example Miro compared to Ms Word).

Setting up a

GitHub

① Repository (10 marks)

GitHub repository does not exist or cannot be accessed or the required files are not available at the time of access.

GitHub repository exist and some of the required files are not available at the time of access.

GitHub repository exist and most of the required files are available at the time of access. However the dates does not follow the required deadline.

GitHub repository exist and all of the required files are available at the time of access. However the dates for some files does not follow the required deadline.

GitHub repository exist and all of the required files are available at the time of access. The dates on the files follows the required deadline.

Creating a

Class diagram

and design

pattern

selection

(30 marks)

① The Class diagram does not represent the required solution (contains generic or non- related classes such as admin), the design pattern suggested is not suitable for the given problem.

The Class diagram and design pattern represent the required solution but in a very general and incomplete way. Required classes in the design are not declared.

The Class diagram and design pattern represent the required solution in a partial way. A few required classes in the design are not declared.

The Class diagram and design pattern represent the required solution in a satisfactory way. Most required classes are declared.

The Class diagram and design pattern represent the required solution in an excellent way. All required classes are declared.

Creating a

① Prototype User Interface and

Usability Testing

(20 marks)

① No prototype were available or the measurement for the usability testing is not clear.

The prototype cover minimalist and trivial design (such as login) and the measurements for the usability testing are not clear.

The prototype cover adequate design and several measurements for the usability testing are not clear.

The prototype cover good design and most measurements for the usability testing are clear.

The prototype cover excellent design and all measurements for the usability testing are clear.

Discuss the

ethical issue

① related to the

software

(20 marks)

① There is no discussion on the ethical issue or only the theories are pasted back for this component.

There is an attempt to discuss on the ethical issue but no critical

analysis was done

There is an attempt to discuss on the ethical issue with some critical

analysis was done

There is an attempt to discuss on the ethical issue with good critical analysis.

There is an attempt to discuss on the ethical issue with excellent critical analysis.

<div> <div>1</div> <div>Student paper</div> </div> <div>100%</div>	
<div>Student paper</div> <div>INTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK Coursework cover sheet</div>	<div>Original source</div> <div>INTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK Coursework cover sheet</div>
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<div>Student paper</div> <p>You can use software like StarUML to complete this activity. Output – A class diagram containing classes and associations. In Word format, uploaded to GitHub. Consider the problem and select a suitable design pattern that can be implemented on the problem.</p>	<div>Original source</div> <p>You can use software like StarUML to complete this activity Output – A class diagram containing classes and associations In Word format, uploaded to GitHub Consider the problem and select a suitable design pattern that can be implemented on the problem</p>
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<div>Student paper</div> <div>Marks 70% and</div>	<div>Original source</div> <div>Marks 70% and</div>
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<div>Student paper</div> <div>Mapping (20 marks) User Story Mapping not done or User Story copied/does not match the exact system. User Story Mapping done at a minimum level and does not capture the important activities of the system. User Story Mapping done and does capture several important activities of the system.</div>	<div>Original source</div> <div>Mapping (20 marks) User Story Mapping not done or User Story copied/does not match the exact system User Story Mapping done at a minimum level and does not capture the important activities of the system User Story Mapping done and does capture several important activities of the system</div>
<div> <div>1</div> <div>Student paper</div> <div>100%</div> </div>	
<div>Student paper</div> <div>The breakdown of the user story mapping can be improved. User Story Mapping done and does capture several important activities of the system. The breakdown of the user story mapping is good and uses software that can assist that process (For example Miro compared to Ms Word). User Story Mapping done and does capture most important activities of the system.</div>	<div>Original source</div> <div>The breakdown of the user story mapping can be improved User Story Mapping done and does capture several important activities of the system The breakdown of the user story mapping is good and uses software that can assist that process (For example Miro compared to Ms Word) User Story Mapping done and does capture most important activities of the system</div>
<div> <div>1</div> <div>Student paper</div> <div>100%</div> </div>	
<div>Student paper</div> <div>The breakdown of the user story mapping is excellent and uses software that can assist that process (For example Miro compared to Ms Word). Setting up a</div>	<div>Original source</div> <div>The breakdown of the user story mapping is excellent and uses software that can assist that process (For example Miro compared to Ms Word) Setting up a</div>

