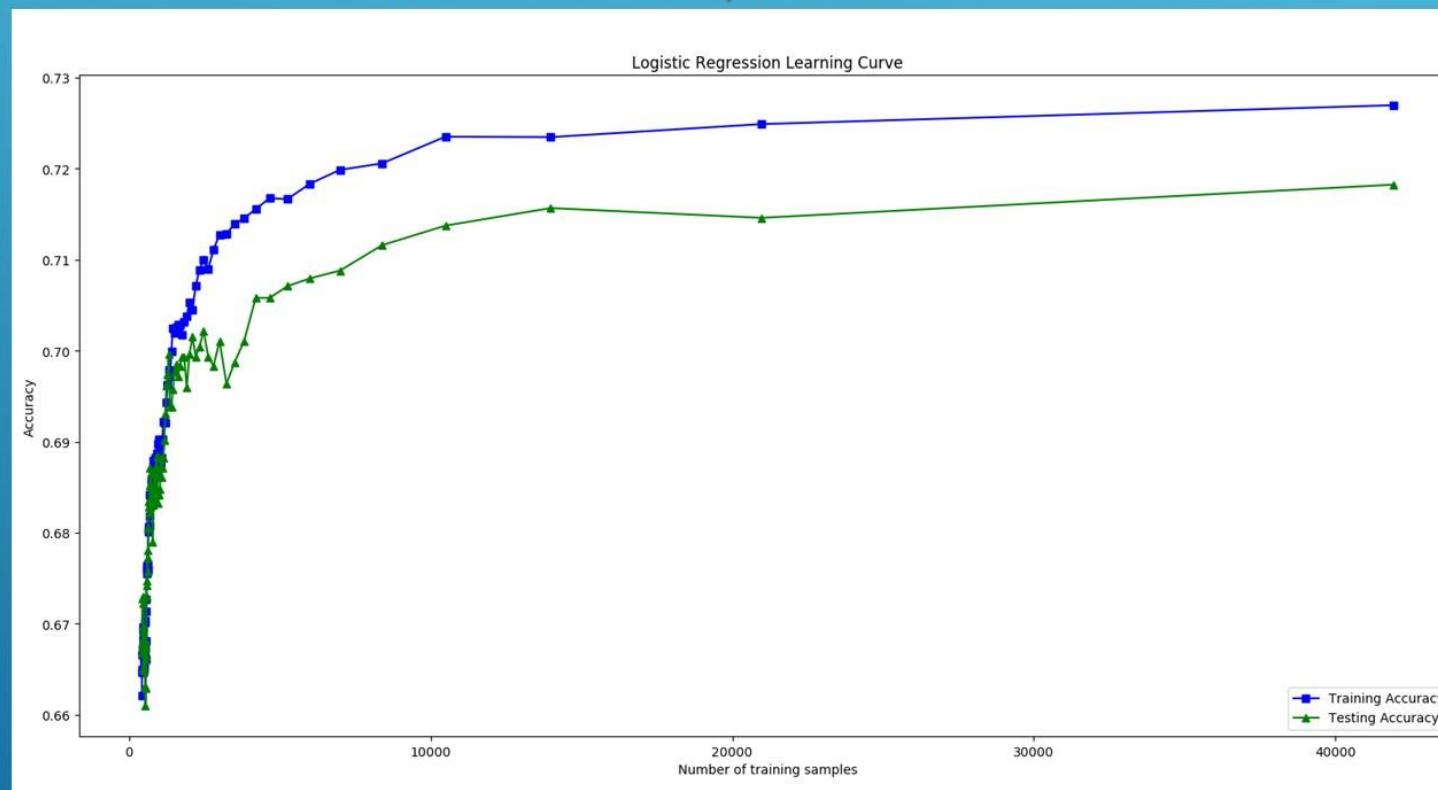


DETERMINING THE IMPORTANCE OF CHARACTER SELECTION IN DOTA2 USING MACHINE LEARNING

Overview:

Dota2 is one of the most popular games in the growing industry of e-sports. Part of the skill of the game is selecting a character that synergises well with the rest of your team.



Learning Curve

The learning curve shows a testing accuracy of around 71% with a training set of 46000.

Project Aims:

The aim of this project is to predict the outcome of a dota2 match based solely upon the team configuration of each side. This was accomplished using common machine learning techniques.

Technologies used:

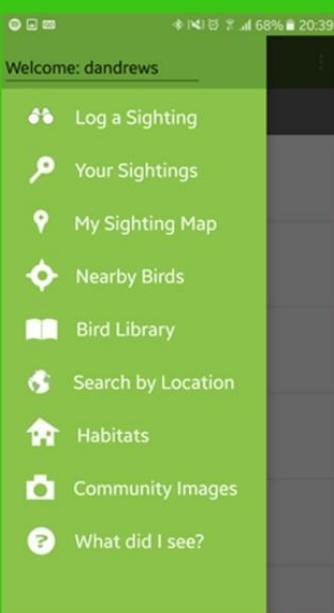




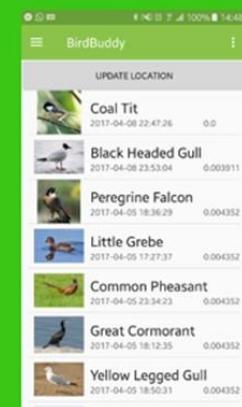
Bird Buddy



The website has been created for users to view their sightings, or any other sightings.



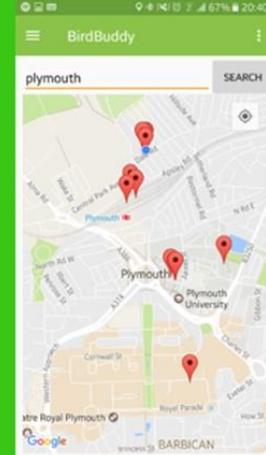
There are many different ways that you will be able to identify the bird that you have discovered in Bird Buddy.



You can view the sightings that have been seen within 5 miles of your location by selecting the Nearby Birds tab.



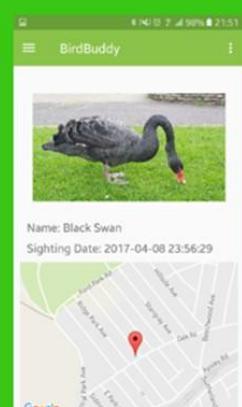
You are able to see various information about each bird in the database.



By searching for a location, you can view all of the recent sightings in that area.



You are able to view all of your sightings in a convenient place.



When you press the last seen button, you are able to see the exact time and location of the sighting.



You can also view all of your sightings on a google maps instance.

Technologies used:



Hotelier – Accommodation Booking System

The screenshot shows the Hotelier website homepage. At the top, there's a navigation bar with 'HOTELIER' and 'Home' buttons, along with 'Sign Up' and 'Login' links. Below the header, a large image of a city skyline at sunset is displayed, with a blurred silhouette of a person in the foreground. The main content area has a dark grey background. It features a heading 'Accommodation Search' and a quote by Bear Grylls: "Adventure has always been to me the connections and bonds you create with people when you're there. And you can have that anywhere." Below the quote is a search bar with the placeholder 'Where will your next adventure take place? Search to find out...' and a 'Search' button. A blue banner below the search bar contains the text 'The accommodation site with something for everyone'. At the bottom of the page, there's a row of seven icons representing different types of accommodations: a castle, a hotel sign, a tree with a house, a house, a lighthouse, a sailboat, a tent, and a modern building.

Adam Gatto

Computer Science BSc (Hons)

The logo for Hotelier features a stylized 'H' composed of two curved lines, one blue and one red, intersecting. Below the logo, the word 'HOTELIER' is written in a bold, sans-serif font, with 'HOTEL' in blue and 'IER' in red.

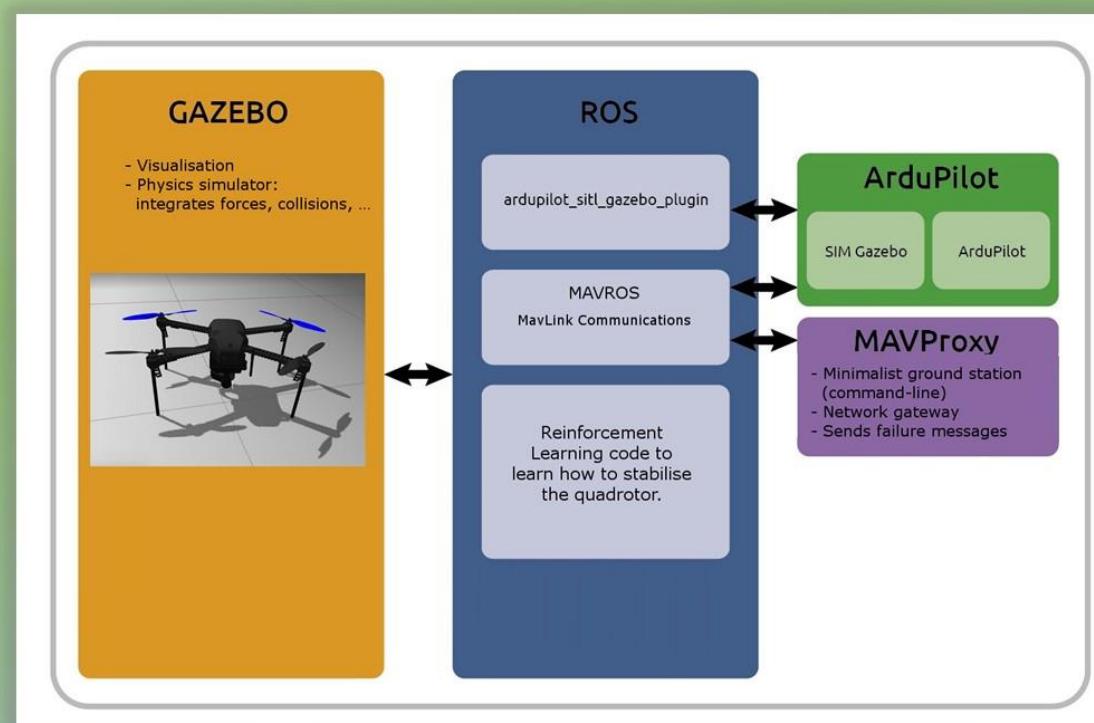
Technologies used:

- Bootstrap
- Google API
- PayPal
- Microsoft
- Microsoft IIS
- ASP.NET
- Windows Server 2016

adamgatto@hotmail.co.uk

Multirotor Attitude Control by Reinforcement Learning

- Currently multirotor, or more commonly - drones, use a PID (proportional – integral – derivative) closed-loop control system to keep the platform stable in the air. They use the on-board inertial measurement unit (IMU) to report the body's specific force, angular rate, and the magnetic field surrounding the body, using a combination of accelerometers, gyroscopes and magnetometers.
- These PID algorithms are predefined before flight so if the values in the algorithms are not tuned then the vehicle will be unstable in the air with effects such as being sluggish and non-responsive or overshooting angle corrections.
- The aim of this project is to use reinforcement learning to replace the PID loop to auto-tune during flight to achieve optimal stability.



Technologies used:

ROS C++

GAZEBO python™

ubuntu

ARDUCOPTER

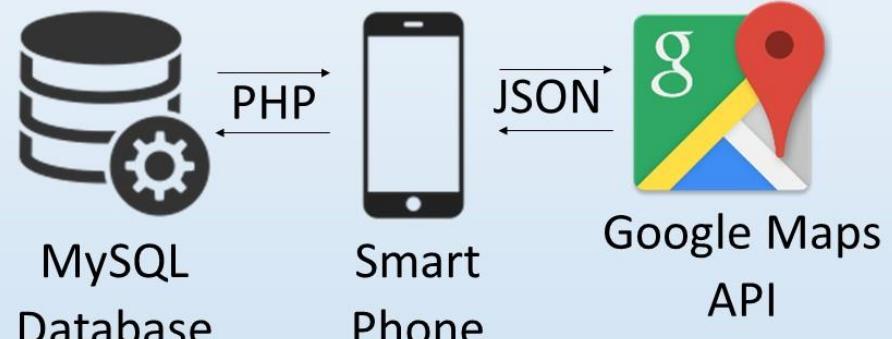
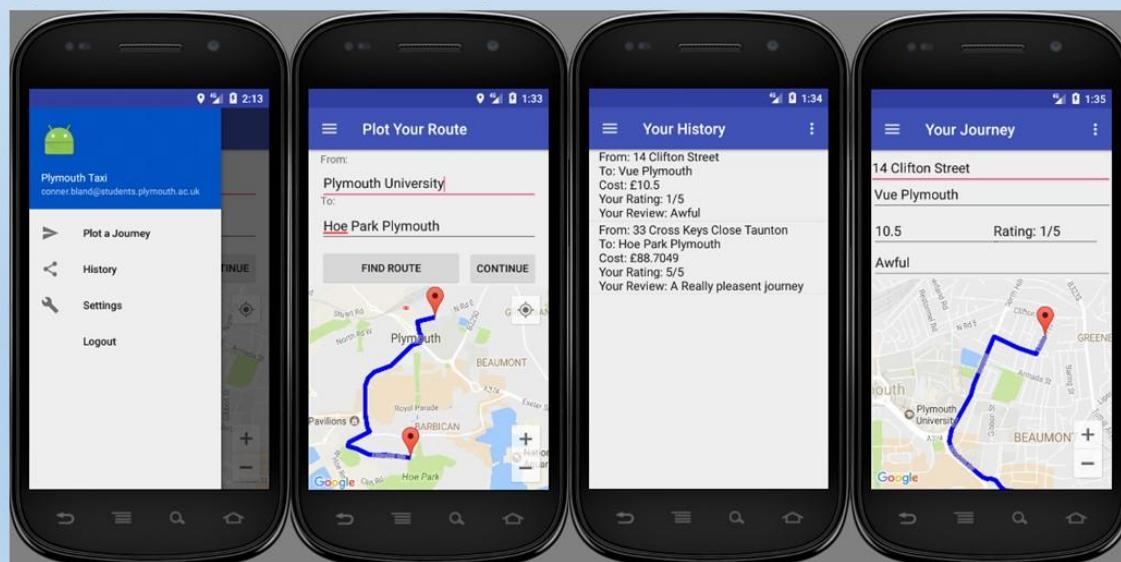
Devon Taxi App

Aim

- To provide customers a product to assist in the taxi transaction process, removing the need for aged technology

Future Thoughts

- An administrator application for reports and data alteration
- Additional functionality to allow users to pay using the App (Paypal, Debit Card)



Basic System Communications Architecture

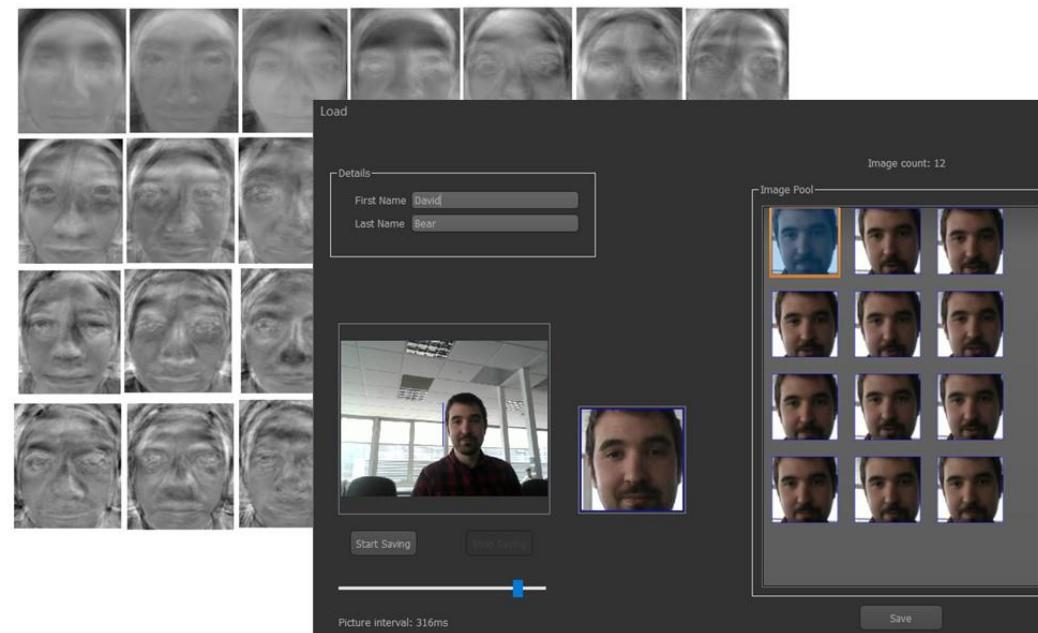
Technologies used:



TISA – The Intelligent Security App

TISA is a image-based security application. By obtaining camera images in real-time, faces in the image is identified and then checked for access permissions to the camera's location.

