**CAPSTONE FINAL REPORT TEMPLATE**

**(ADD YOUR PROJECT TITLE HERE)**

SCRUM MASTER / LEAD DEVELOPER FULL NAME

REPORT SUBMITTED IN FULFILMENT FOR THE NEW ZEALAND

DIPLOMA IN SOFTWARE DEVELOPMENT (LEVEL 6)

DEPARTMENT OF SOFTWARE DEVELOPMENT

NEW ZEALAND INSTITUTE OF INFORMATION TECHNOLOGY

TECHTORIUM

AUCKLAND

2021

# DECLARATION

We hereby declare that the work in this project is my own, except for quotations and summaries which have been duly acknowledged.

Student Full Name Student ID

Signature

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Signature

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Signature

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Signature

# ACKNOWLEDGMENTS

Write your acknowledgments here. Acknowledge all your team members, and any others how help you during your study (Technically, financially, or emotionally). Do research in how to write a good acknowledgment.

# ABSTRACT

Write a short (300 words) brief description of your project here. Do research in how to write a perfect abstract. You can refer to the following link as a reference (<http://www.emeraldgrouppublishing.com/authors/guides/write/abstracts.htm>)

# TABLE OF CONTENTS

[DECLARATION 2](#_Toc517706093)

[ACKNOWLEDGMENTS 3](#_Toc517706094)

[ABSTRACT 4](#_Toc517706095)

[TABLE OF CONTENTS 5](#_Toc517706096)

[LIST OF FIGURES 6](#_Toc517706097)

[LIST OF TABLES 7](#_Toc517706098)

[LIST OF ABBREVIATIONS 8](#_Toc517706099)

[CHAPTER I](#_Toc517706100) [INTRODUCTION 9](#_Toc517706101)

[1.1 Overview 9](#_Toc517706102)

[1.2 Problem Statement 9](#_Toc517706103)

[1.3 Project Objectives 9](#_Toc517706104)

[1.4 Scope and Limitation 9](#_Toc517706105)

[1.5 Methodology 9](#_Toc517706106)

[1.6 Chapter Summary 9](#_Toc517706107)

[CHAPTER II](#_Toc517706108) [BACKGROUND (Literature Review) 10](#_Toc517706109)

[2.1 Overview 10](#_Toc517706110)

[2.2 Technology Overview 10](#_Toc517706111)

[2.3 Background of Study 10](#_Toc517706112)

[2.4 Conceptual Framework 10](#_Toc517706113)

[2.5 Chapter Summary 10](#_Toc517706114)

[CHAPTER III](#_Toc517706115) [DESIGN AND IMPLEMENTATION 11](#_Toc517706116)

[3.1 Overview 11](#_Toc517706117)

[3.2 Design 11](#_Toc517706118)

[3.3 Implementation 11](#_Toc517706119)

[3.4 Chapter Summary 11](#_Toc517706120)

[CHAPTER IV](#_Toc517706121) [RESULTS AND EVALUATION 12](#_Toc517706122)

[4.1 Overview 12](#_Toc517706123)

[4.2 Results 12](#_Toc517706124)

[4.3 Evaluation 12](#_Toc517706125)

[4.4 Chapter Summary 12](#_Toc517706126)

[CHAPTER V](#_Toc517706127) [CONCLUSIONS 13](#_Toc517706128)

[5.1 Conclusions 13](#_Toc517706129)

[5.2 Future Work 13](#_Toc517706130)

[REFERENCES 14](#_Toc517706131)

[APPENDICES 15](#_Toc517706132)

# LIST OF FIGURES

Add a list of all figures and their corresponding page numbers here.

# LIST OF TABLES

Add a list of all your tables and their corresponding page number here.

# LIST OF ABBREVIATIONS

Add a list of all abbreviations and their corresponding terms here.

# CHAPTER I

# INTRODUCTION

## Overview

This chapter is a standalone chapter in which provide a brief and general view of your project for the author. Based on chapter I and your abstract the author decide to continue reading your project or stop reading the project.

## Problem Statement

What is the gap? What is the problem?

## Project Objectives

The aim(s) or goal(s) of the project. What is your goal of running this project?