 Student paper	100%
<p>Student paper</p> <p>Repository (10 marks) GitHub repository does not exist or cannot be accessed or the required files are not available at the time of access. GitHub repository exist and some of the required files are not available at the time of access. GitHub repository exist and most of the required files are available at the time of access.</p>	<p>Original source</p> <p>Repository (10 marks) GitHub repository does not exist or cannot be accessed or the required files are not available at the time of access GitHub repository exist and some of the required files are not available at the time of access GitHub repository exist and most of the required files are available at the time of access</p>
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<p>Student paper</p> <p>The dates on the files follows the required deadline.</p>	<p>Original source</p> <p>The dates on the files follows the required deadline</p>
 Student paper	100%
<p>Student paper</p> <p>The Class diagram does not represent the required solution (contains generic or non-related classes such as admin), the design pattern suggested is not suitable for the given problem. The Class diagram and design pattern represent the required solution but in a very general and incomplete way. Required classes in the design are not declared. The Class diagram and design pattern represent the required solution in a partial way.</p>	<p>Original source</p> <p>The Class diagram does not represent the required solution (contains generic or non-related classes such as admin), the design pattern suggested is not suitable for the given problem The Class diagram and design pattern represent the required solution but in a very general and incomplete way Required classes in the design are not declared The Class diagram and design pattern represent the required solution in a partial way</p>
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<p>Student paper</p> <p>A few required classes in the design are not declared. The Class diagram and design pattern represent the required solution in a satisfactory way. Most required classes are declared. The Class diagram and design pattern represent the required solution in an excellent way.</p>	<p>Original source</p> <p>A few required classes in the design are not declared The Class diagram and design pattern represent the required solution in a satisfactory way Most required classes are declared The Class diagram and design pattern represent the required solution in an excellent way</p>
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<p>Student paper</p> <p>All required classes are declared.</p>	<p>Original source</p> <p>All required classes are declared</p>
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<p>Student paper</p> <p>Prototype User Interface and</p>	<p>Original source</p> <p>Prototype User Interface and</p>
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<p>Student paper</p> <p>No prototype were available or the measurement for the usability testing is not clear. The prototype cover minimalist and trivial design (such as login) and the measurements for the usability testing are not clear. The prototype cover adequate design and several measurements for the usability testing are not clear. The prototype cover good design and most measurements for the usability testing are clear.</p>	<p>Original source</p> <p>No prototype were available or the measurement for the usability testing is not clear The prototype cover minimalist and trivial design (such as login) and the measurements for the usability testing are not clear The prototype cover adequate design and several measurements for the usability testing are not clear The prototype cover good design and most measurements for the usability testing are clear</p>

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Student paper  The prototype cover excellent design and all measurements for the usability testing are clear.	Original source  The prototype cover excellent design and all measurements for the usability testing are clear
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Student paper  There is no discussion on the ethical issue or only the theories are pasted back for this component. There is an attempt to discuss on the ethical issue but no critical analysis was done There is an attempt to discuss on the ethical issue with some critical	Original source  There is no discussion on the ethical issue or only the theories are pasted back for this component There is an attempt to discuss on the ethical issue but no critical analysis was done There is an attempt to discuss on the ethical issue with some critical
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Attachment 2 2 %

Word Count: 956  
Buddy System.docx

Global database (1) 2 %

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Student paper

Top sources (1)

1

Student paper

Excluded sources (0)

Buddy System

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Title: SOFTWARE DESIGN

Lecturer: Ms Nadrah Abdul Hadi

1

 THE FIRST QUESTION: Did you have any difficulties in making friends? The first question in my survey "Did you have any difficulties in making friends" is used to point out the most biggest problem in this 5G network world , which is making real life buddy / friend. Based on the diagram below , which show the data from my surveys , 3 users state that they are still good in making friends , followed by two users who are really hard to make friends. In the data , we can know that there is

more users are quite hard in making friends.