The application uses **machine learning** to detect faces in an image and predict their identity when learned. A separate library has been made to allow a customisable front-end, with a re-usable back-end.



Features:

- Real-time data processing and management
- Cross-platform – Windows / GNU-Linux
- GPU Acceleration with CUDA

Technologies used:



Windows -
Linux
x86 - x64



Platycedural Dungeonpus



A Procedurally Platycedurally Generated Isometric Dungeon Crawler



FEATURES

- Platycedurally Generated Grid World
- Platycedurally Generated Rooms
- Platycedural Upgrades
- Evolutionary Enemies
- Baby Platypus Clones
- Dynamic Lighting, Particle Fog
- Physics-enabled Projectiles & Obstacles
- Destructible, Movable Obstacles
- 2 Modes: Game and Viewer
- Player Statistics, Saved Games
- Main Menu, Options Menu
- Optimisation: Sprite Atlases, Batched Rendering and More

DEVELOPMENT

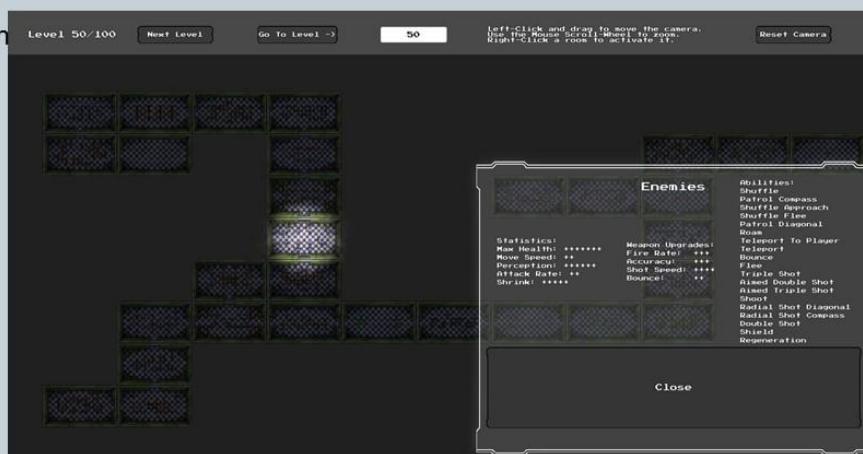
- C# Object-Oriented Programming in Unity
- Design Patterns: State, Strategy, Singleton
- Highly Modular Code Base
- Rule-Based Procedural Content Generation
- Rooms, Enemy Sprites, Projectiles, Obstacles and more can be added without requiring programmer input
- Pickups can be balanced without requiring programmer input
- CRC Cards and UML Diagrams



Game Mode



Viewer Mode



Game Mode

- 50 Levels of increasing size and complexity
- Enemies are given <level number> abilities and upgrades, selected randomly from a pool, to create an organic difficulty curve with occasional spikes
- Room contents are generated using visual design patterns (Togelius, dahlskog, 2012)
- The player/platypus levels up, gradually becoming stronger with each level
- Enemy sprites are randomised from a tile set

Viewer Mode

- 100 Levels of increasing size and complexity
- Allows a user to view generated content without having to "play" the game
- The user can Activate rooms and enemies
- Active Enemies will interact with the mouse cursor
- The generation of rooms and enemies is identical to Game Mode
- Allows the entire level to be rendered on a single screen



3D Brainstorm: Web-based, Collaborative 3D Mind Mapping

Overview

3D Brainstorm is a web-based tool built to allow for seamless collaborative 3D mind-mapping. It is designed as a tool to give users the power within a meeting context, the ability to brainstorm ideas using multiple smartphone devices together with no app downloads, installation, setups or sign ups allowing teams to quickly get together and into the idea generation process.



Aims

- Seamless Multi-Device Work/Idea Collaboration
- Real-time Full-Duplex Networking using WebSockets
- 3D Visualisation on the Web using WebGL
- Easy to use, no download, installation, signup or setup

Technologies Used



Supported On



Noodle.UK

HOMEMADE TAKEAWAY

By Noodle

What is Noodle:
Noodle facilitates peer-to-peer purchasing of food items that are cooked in one user's home and sold to another user in their home.

Features:
OAuth Login for social media logins
Food Standards Agency API to display hygiene ratings
PayPal Payments

Future Features:
Videos displaying on how to serve food
Online and Offline sellers
Email Order Confirmations

API'S



Security



By Ethan Pearce
Bsc(Hons) Computer Science
ethanpearce@outlook.com

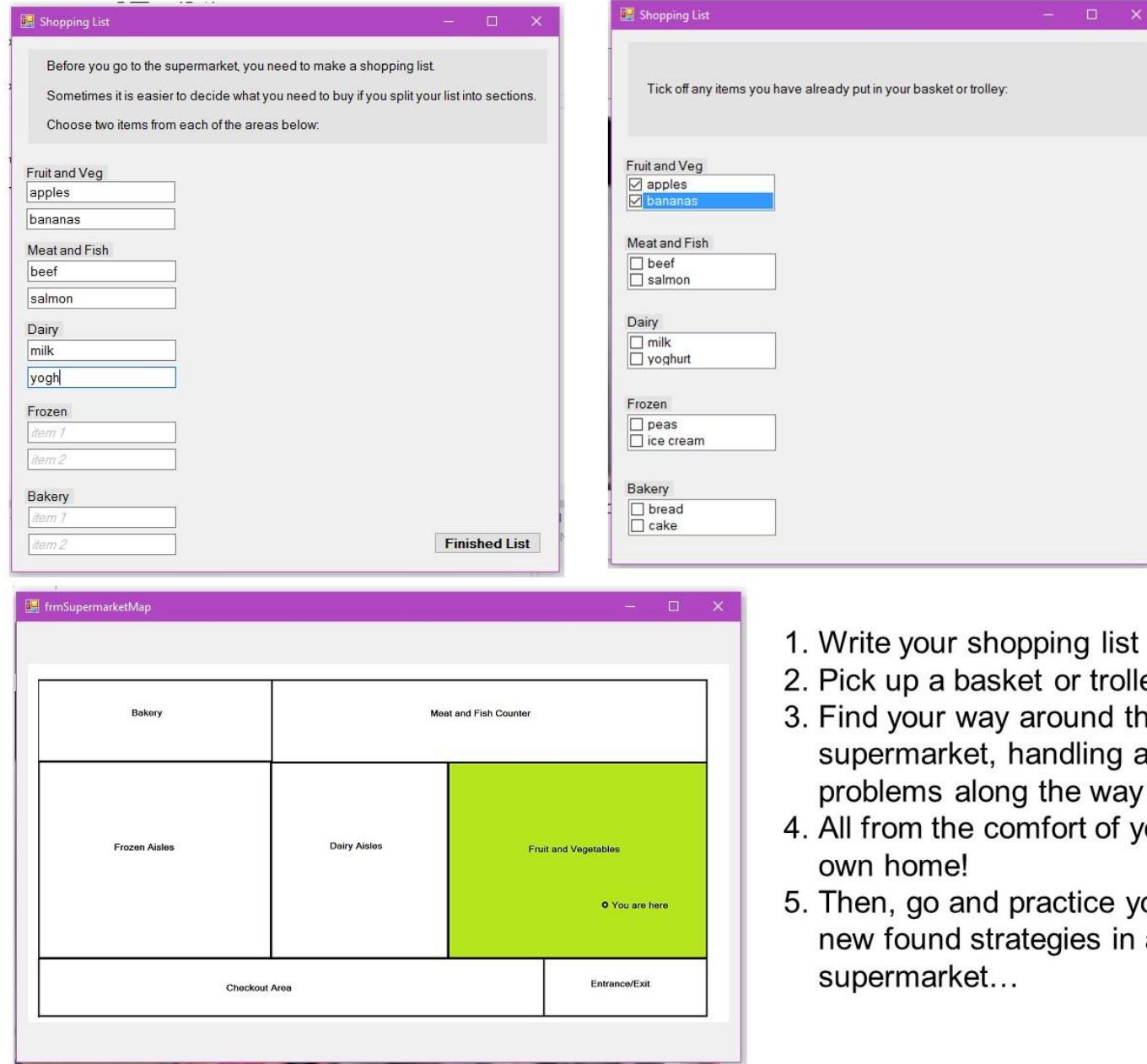
Hosting



Technologies



Social Skills Development Application



1. Write your shopping list
2. Pick up a basket or trolley
3. Find your way around the supermarket, handling any problems along the way
4. All from the comfort of your own home!
5. Then, go and practice your new found strategies in a real supermarket...

Technologies used:



TuneTracker.co.uk

Dan Jeffries

BSc (Hons) Computer Science

Daniel.Jeffries-1@students.Plymouth.ac.uk

Aim
TuneTracker aims to help keep you up to date with your music. Notifications let you know when new albums are released, and recommendations let you know about music you might like.

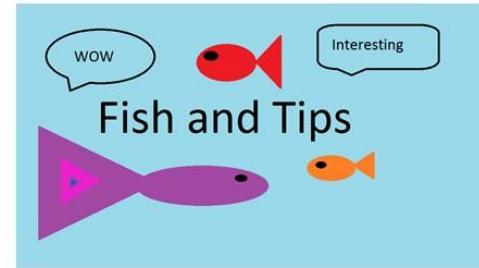
Features and Outcomes

- Recommendations for new music
- Allows you to view all albums you're missing from your library
- Responsive and minimalistic user interface
- TuneTracker online allows you to view friend's music and what each other are listening to.
- Send friends recommendations for songs they'd like

Technologies Used

- C#
- Xamarin
- neo4j
- MySQL
- PostgreSQL

AQUARIUM INFORMATION SYSTEM

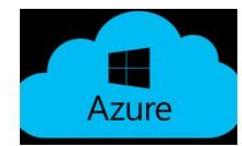


- Customer app to learn from the Aquarium data
- Staff app maintainability of Aquarium data
- NFC searching
- Cloud base system
- PayPal donation
- Website access
- Review and problem feedback for customers
- Image uploading and viewing

Technologies used:



ASP.NET



AmmoVR



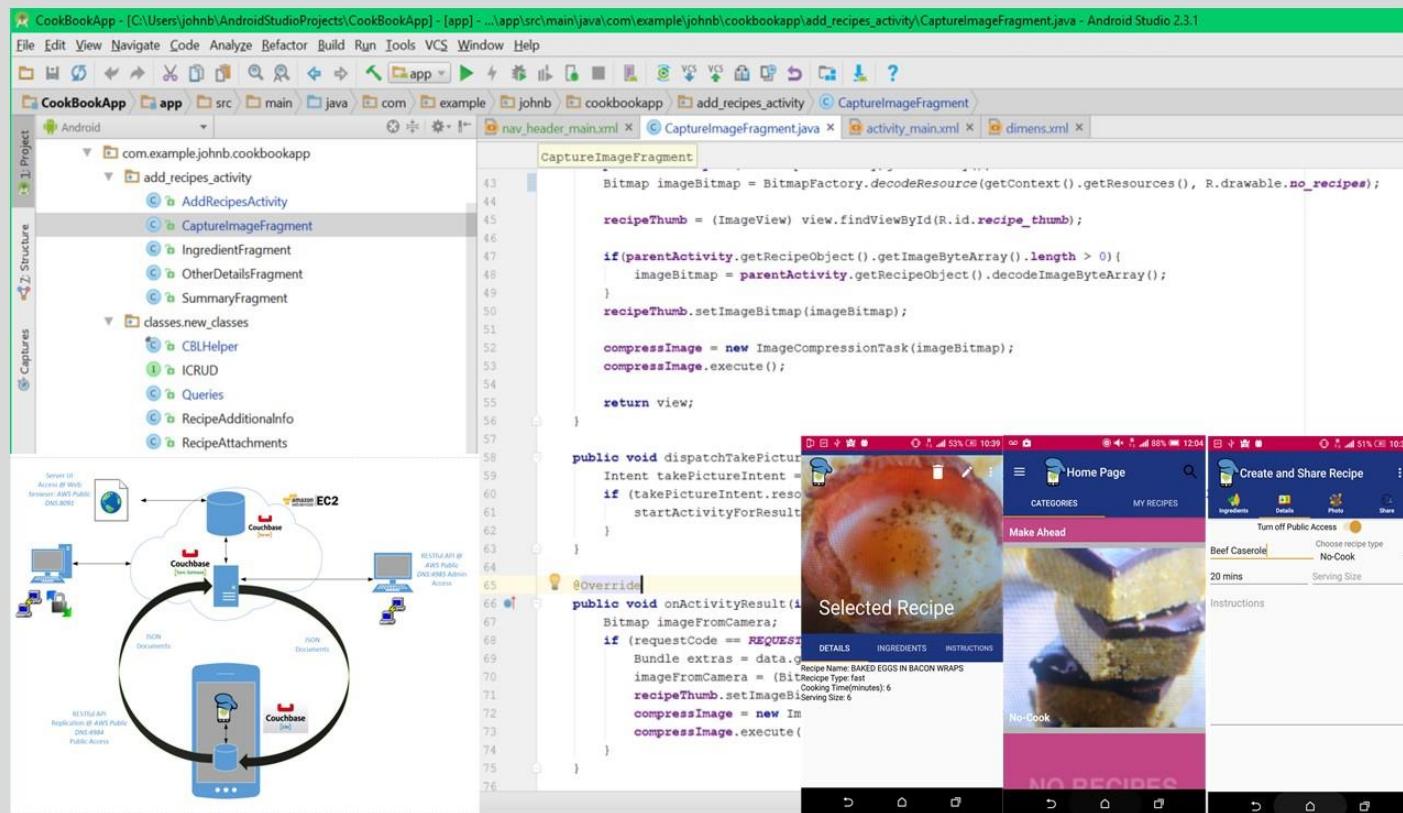
Android CookBook App



COMPUTING WITH PLYMOUTH UNIVERSITY

Couchbase promotes offline access by replicating data to and from its clients via Sync_Gateway whenever internet connection is available.

Compatible
with
almost all
android
devices.



Current Features:

- Offline use!
 - Search recipes by one or more Ingredients. No need to Sign up!
 - Follow different users
 - and more

Future Updates:

- User Profile build up leading to Recipe Recommendation

Access recipes anywhere with internet connection thanks to Amazon Web Services

Project Description:

An android application that lets a user share and search recipes anywhere and anytime. The project introduces use of a non-relational database (Couchbase) to store unstructured recipe data.