## Scope and Limitation

The scope of the project, and assumptions on which the work is based. The intended audience or “beneficiaries” of the work done.

What are the limitations of your project? Do you have any specific conditions or assumption on which the project run perfectly?

## Chapter Summary

A broad summary of important outcomes.

Report Structure

# CHAPTER II

# BACKGROUND (Literature Review)

## Overview

The wider context of the project

## Technology Overview

* Methods and tools that your solution may be based on or use to solve the problem;
* What tools, software and platforms you will use? And why?
* How used this technologies before in what projects?
* You need to add some references in this section

## Background of Study

* The problem that has been identified before; how else work on the same projects before?
* Likely stakeholders within the problem area
* Any theory associated with the problem area
* Any constraints on the approach to be adopted

## EXISTING SOLUTIONS

* Existing solutions relevant to the problem area, and why these are unsuitable or Insufficient in this particular case. You need to criticize the existing solutions.

## Conceptual Framework

Add your general plan and framework here to describe whole your project in a single picture. Do research in how to draw a perfect conceptual framework. You can refer to the following website as a reference (<http://boxesandarrows.com/how-to-make-a-concept-model/>) and (<https://www.projectguru.in/publications/developing-conceptual-frameworkthesis-dissertation/>).

## Chapter Summary

The objective of this chapter is to review all the existing works on the similar area and criticise them to proof the need for your current project (why we should run a new project if there is already some existing solutions available)

# CHAPTER III

# DESIGN AND IMPLEMENTATION

## Overview

In this chapter your design, strategy, plan, coding, implementation, testing and debugging should describe in details and step by step.

## METHODOLOGY

The approach used in carrying out the project. How you want to fill the gap and solve the problem?

## Design

The purpose of the Specification and Design sections is to give the reader a clear picture of the system you plan to create, in terms of the capability required. A specification should tell the reader what the software system is required to do. The design then gives the top-level details of how the software system meets the requirement. It will also identify constraints on the software solution that are important in guiding decision making throughout the development process.

Describing what a software system does (specification) and how it does so (design) effectively usually means describing it from more than one viewpoint. Each viewpoint will convey some information about the system that other viewpoints omit. (You would use the same technique when describing any complicated construction such as a building, an aircraft, a novel or a painting). Possible viewpoints might be:

* the business model the software supports;
* the user interface;
* the dynamic behaviour of the system;
* how data flows through the system;
* what data types are implemented in the system;
* what algorithms are implemented in the system;
* The static architecture of the system, i.e. how the code is partitioned into modules, etc.

A common approach is to first define the user or business requirements, then describe the static architecture, identify modules and groups of closely connected modules, and then to apply other views to each of these groups. Fine details, specifically details of code, should be left out.

You need to describe all your design and implementation in this chapter

For more information refer to: (<https://www.cs.cf.ac.uk/PATS2/wiki/lib/exe/fetch.php?media=project-report.pdf>)

## Implementation

## Chapter Summary

# CHAPTER IV

# RESULTS AND EVALUATION

## Overview

In this chapter your need to discuss you finding, output and/or your achievements and in what extent you achieve the goals.

You need also to evaluate your results and compare with previous projects done in a same area.

## Results

* Wireframes
* Screenshots of Your Application.
* Database Design (Entity Relationship Diagram)
* Test Plan and Report
* Version Control (Git) & CI/CD
* Compare the proposed solution with the 2 other solutions discussed chapter 2

## Evaluation

## Chapter Summary

# CHAPTER V

# CONCLUSIONS

## Conclusions

In this chapter you need to discuss about your overall finding in general and you need map your findings and your results with your goals and project objectives.

<http://www.emeraldgrouppublishing.com/authors/guides/write/structure.htm?part=4>

## Future Work

Add some suggestion for other students and/or researchers/ developers to continue your project to do more improvement.

# REFERENCES

Apply APA 6th edition style for your references.

Acknowledge all the resources you have used or referred to complete this project.

# APPENDICES

Add all your extra documents, photos, tables, source codes and so on in this section. You need to add some links or cross reference to all the appendices document within your main project report.