THE SECOND QUESTION:HOW LONG IT TAKE FOR YOU TO MAKE A NEW FRIEND IN NEW ENVIRONMENT? The second question is used to further enhance the first question on the problem that nowadays people are hard to find friends in reality world. In this survey , users takes a little longer time to make new friends but some-how 4 of them need a longer time to find a buddy in a new environment. This also can show that why this system need to be developed.

THE THIRD QUESTION: DID YOU THINK THIS SYSTEM CAN HELP YOU IN MAKING FRIENDS? In this survey , 70 % of users think that this system is able to help them to make friends in INTI International College Penang .There is still 20% of users did not trust that this application can help them to make friends in real life. 10 % of them still hesitate that this application maybe can help them to make friends.

THE FOURTH QUESTION: WHICH INFORMATION YOU WOULD LIKE TO KNOW WHEN YOU ARE MAKING BUDDIES ONLINE? In order to help user to know more about each other , knowing their normal beings is one of the best ways to get close with them. 60% of the users picked hobby as the information that they wanted to know about each other. This is because person with same hobby are more likely to get to know each other. As an example , users who often swim can easily get to know each other by exchanging their technique to swim .20% of users want to know all information of another users to have more topics when come to the communication part. 10 % of them chose to know about the place another user used to go and 10% of the user want to know about the latest assignment information so that they can share their mind or even form a group[ to complete the assignment together.

THE FIFTH QUESTION:IF THIS SYSTEM IS DEVELOPED , WOULD YOU TRY TO USE IT TO MAKE FRIENDS OR BUDDIES? "Never try never know " , is a phrase that we al-ways heard when come to a new thing. All the users that completed this survey give a perfect example for this old phrase. Everyone are having the passion to use this new system to make friends or buddy in IICP.

THE SIXTH QUESTION:IF THE SYSTEM IS GOING TO OPEN FOR ALL OUTSIDERS TO USED , WOULD YOU SUPPORT THIS SYSTEM? A good application could not just lim-ited at one place. A good buddy system also. In order to prevent people not to know each other in future world , a buddy system should be developed so that they are able to get to know friends and carry out some outdoor activities or even some online game events.

To further enhance our buddy system , question about the features also being asked inside the survey I did. Below are the answer and the reason that I choose from 10 users.

Firstly , users wanted to have minigames in this application .Not only one user required to have a minigame. This is because users find out that it not only can help user to have same topics to start the communication , it also can help users to enhance their relationship when they are playing the same minigames with each other. Some multiplayer minigames should be added into the application so that they can make friend much more easier and also can help to maintain the relationship with each other. Besides , picture of user and image viewer are also requested to be added into the application. After a long time that we survive with virus , putting on a mask became a very common things that people do. So , in order to recognise each other after few years , having a picture viewer can helps a lot when they met offline so that they can recognise each other. On the other hand , a beautiful login pages and a user friendly home UI page is the most important thing in developing an application. This not only can attract more users to use the application that had been developed , it can also help user to handle the application easily. This also re-lated to another feature that gave by another user which is the language used inside the application must be easy to understand and also more familiar language need to be applied to the application to prevent the user get into a bug or error. Next is about the communication system. A communication feature need to be added inside the application to prevent user need to use other platform to communicate with each other. One of user decide to add a forum discussion feature inside so that user can join different forums to find friends with the same topic so that hey have more things to communicate in the future time.

Last but not least is about the auto-finding system , system algorithms must be able to find out users' like so that system can recommend friends with the same tags.

Source Matches (1)

<div><div><div></div><div>1</div></div><div>Student paper</div></div> <div>80%</div>	
Student paper	Original source
THE FIRST QUESTION:	The first question, "Is a

Attachment 3

USer mapping.pdf

Source Matches (0)