Technologies used:



Couchbase



john.banez@students.plymouth.ac.uk

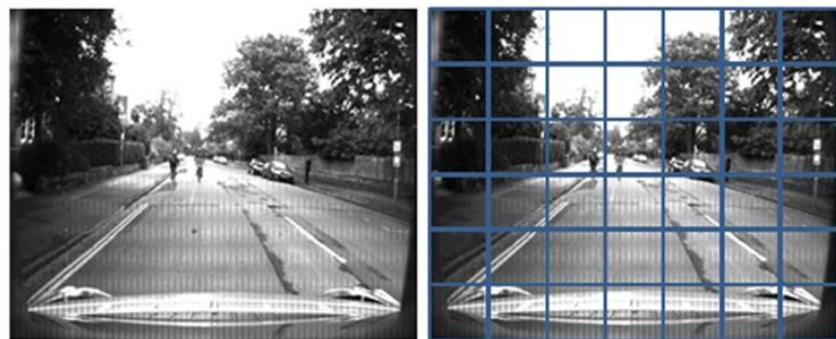
+44 7783 008 503

John Banez

BSc(Hons) Computer Science

Assisted Driving Software

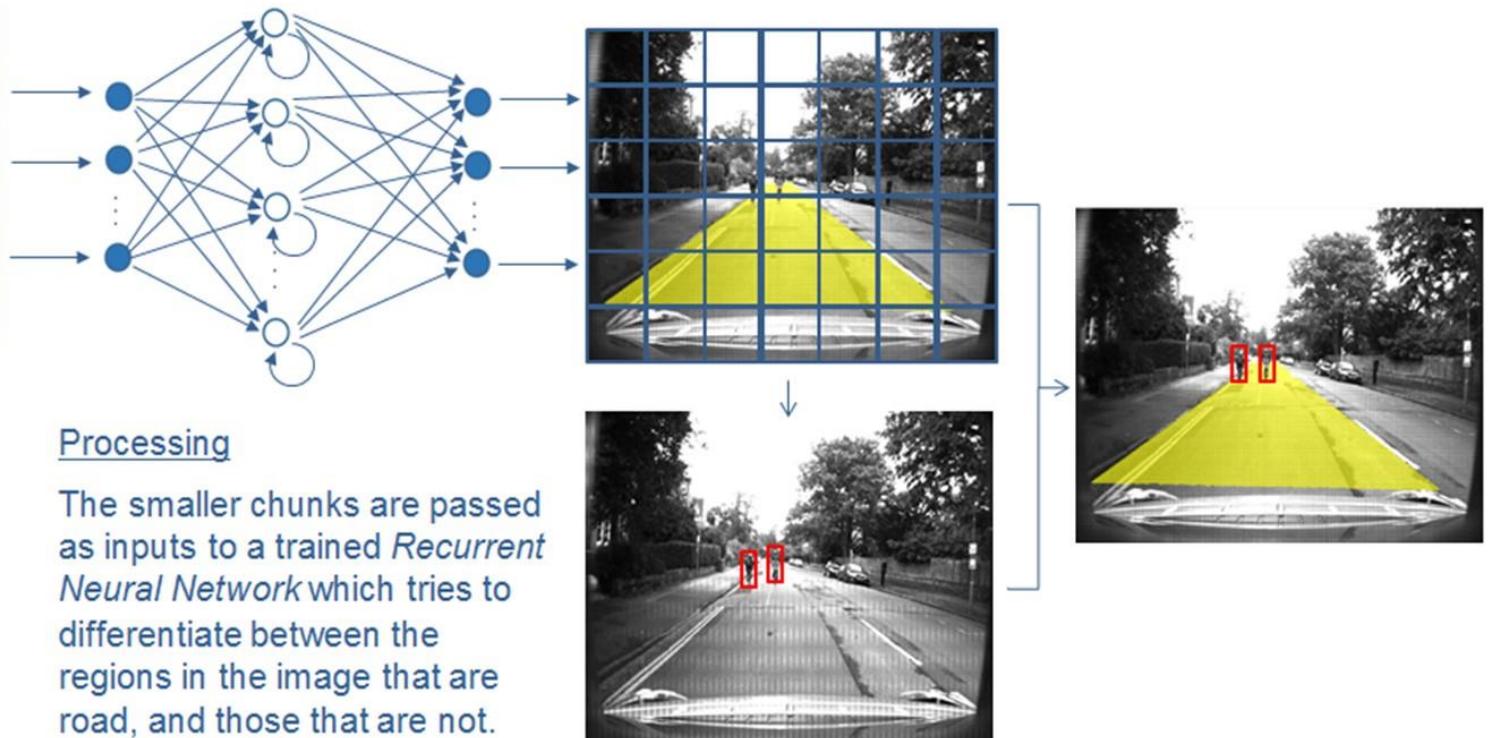
A piece of software designed to assist with navigating a car on the road through the use of an on board camera. The software processes the video stream from the camera through a *Recurrent Neural Network* to help identify the road itself, and any obstacles that may pose a threat to its safe navigation.



Pre Processing

The software carries out a number of image manipulation operations to try to *optimise the lighting and environment detection*. This makes it easier for the network to judge what is and isn't road.

A *sliding window* is then performed over the image, which splits the frame into smaller *chunks*. This helps increase the performance of the network.



Processing

The smaller chunks are passed as inputs to a trained *Recurrent Neural Network* which tries to differentiate between the regions in the image that are road, and those that are not.

The *recurrent nature* of the neural network means a much more accurate image is obtained because each piece of information is passed through multiple times.

Post Processing

The pixels that are found to be road are then visualised by *colouring them in*.

A separate *Object Detector* is then run over the original frame to find any obstacles in the region marked 'Road' by the network.

The two images are finally merged together.

Technology Used:

Matlab

Joseph Bond

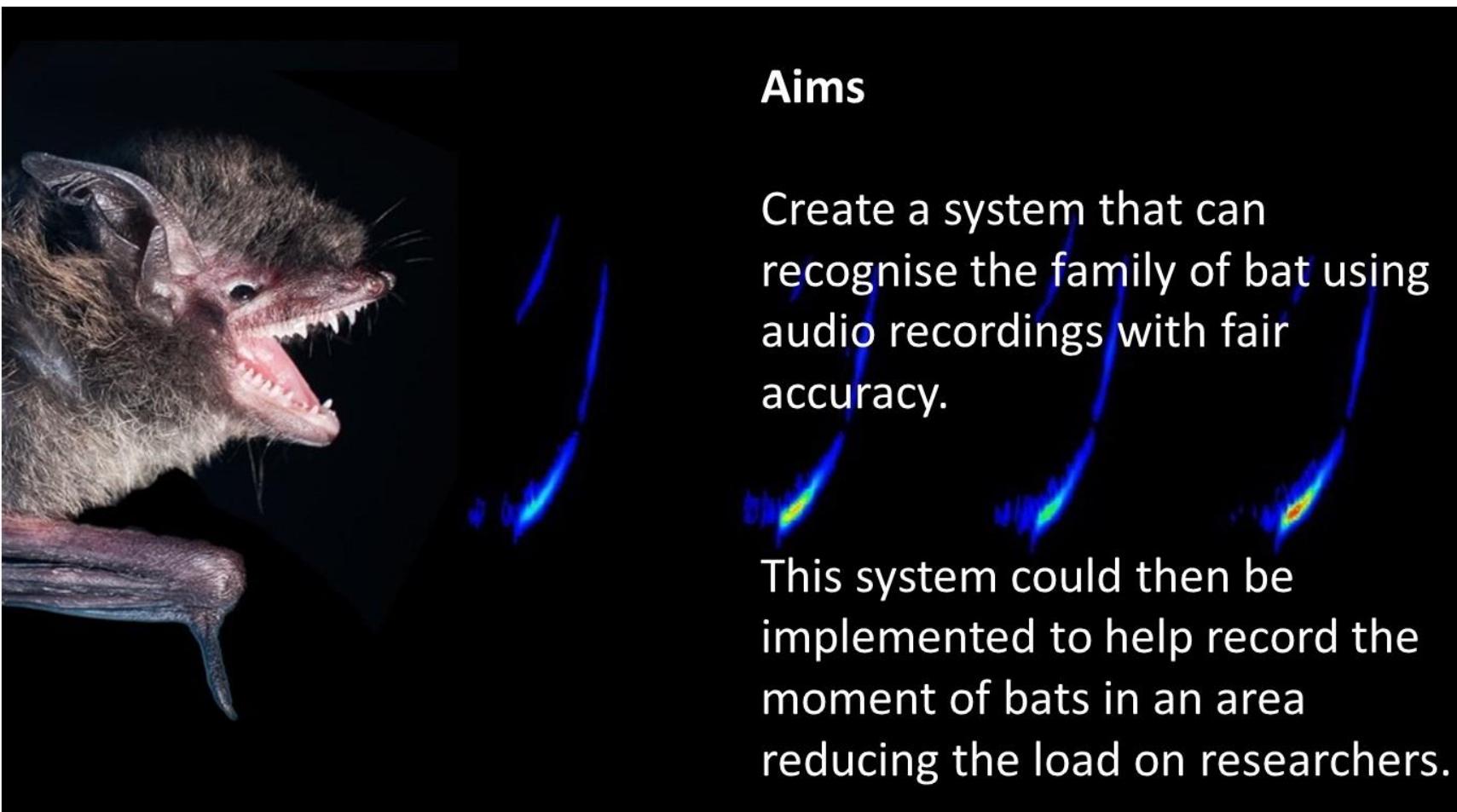
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joe.r.bond@hotmail.co.uk

Bat Brain

A semi-supervised machine learning approach to bat identification

- Bat Calls have a unique species signature in their social calls
- By training a computer to recognise a signature, it allows for accurate identification



Aims

Create a system that can recognise the family of bat using audio recordings with fair accuracy.

This system could then be implemented to help record the moment of bats in an area reducing the load on researchers.



Technologies used:



Learning to count with gestures using a humanoid robot – iCub

Aims:

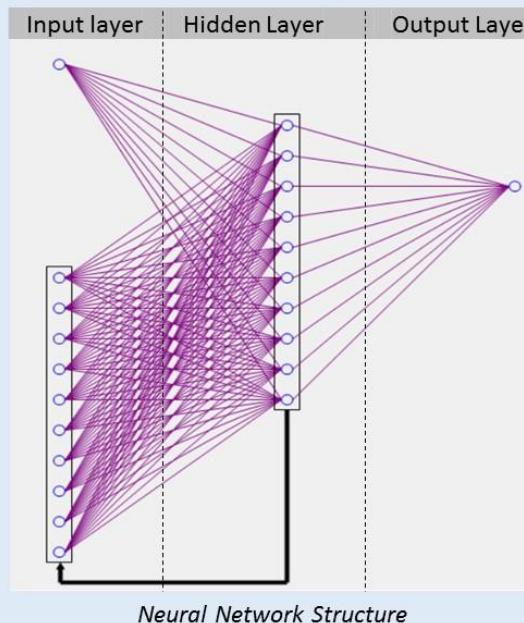
- To develop a model that learns to count objects;
- To learn YARP and iCub simulation software;
- To explore using Elman architecture for creating counting model;

Methods:

- Elman neural network architecture (Encog);
- C# interface to manage neural networks and simulator processes;
- C++ robot controller;
- Pipe communication between main interface and robot controller, using named pipes;

Results

- Implementation of interface and robot controller;
- Successful trial of counting five objects;



Conclusions:

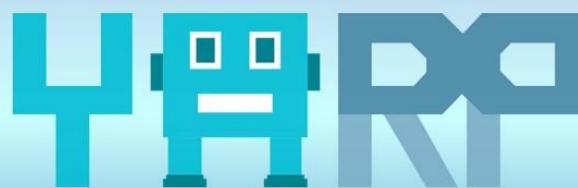
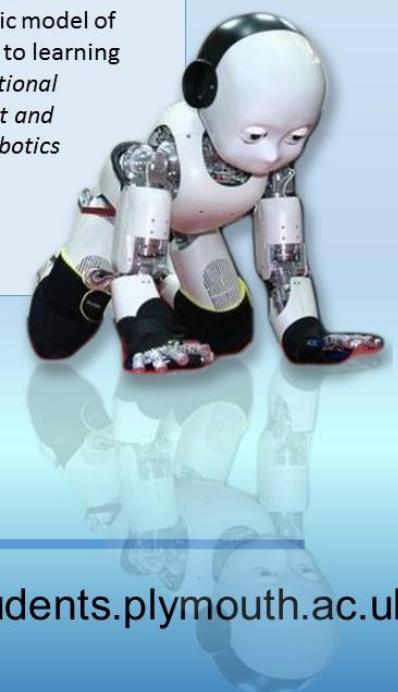
- Model learns to count object sequences;
- Robot points at objects (simulation);

Future Work:

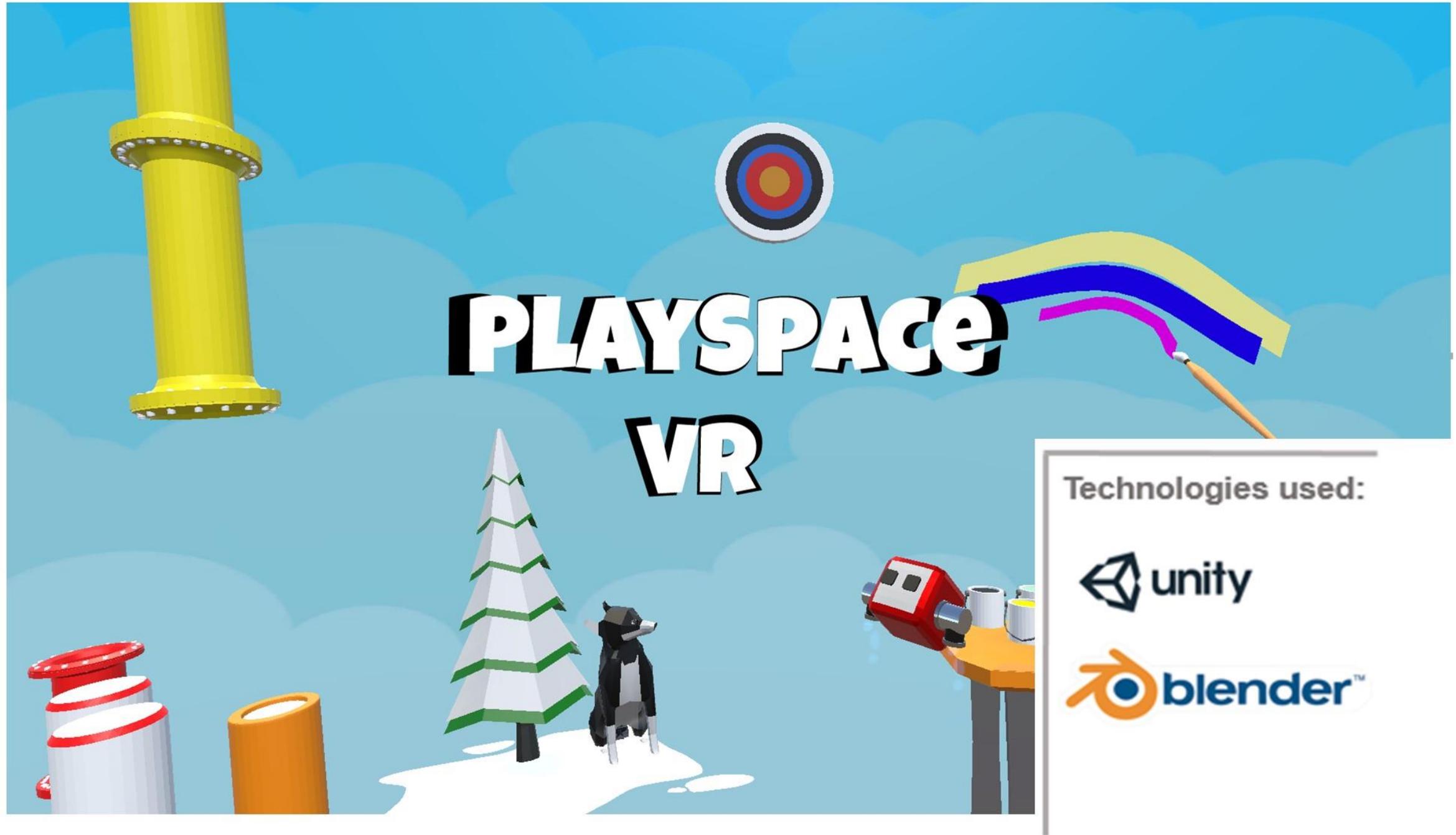
- Exploration of using Genetic Algorithms to optimize Elman neural network;
- Exploration of more complex experiments;

References:

- Rucinski, M., Cangelosi, A. and Belpaeme, T. (2012). Robotic model of the contribution of gesture to learning to count. *2012 IEEE International Conference on Development and Learning and Epigenetic Robotics (ICDL)*.



PlaySpace VR



Jonny Holmes

Computer Science

jpholmes122@gmail.com

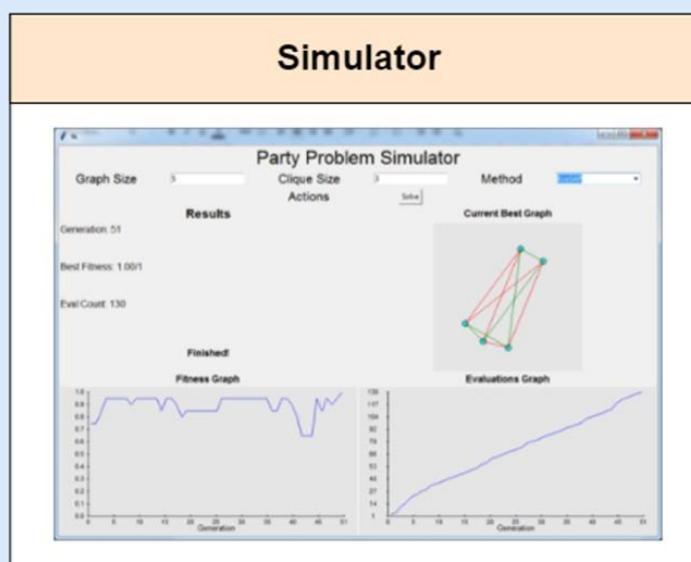
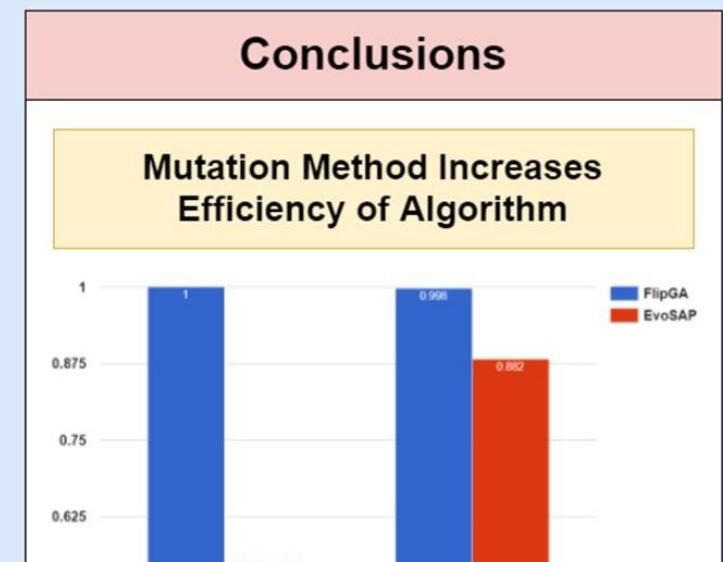
Genetic Optimisations for Ramsey Theory

Andrew Barnes

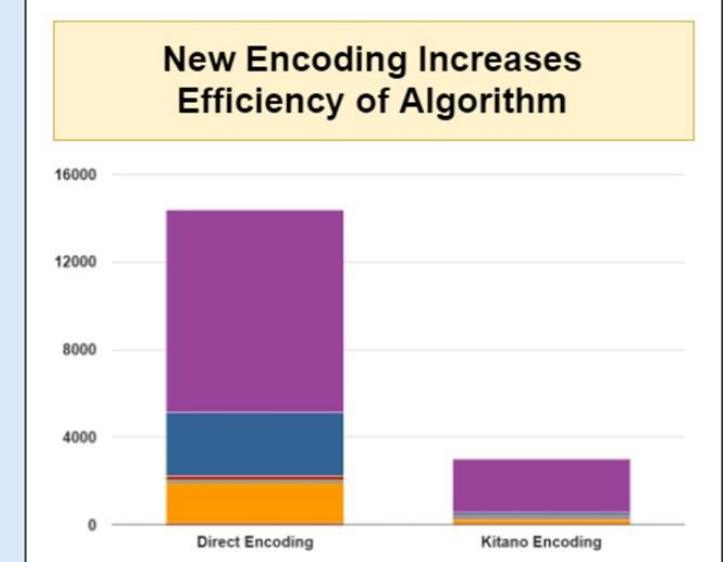
BSc (Hons) Computer Science

Objectives
1. Compare alternative mutation methods for solving 2-clique graph problems using genetic satisfiability algorithms.
2. Compare morphogenetic encoding schemes for solving 2-clique graph problems using genetic satisfiability algorithms.
3. Develop a simulator to visualize these methods at work.

Mutation Experiment
<ul style="list-style-type: none">Implementation of two hybrid-genetic algorithms; FlipGA and EvoSAP.Identification and implementation of the algorithms with two mutation methods; one using a random gene-mutation, the other doing a section-flip mutation.Running trials of these methods against a benchmark satisfiability data set for 2-clique problems.



Encoding Experiment
<ul style="list-style-type: none">Identification of potential encoding schemes.Implementation of two blind genetic algorithms; one utilizing a Kitano style encoding and the other a direct encoding scheme.Running of trials against a clique-based benchmark data set.



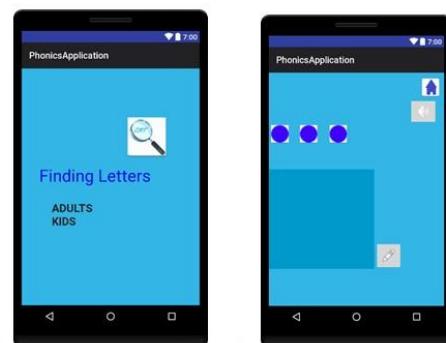
Finding Letters- Mobile Application

What is the App?

- Finding Letters is a mobile application aimed at young children who are learning Phonics at School.
- The app takes a image and 'reads' the word, using OCR technology and splits the word into letters.
- After that it would play the sound of each letter so the child can repeat the sound back
- Finding Letters can be used on an android phone or tablet.

What is the aims of this App?

- Allows the children to learn Phonics in a easy and simple way.
- Gives the parents more information on what their child or children are learning- especially when it comes to reading.
- Aims to have a effective way so that the parents and the children can learn together.



fish
.. —



ORACLE®

Phillipa Stovell

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Recruitment Management System



Overview

- Specifically designed for recruitment agencies that have no database infrastructure implemented.
- Allows the user to set up Job profiles by adding Candidate, Client and Contact profiles using an SQL Database structure to store all the information.
- Add, Edit and Remove profiles to manage all your recruitment process needs including full text-based search and the ability to store Candidate CVs.

Project Aims

- To develop a database with an easy-to-use interface to meet recruitment management process needs.
- To store all of a company's recruitment process data which can be retrieved and viewed in the same application.
- To allow the user to keep track of candidates' job status and unlimited amounts of job vacancies.

Future Plans

- To enable a specific login for the managers which offers admin rights and additional features such as keeping track of KPI's for all the Recruitment Consultants.
- The ability to add and keep track of call logs to Clients and Candidates

Technologies used:



Visual Studio

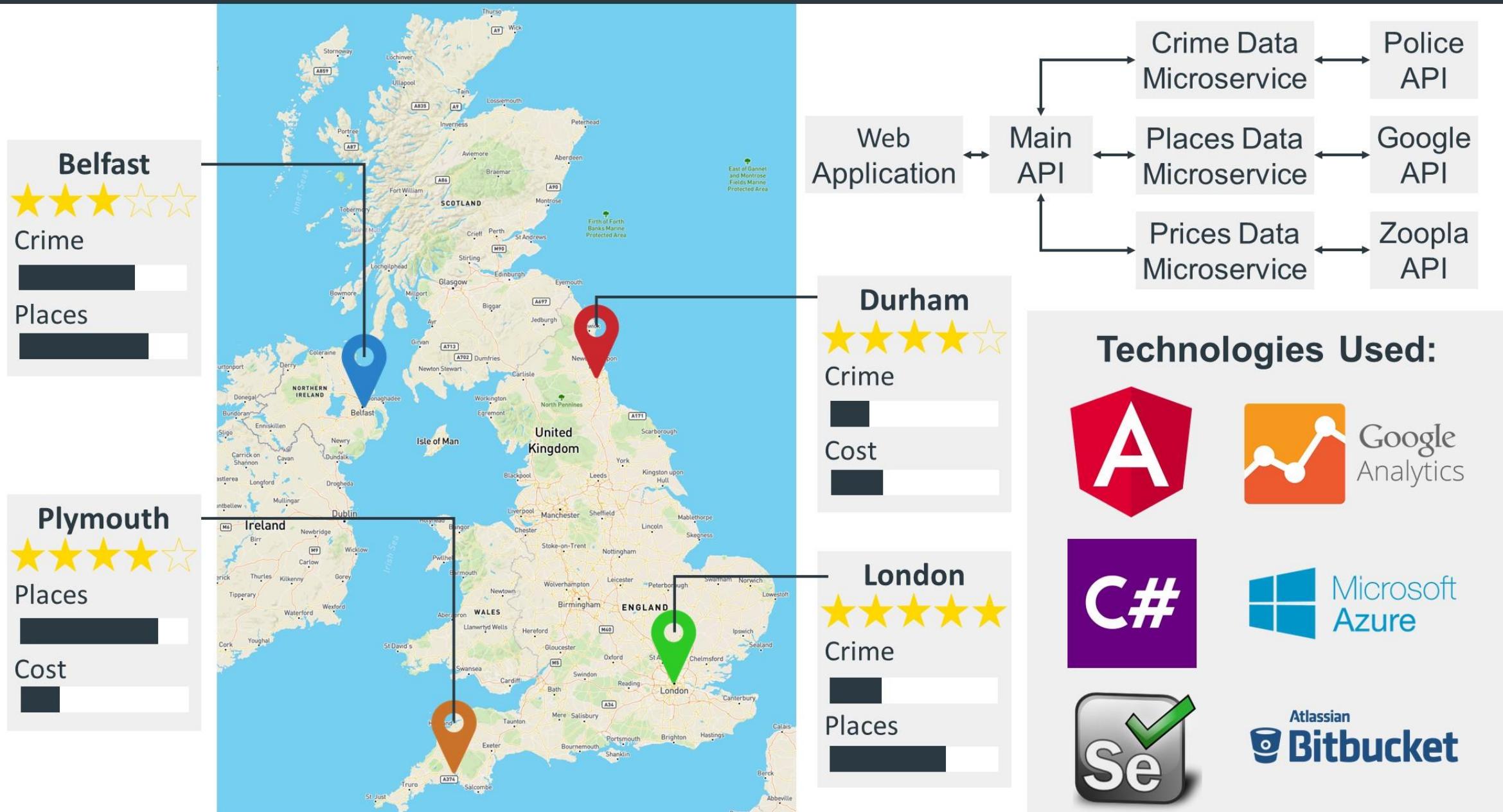


Kim Somers

Computer Science BSc (Hons)

K_somers@hotmail.co.uk

compara – Location Comparison Web Application



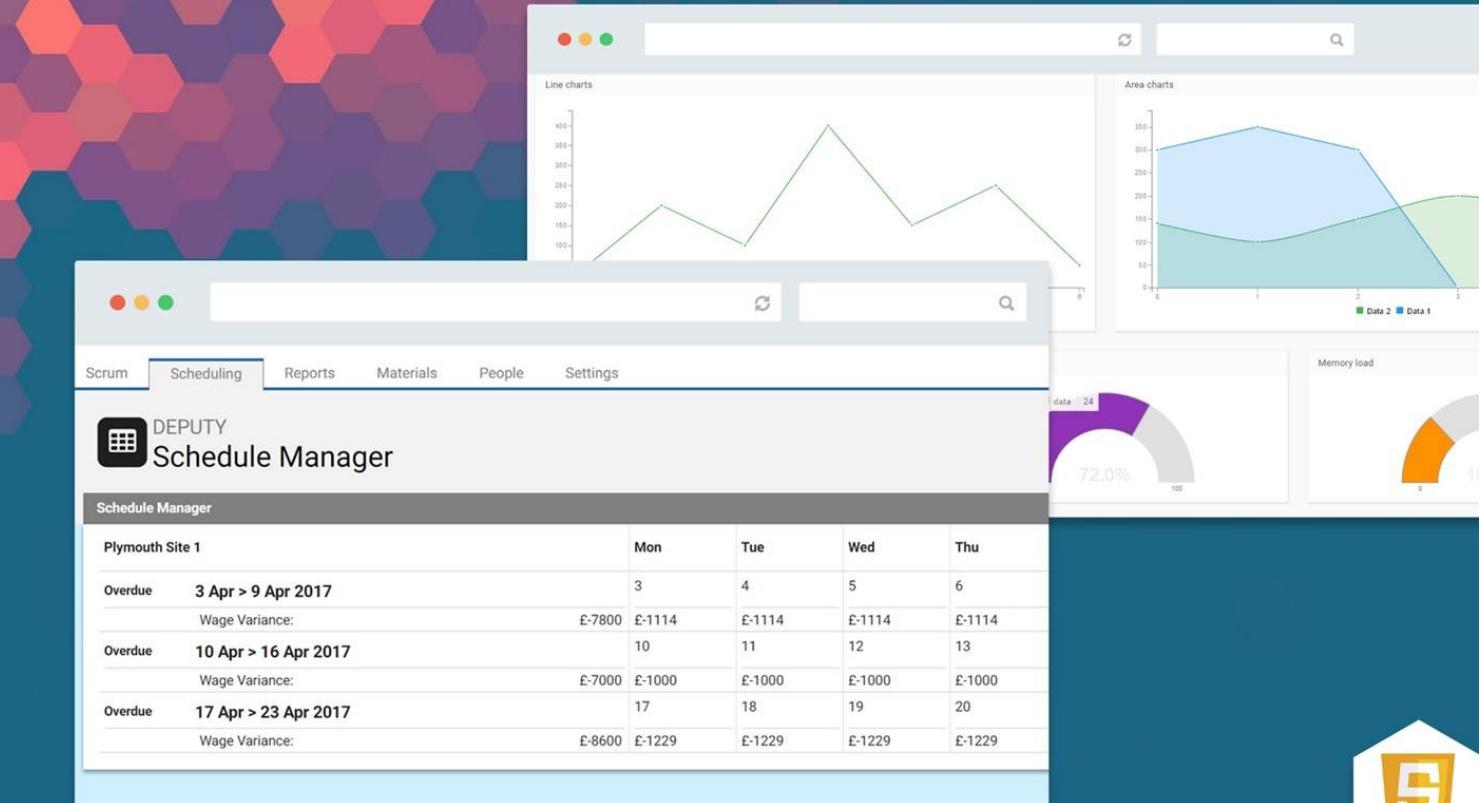
Nicholas Buhagiar

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nickbuhagiar@gmail.com

Tessellate Enterprise Resource Planner

Tessellate was developed to meet the growing needs of the hospitality industry by introducing a SaaS Cloud framework. Tessellate acts as a Entity Resource Planner assisting managers to distribute resources and workflow across their business.



HR, EPOS & CRM - Integrated with Multi-layered Perceptrons and Regression Models

Custom built PHP application deployment framework that is compatible with 20+ data sources

Built with client driven development, with support of industry veterans and pioneers



Pocket Kitchen

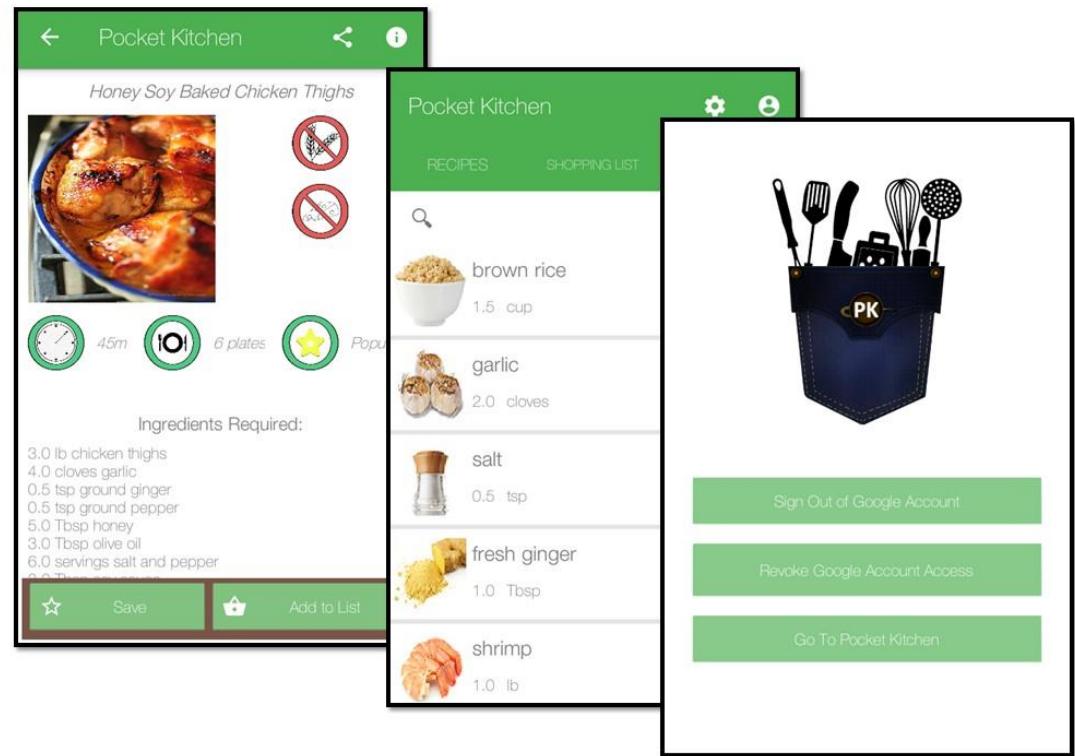
Pocket Kitchen is a shopping assistant application for Android.

You can use it to plan your meals, manage your shopping & cupboards, and best of all – find amazing recipes using what you already have!

THE PROJECT

This project was an opportunity to dive deep into Android development, exposing as many problems as I could find, and solving them with new technologies...

In fact, almost all of them were never before encountered!



android



amazon
web services



Technologies:

- Built in Android
- supported by Google Drive
- and Google OAuth
- Communicating with
- Amazon Simple Cloud Storage Service (S3),
- Amazon DynamoDB,
- and Spoonacular via Mashape API.

Using Gson, AppIntro, Floating Action Menu, and much more...



Prepare your shopping list...

Perhaps by finding something tasty!



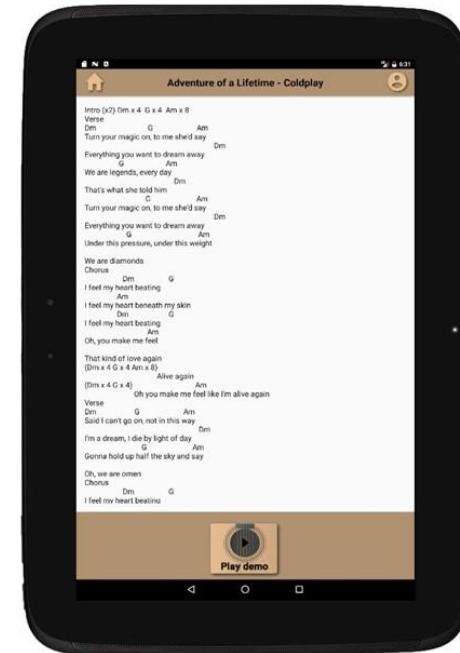
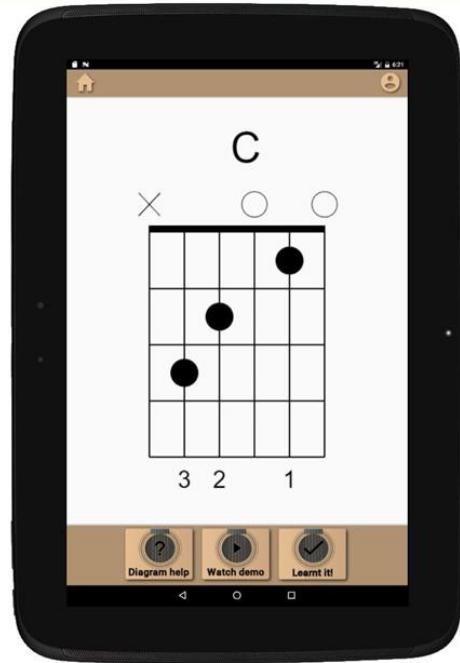
Use your phone to go shopping...

Updating your cupboard on the go!



Cook that tasty looking meal!

Guitar Tutor



Learning a musical instrument can be very difficult and tedious. Guitar Tutor aims to support children when they are learning the guitar and make the experience more fun.

With the application children can:

- Learn new chords
- Practise chords they already know
- Play songs
- Track their learning progress



Secure Web & Database System for Plymouth City Council

PCC Web Application Home Cases Citizens Employees Reports Communications Search Access Control Hello jrlegrange Log out

You do not seem to have permission to access this page. Please contact the development team if you believe you are seeing this page in error

[Go Back To Home Page](#)

Security Features Include

- Injection Defence
- Always Encrypted Database
- Modifiable Access Control
- Secure Session State & Password Management
- CSRF Defence
- XSS Defence
- Extensive Logging



PCC Web Application Secure Login

username
jrlegrange

password
.....

Website Features Include

- Create & Modify Cases
- Upload Documents
- Generate and Export Reports
- Real Time Chat
- Global & Private Messaging

Technologies used:



ASP.NET



Jonathan le Grange

BSc (Hons.) Computer Science

jonathan.legrange@students.plymouth.ac.uk



Microsoft
ASP.NET

Microsoft Azure

Microsoft[®]
SQL Server[®]



Receipt to Recipe

Kieran Stobbart

Computer Science
(3249)

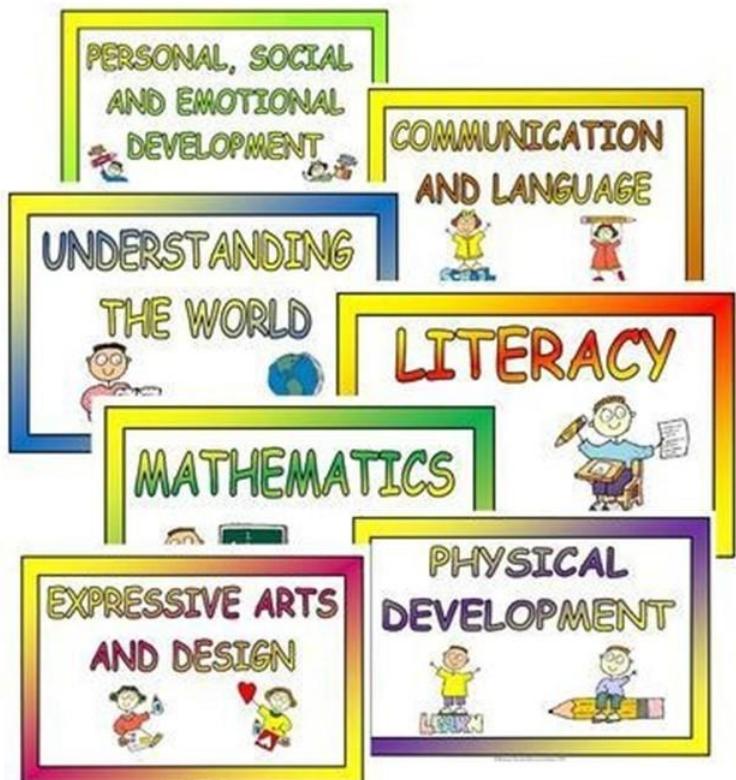
kieran.stobbart@students.plymouth.ac.uk

Nursery management system

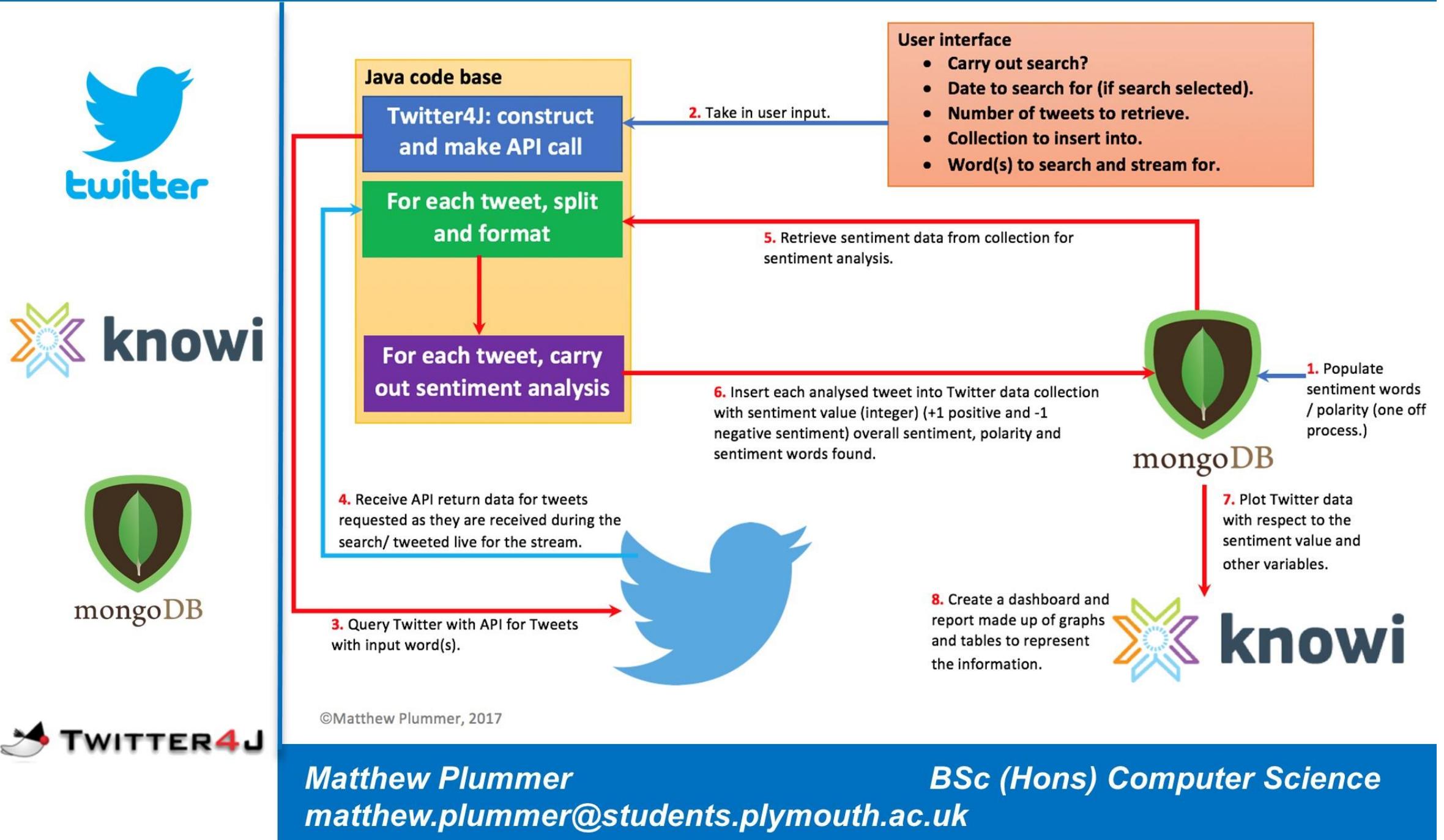
Providing an **efficient alternative** to paper-based models.

Reducing **overheads**, eliminating **process waste**, clearing **paperwork**.

Improving the child, parent and staff experience of EYFS.



Twitter Sentiment Analysis



Planning Application Notifier

The Planning Application Notifier is a website designed, for South Hams District Council, to update its users whenever there is a new Planning Application in their desired area. How it works:



1. Register: enter your credentials and other relevant information



2. Location: use the marker to choose your desired location



3. Checkbox: use the checkbox to choose what type of application you want to be notified on



4. Email: wait for an email telling you of a new application in your area

*There are additional features that allow the user to perform an instant search

Peter Heppenstall

Computer Science – PRCO304

petehepp@live.com

: 50.492 Current Lng: -4.100

Map data ©2017 Google Te



Technologies

 Visual Studio

 Microsoft ASP.net

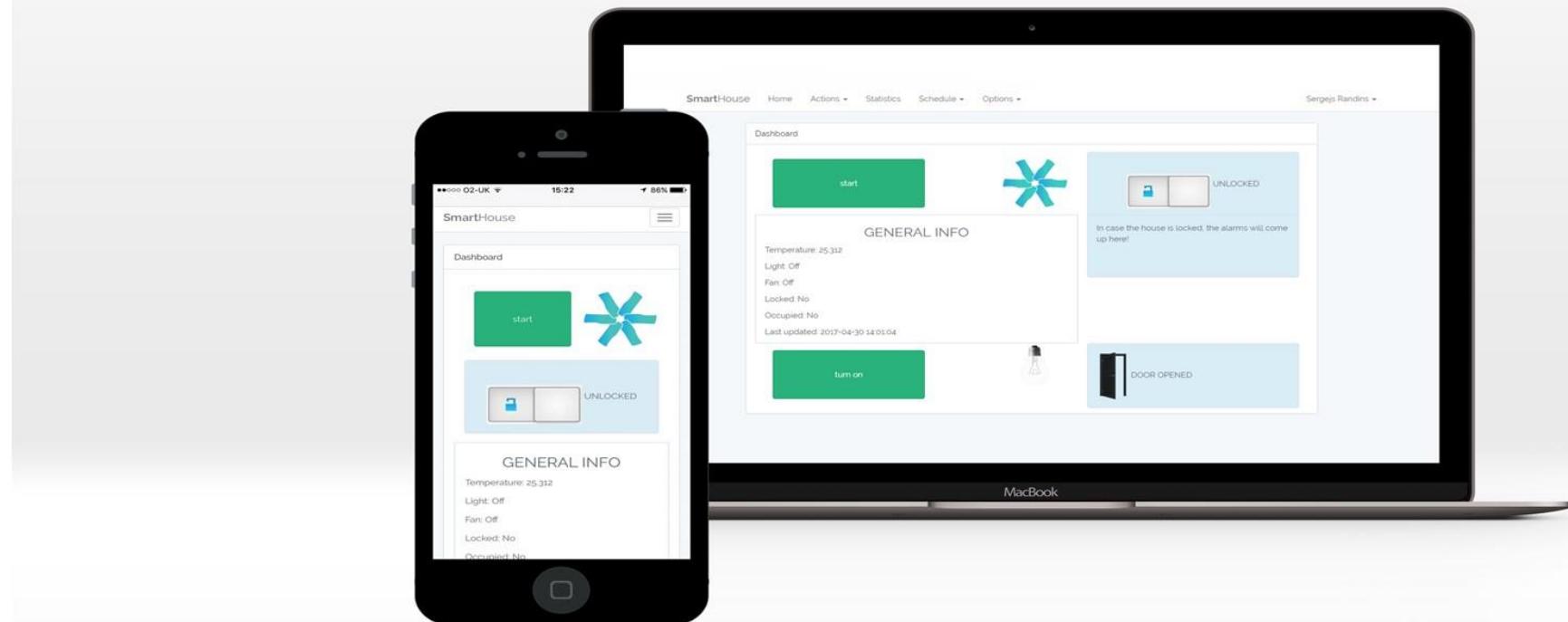
 Microsoft SQL Server

 Microsoft Azure

Smart House with Web Interface

SmartHouse

Control your house from computer, mobile device or by gestures



Technologies used:



Sergejs Randins

Computer Science

sergejs.randins@students
.plymouth.ac.uk

Child Internet Safety Application



Overview: A phone application designed to help educate parents or others about the internet. The goal is to help them to protect children in their care.



Features

Bitesize Learning - Small pages of content for users to learn.
Admins can change this on the fly for updates too.

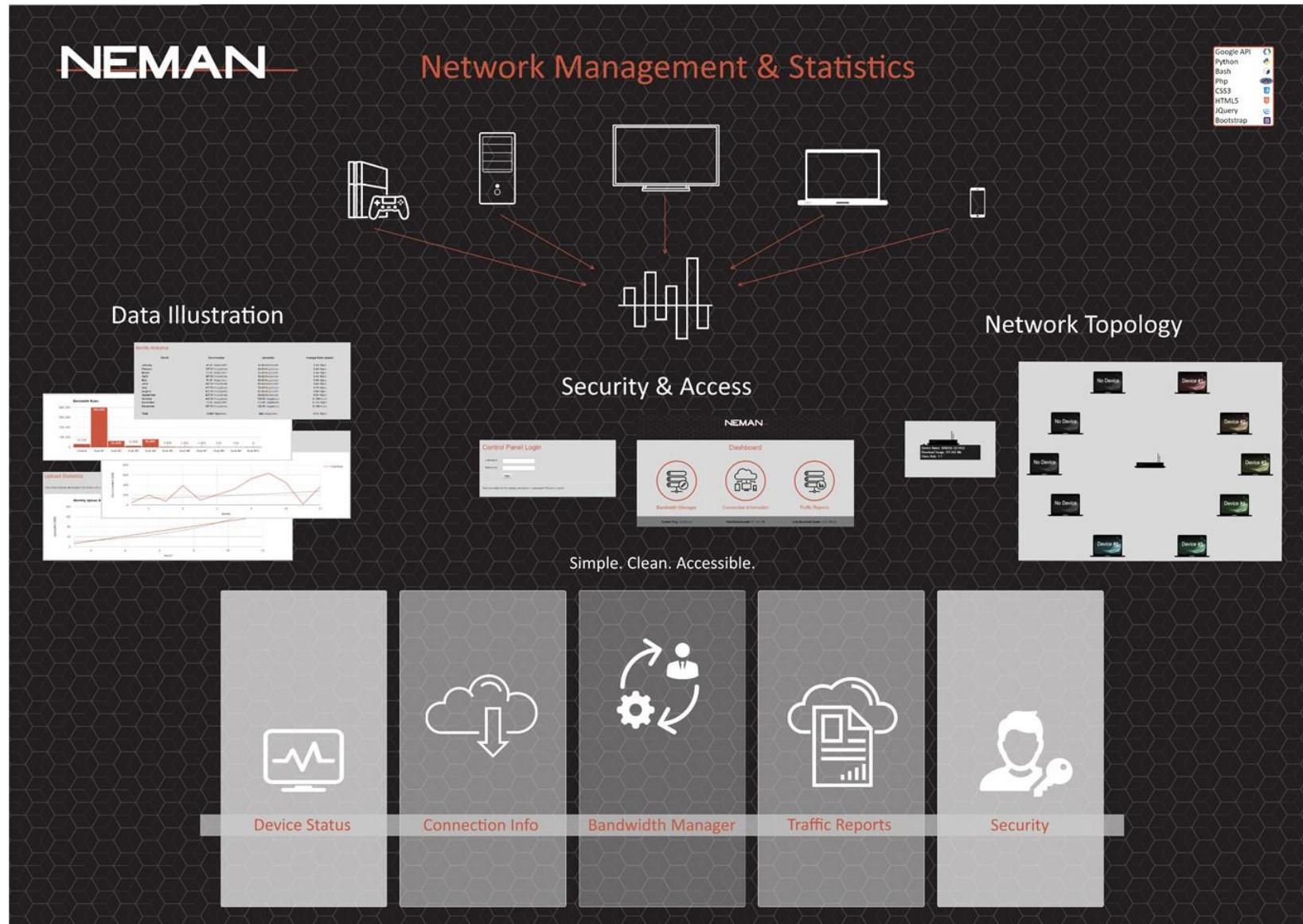
Randomised Interactive Quiz - It draws questions in any order and then places the answers randomly in the application.

Statistics - It can save the stats so you know where your weak points are and where you are strong.

Technologies used:



NEMAN – Network Management & Statistics Tool



Technologies used:
OpenWRT - Chaos Calmer
15.05

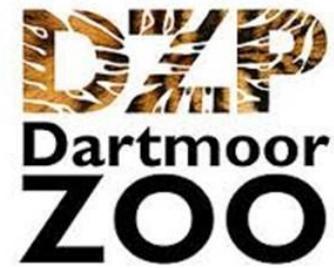
Google API
Python
Bash
PHP
CSS3
HTML5
JQuery
Bootstrap

Will Ballard

Computing

willballard@outlook.com

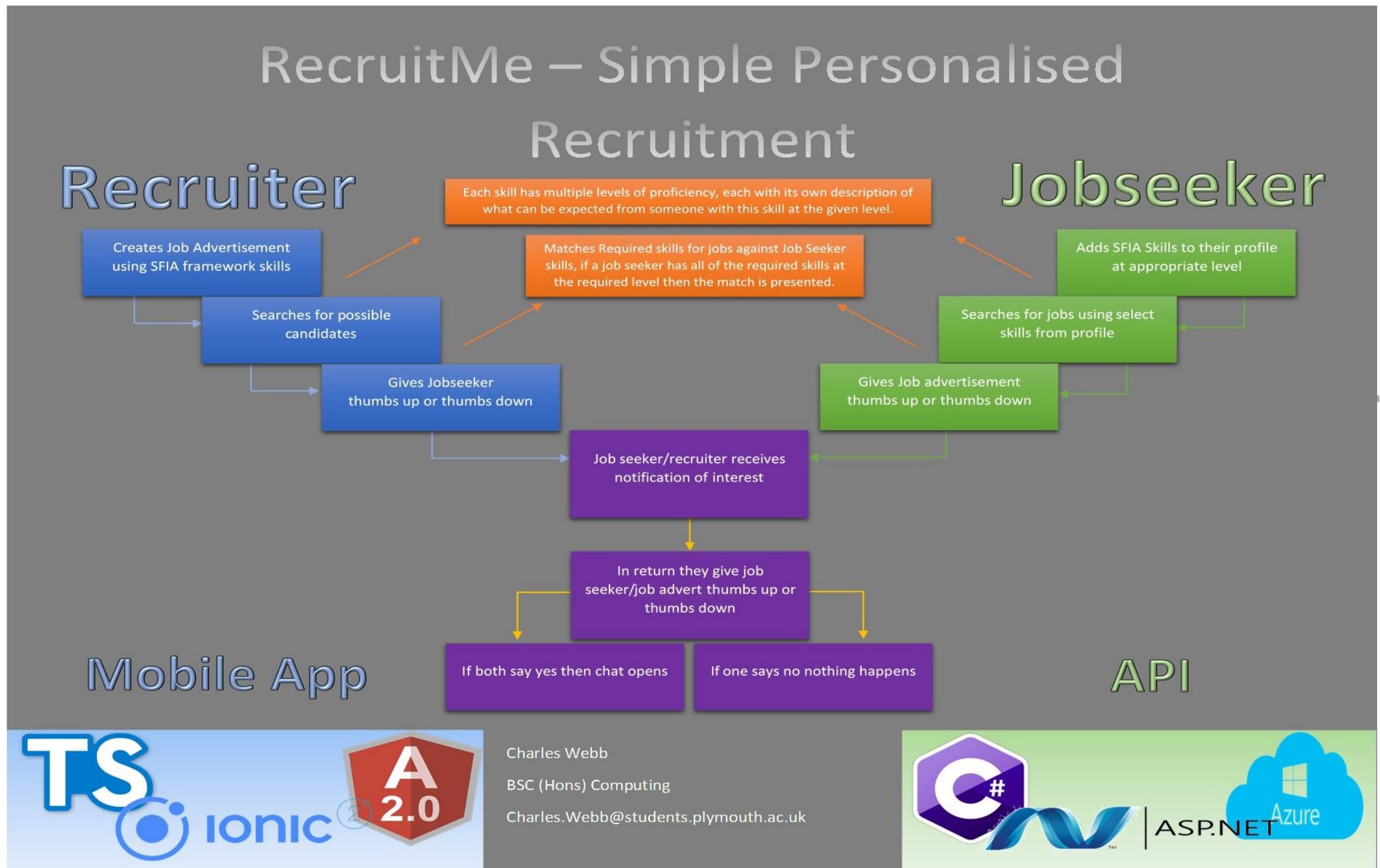
Zoo Phone



Technologies used:



RecruitMe – Simple Personalised Recruitment



Charles Webb

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HomeSec is a CCTV system in your browser.

The aim of this project is to give your old devices such as laptops, mobile phones or even PC's with camera a new function and lease of life.

All it requires is an up to date version of Google Chrome or Mozilla Firefox and an account. Simply add one device as a camera and use another device on the same account to view the stream from anywhere with an internet connection.

This allows you to easily create a CCTV system without dedicated hardware which can be a fiscal barrier. As there aren't any barrier's it will allow for new use cases such as temporary holiday use or monitoring your pets.

By re-using your old devices, it mitigates the inherit security problems of IP camera systems with default credentials and avoids the price tag.

Find Us



Carl Nicholls

BSC Computing

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Interactive Chess application

Overview

Chess is a game of skill that is played worldwide whether online or off. As existing solutions have a partial set of usability features to make the user experience more personal, this project aims to fill the gap in the market.



Project outcomes

- To analyse existing chess applications and address core functionality of a chessboard.
- To Understand more about improving accessibility for users and including access to color-metric solutions that will improve HCI
- To be able to play a game of chess against another player via a server
- To record findings in a report and produce weekly progress reports

Project Aims

- To create a working chess application that is accessible to a wide range of users with colour metric solutions
- To provide an area for users to get support with their chess games



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BSc (Hons)
School of Mathematics and Computing
Computing
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Food On The Go !!!

Simple Fast Delicious

Home Menu Order Registration Feedback Login Contact

Food On The Go!!!

FOOD ON THE GO!!!

Website

Home

Welcome to the Website, I hope you enjoy the great service we offer.

Get 50% off your first order !!!

Get a free meal when you spend over £20 !!!

**Limited time only **



American

Cornbread - £4.60

Add to Cart

BBQ pulled pork - £5.50

Add to Cart

American

- Cornbread 0
- BBQ pulled pork 0
- Key lime pie 0

Indian

- Chicken balti 0
- Creamy beetroot curry 0
- Sambar 0

App

Technologies used:



Chris Allen

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Teachers
Award points to students for good behaviour



Students
Use points to select desired awards from the eStore



A School Reward System

Welcome to eStar!

Your Profile

eStore

View Your Awards

Your Targets

Your Last 5 Awards

Date	Number Points	Staff Name	Subject	Reward Category	Comment
06 April 2017	1	John Wells	History	Behaviour	Well done
23 Mar 2017	1	Alissa Higgins	Chemistry	Effort	Good effort
23 Mar 2017	3	Alissa Higgins	English	Behaviour	You were well behaved
22 Mar 2017	10	Alissa Higgins	Art	Behaviour	Good Behaviour
22 Mar 2017	5	Alissa Higgins	Biology	Behaviour	Biology



Guardians
Monitor child's awards and set targets



Reports
Run reports on students and awards



Visual Studio

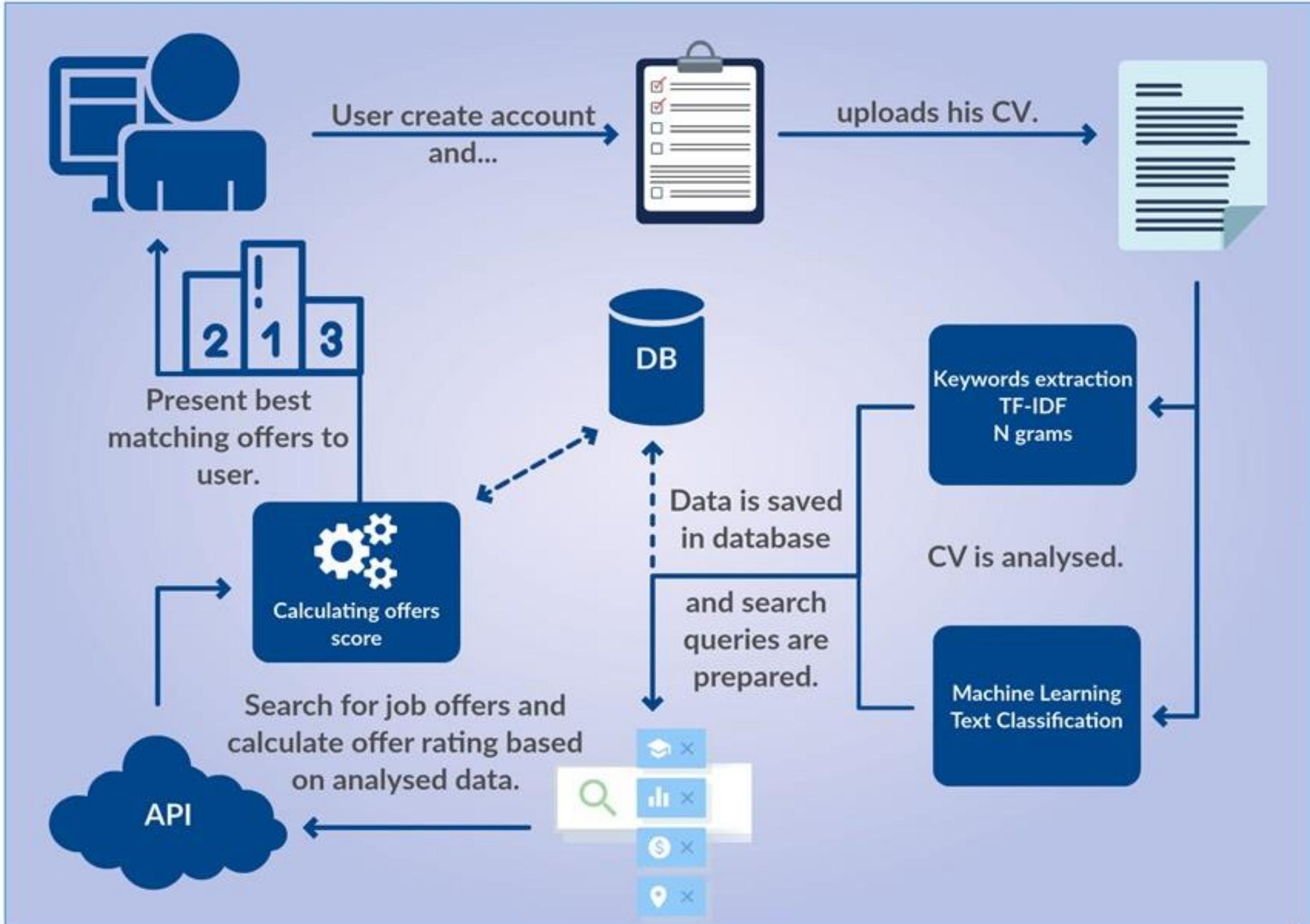
.NET Framework

Microsoft SQL Server

HTML5 CSS3 JS

Bootstrap

Bethany Fowler BSc (Hons) Computing
Bethany.fowler@students.plymouth.ac.uk



Using social media to predict general election outcomes

Overview

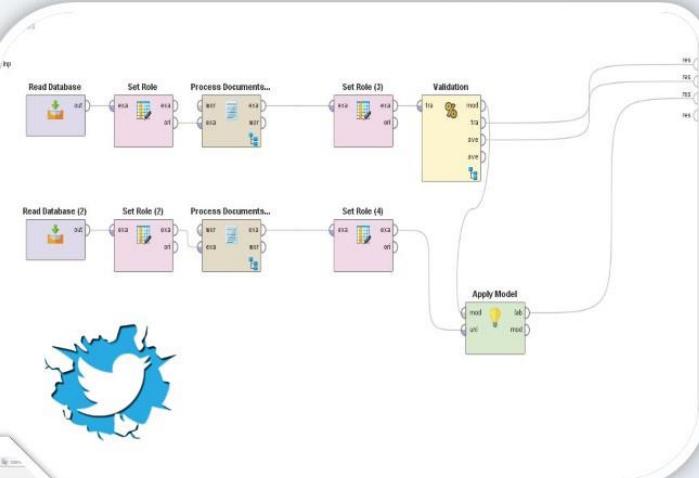
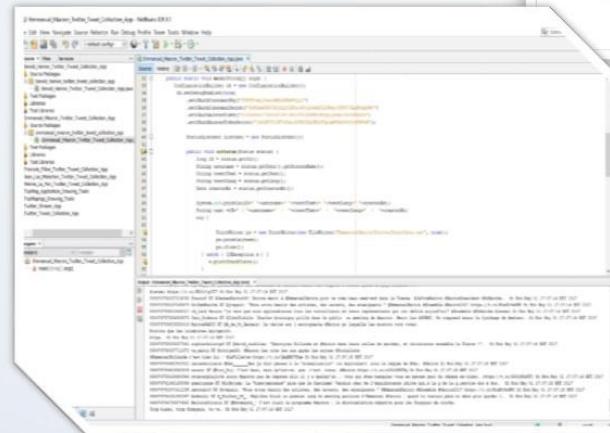
The Objectives of the project was to establish an outcome on whether Tweets collected from the social media site Twitter, could be used as a method of producing an accurate opinion poll, that could help predict the French presidential election outcome.

Aims

- To develop separate candidate applications that could retrieve tweets that contained specific Hashtags relating to each candidate.
- To produce two sentiment analysis models in the Rapidminer studio that could classify tweets in the French language as either Positive or Negative.
 - Model 1: using a Support Vector Machine model
 - Model 2: Using a Naïve Bayes model
- To train each model using predefined Tweets that were labelled Positive & Negative.
- To analyse a selection of Tweets for the five main Candidates to produce an accurate opinion poll for Negative and Positive tweets. To discover whether results matched standard Opinion polls.
- To outline which sentiment analysis model is more accurate at producing detailed results.

Outcome

- The outcome of the project has highlighted the usefulness of social media data, and that it can be used as a base for data analysis.
- That sentiment analysis can be used to produce opinion polls for election candidates. Though more research is required.
- Rapidminer provides a good base for sentiment analysis model implementation.



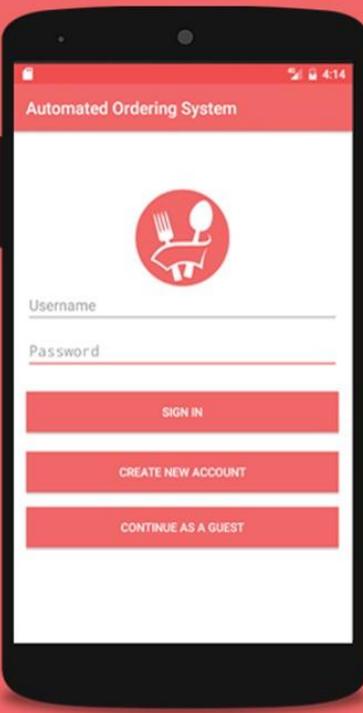
Technologies used:



Automated Ordering Application

Overview:

An automated ordering application that attempts to digitalize the way customers interact with restaurants and to simplify the ordering process.

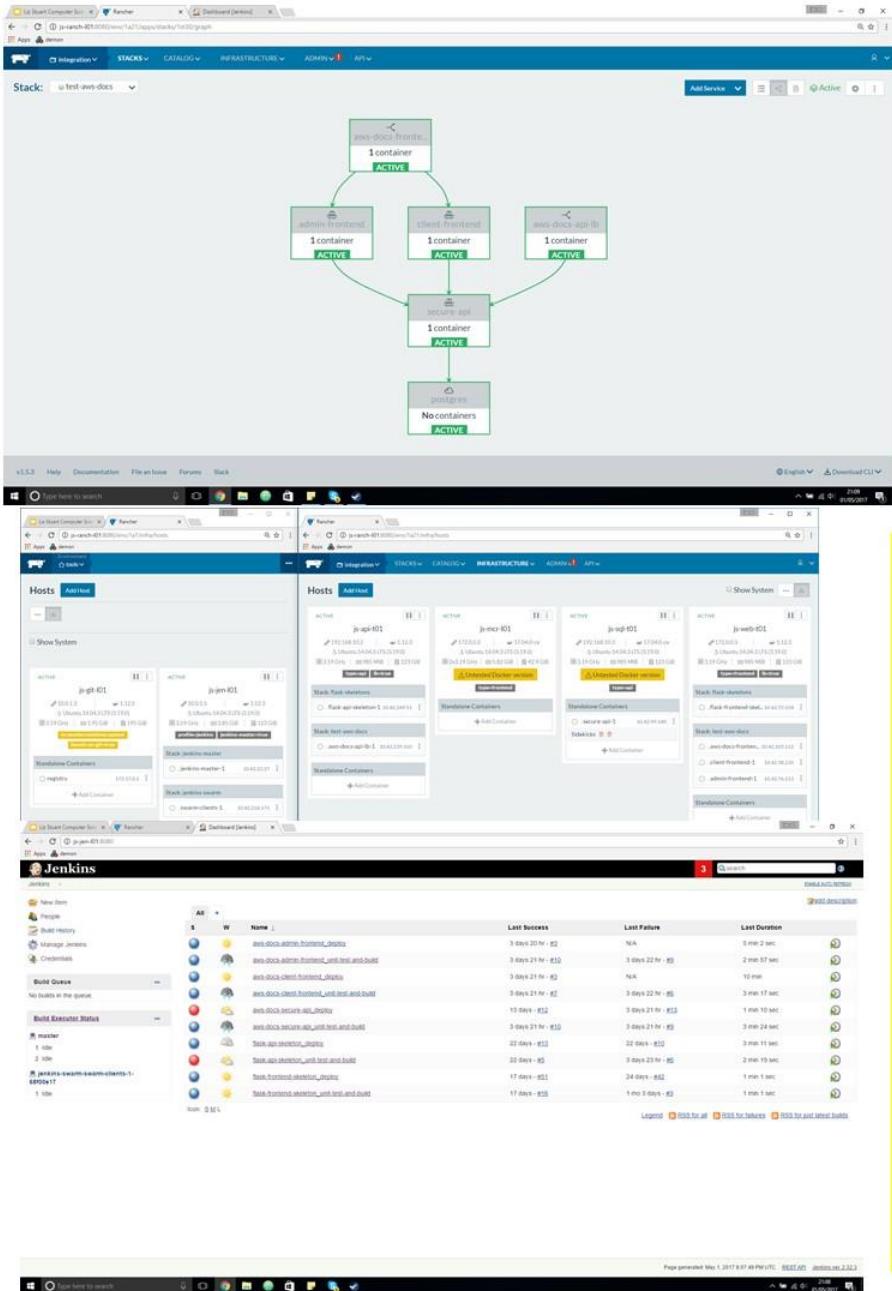


Main Features:

- Three Tier Architecture
- Location Based
- Recommendation System
- Intuitive Design



Docker build and deployment pipeline



aims

1. To provide a development environment which can be run locally by developers and stays in sync with the current code base
2. To provide a system which allows automated testing whenever code is pushed/a merge request is opened and provides feedback to the developers if the tests fail
3. To provide a system which allows the automated deployment of systems to an integration/preview environment when new code is merged into develop
4. To implement load balancing of a stateless Docker app and the ability to upgrade to a newer version of code without interruption to services
5. To implement session management between load balanced services
6. To implement centralized logging of Docker containers
7. To implement access control across the previously built infrastructure

Overview

My project is a build pipeline that can build and deploy a docker image based off of a git repository and deploy it to a server. As part of this process the image will be unit tested before pushed to a registry to be deployed to a test environment and then once deployed acceptance tests run to check that the image still functions as expected. On a failure at any point in this process the system is rolled back to the last working version. I have also built a development environment to go alongside this system to aid in the development of applications that will run easily with the pipeline and keep multiple developers work synchronised across their machines

Technologies used:



RESPONSIVE DESIGN



Annabelle Abbott-Palmer

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A PHP based E-commerce Web Application with User Registration

Business Background

The business's online presence was inadequate; lacking the functionality needed to facilitate minimum business requirements. This resulted in a shortage of clients necessary to run the business at a profit. The business operated via word of mouth only; and was therefore missing the vital infrastructure which clients in today's modern world would expect from a business.

Application Aims

The application aims to modernise customer service relations by increasing the online presence of the business, whilst additionally boosting company advertisement. Harnessing the power of PHP and MySQLi, permits for user account registration, thus supporting the aggregation of customer information within its E-commerce and booking features.

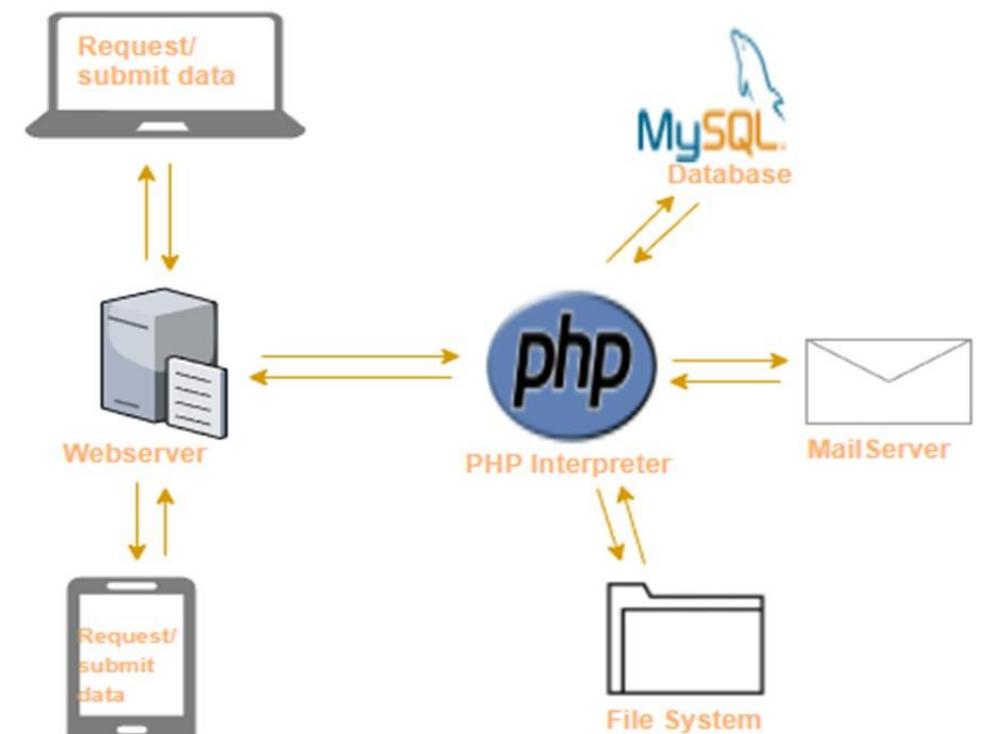
Additionally, providing support for the updating of all user input data.

The application also looks to increase overall business revenue whilst endeavouring to save time and money spent on customer relations.

Functionality

PHP and MySQLi allow for the user to register a new account, providing the following functionality;

- Purchase products used by the business owner.
- Book appointments
- Change user data
- PHP allows for the user to contact the business owner via email



Technologies:



Care Plan++



Technologies used:

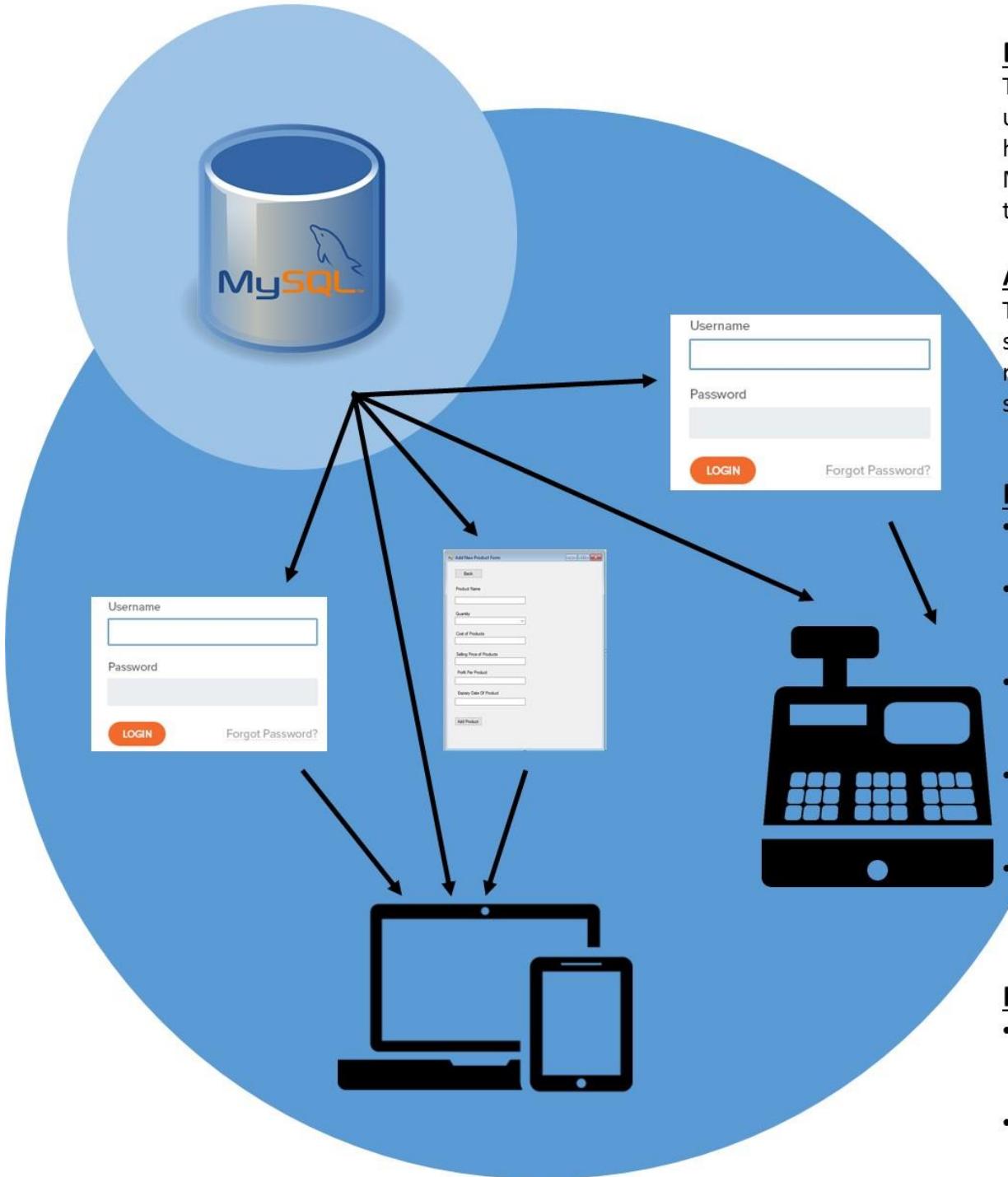


Daniel Hatherley 10491221

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Database Stock Management System and Cash Register



Background

The original concept for this project is based upon a cinema stock based system that I once used when I worked for the company Vue. The addition of new stock and tracking of stock that has been taken by the customers is a very manual process calculated through counting. Meaning this business and in theory plenty of other business could benefit from this technology.

Aims

This project is therefore a “data-driven” application for computers that are supported by a local server, MySQL and C# services. The plan it to have multiple computers set to be the cash register for the front of the business and another can be used separately to add and edit the stock, all through the same system.

Functionality

- Login through Database saved Usernames and passwords.
- Search for certain stock within the database that can also be edited and saved.
- A keyboard that can be easily used to calculate the price of all the products chosen by the customers.
- The Register can interact with the database and subtract the items that have been taken by the customers.
- All of the Product is connected together through the use of navigation and PHPMyAdmin.

Future revisions

- For the application to have more user friendly features (Change the text size, change the colours that are used)
- Make the application customizable to different companies.

Technologies used:



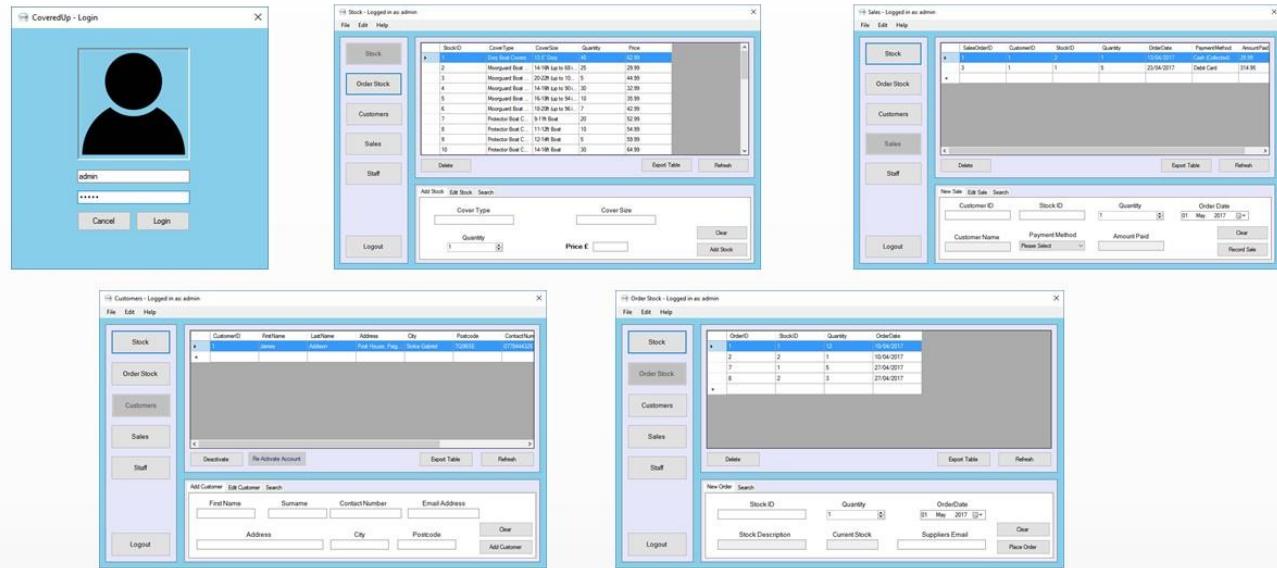


CoveredUp: Stock Management System

Introduction

A stock management application used to help manage a local business called CoveredUp. CoveredUp is an online boating goods business owned by my client, Richard Addison. As all current methods of recording sales and managing stock are done manually on pen and paper a new system was proposed. The new system was needed in order to help increase the efficiency of his business.

Screenshots



Functionality

- Cloud Based Database
- User Login
- Add/Edit/Update/Delete Records
- Search for specific records
- Email Notifications
- Send Email Stock Orders
- Export data to excel spreadsheets
- Display income for each month via a graph

Technologies used



Visual
Studio



Image/Shop Sharing Platform

- Create galleries
- Share your images
- Open up a shop
- Add shop items
- Explore profiles and expand your creative network
- Create a bio
- See how popular your galleries are

d.lake

Galleries

Digital Art

Cover Pictures

Bio Galleries Shops Connections

New Gallery +

Temple Prog
space stars sky dark 82968
2560x1080
Morrowind
Modern Kitchen Lounge
Minimal Stairs White
Modern Beige Lounge
Modern Brown Bathroom
Majestic Waterfall
SciFi City
Skeletal Dinosaur Prog
Overgrown City
Overgrown City 2
Lime Green Accent Lounge
Journey
Minimal White Washroom

VirtualBox
Bootstrap
MySQL
SilverStripe
AJAX
HTML5
JS
CSS3
jQuery
VAGRANT

Technologies

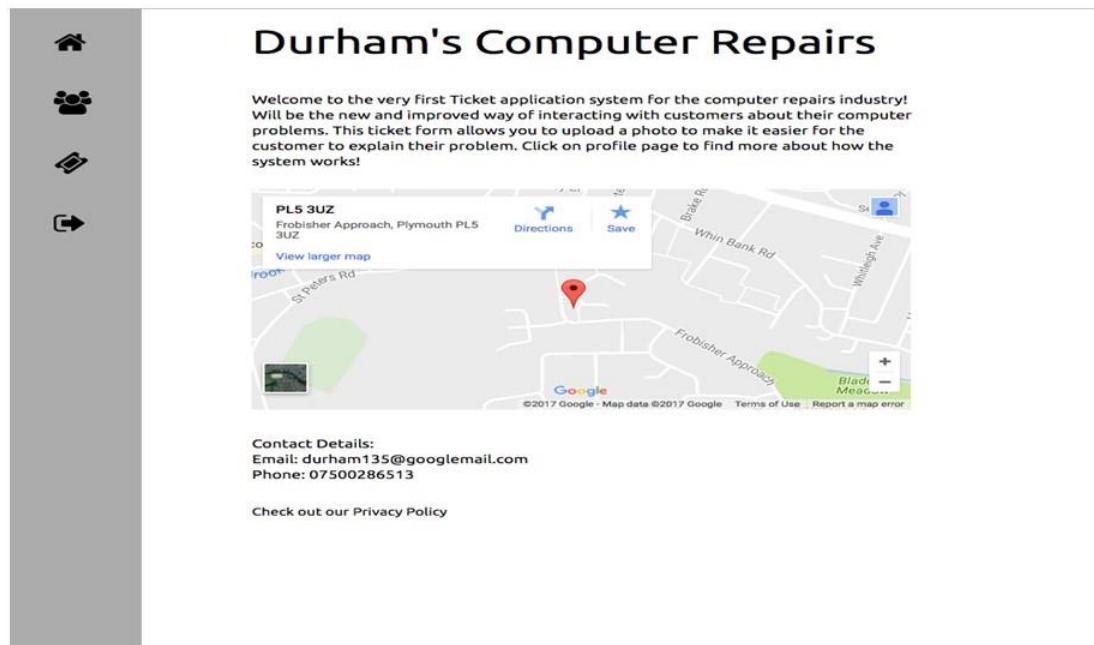
David Lake

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Support Ticket Web Application

- login system was included so the customers can keep track of there tickets.
- Application allows clients to upload ticket with image to give them the chance to explain their computer problem easier.
- each ticket has a separate page where comments will be left by staff confirming what the problem might be with the computer.
- Stripe payment system is included for the customer being able to make a deposit for the job required. Further payment would be received on completion of job.
- Automated email used to confirm payments.

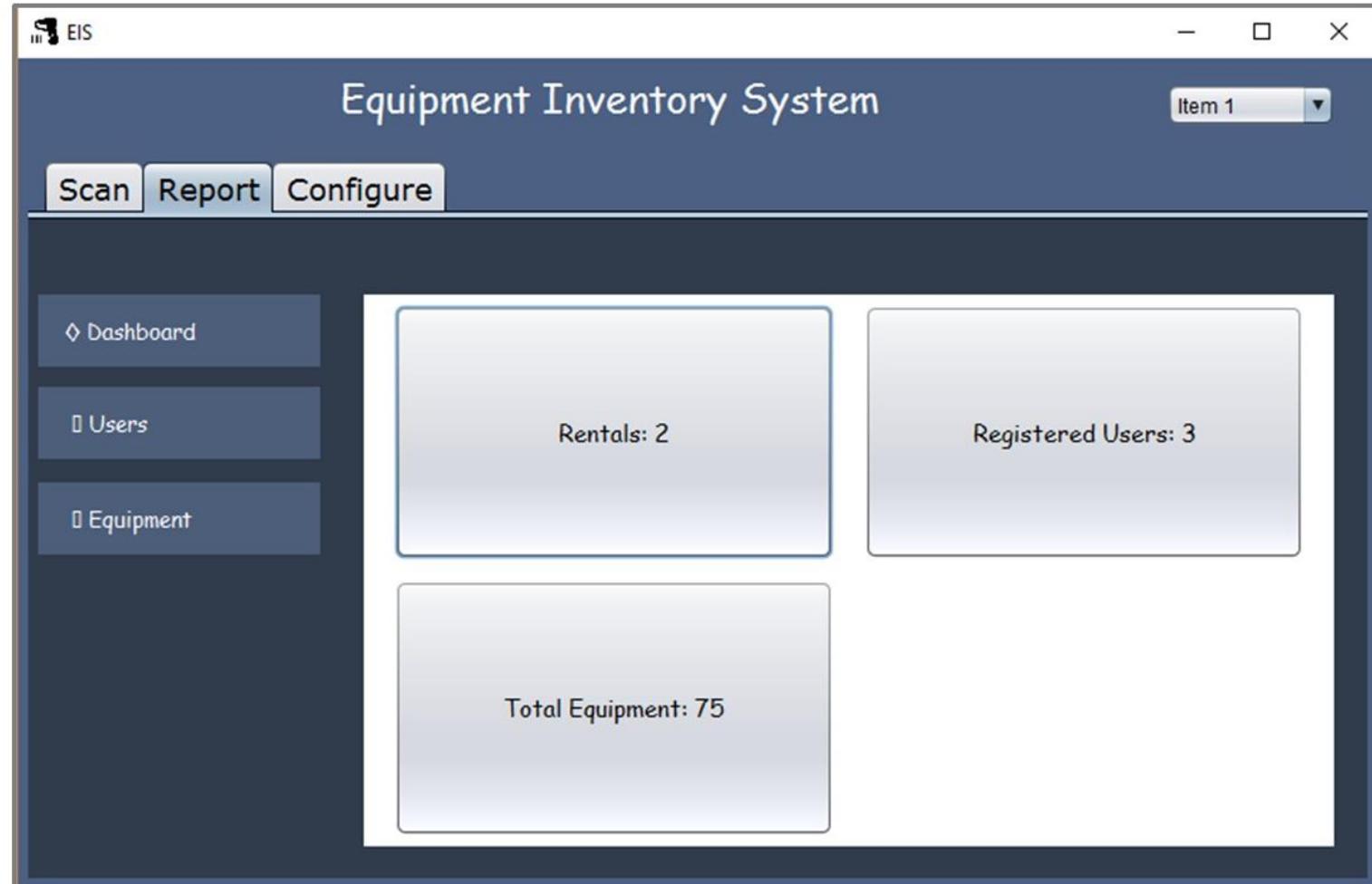


Technologies used:



Equipment Inventory System

- Manage physical items
- Hand-held scanner
- Run reports
- Manage users
- Check in / check out
- Add / edit / delete equipment
- Authenticate
- Multi-access



Technologies used:



ORACLE®



NetBeans



MySQL®



Job View iOS App

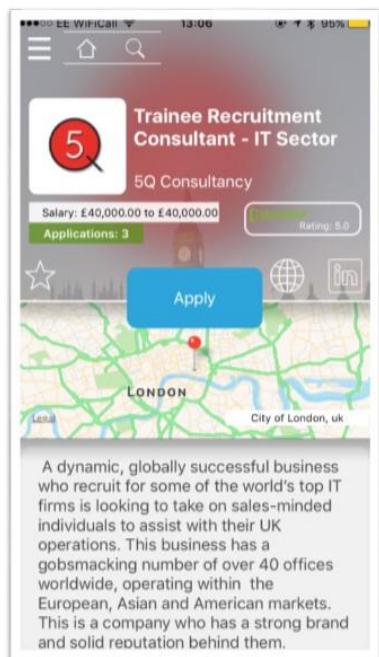
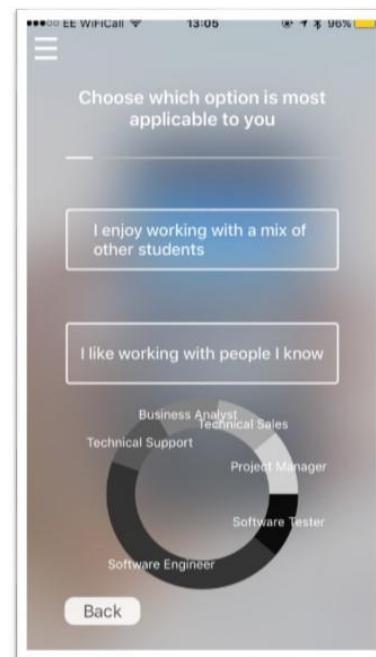
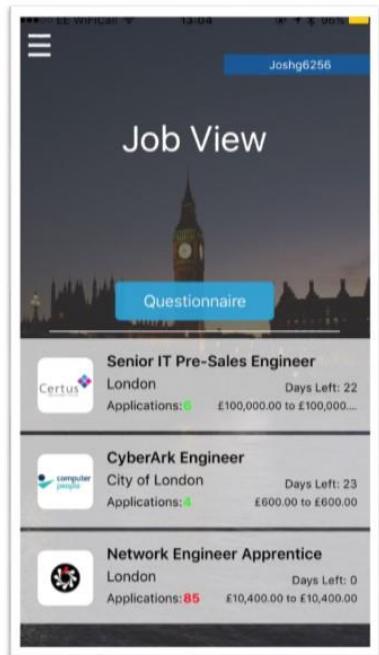
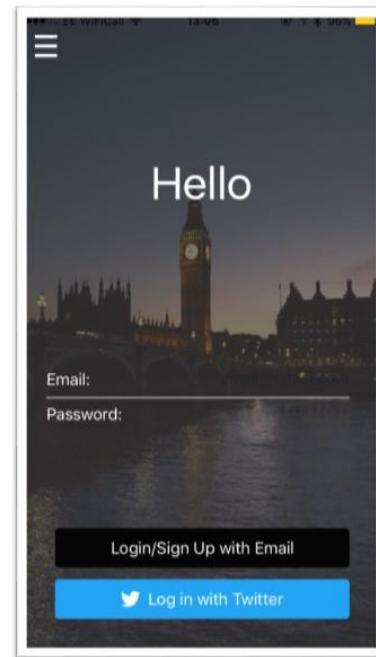
The Job View iOS app is designed to help computing students find a suitable job role when entering the computing industry.

Once the student gets their role from the questionnaire, they can search for matching jobs on the app.

The app uses multiple APIs to provide rich data such as glassdoor reviews, LinkedIn profiles and the job details.



Technologies used:



Overview

Soldier Luke is a old-school 2D side-scroller shooting game. My main project aim was to produce fully functional old school looking game in C++. I wanted to improve my programming and project management skills. Programming of the game was done in C++ and OpenGL. Level editor was developed in Python. Project was completed with Iterative Waterfall Software Development Model.



Soldier Luke

Features

- Typical 2D game movement (walking/running left, right, jumping).
- Collision detection between player, enemies, map and items.
- Animated main character and enemies.
- Artificial intelligence features for the enemies.
- Sounds in the game for various events.
- Main menu with the options menu in the game.
- Scores and health bar for the player.
- Ability to pick up and use items from the map.



Technologies used:

- Programming Languages – C++ , Python
- API – OpenGL
- Graphics editor – Microsoft Paint
- IDE – Microsoft Visual Studio 2015
- Project Management – Gantt Project
- UML Modelling Tool – Visual Paradigm



Group Project Management System

- Create work groups
- Invite colleagues
- Assign tasks
- Create categories
- Share files
- Instant message
- Prioritise tasks
- Create deadlines

Demo

The screenshot shows a web-based application interface. At the top, there's a navigation bar with icons for home, search, file, email, user, and delete. Below it is a toolbar with five buttons: 'Manage' (light grey), 'Not started' (3), 'On hold' (1), 'In progress' (1), and 'Completed tasks' (18). The main area is divided into sections: 'Uncategorised' (containing a task for 'Literature review' due '2017-04-12'), 'User category 1' (empty), and 'User category 2' (empty). Each section has a dark header and a light grey body.

This screenshot shows a 'Test plan' interface. It includes a 'Priority' section with four colored boxes (Low, Medium, High, Urgent) and a 'Progress' section with four colored boxes (Not started, On hold, In progress, Completed). The 'Description' field contains the placeholder 'Create a formal test plan'. The 'Updates' section says 'No updates have been submitted.' The 'Deadline' section shows '2017-05-18' and 'Time remaining: 0 years, 0 months, 17 days'. Below these are 'Categories' (User category 1, User category 2) and 'Assignees' (Liam).

Technologies used:



JavaScript



jQuery



MySQL



PHP



Bootstrap



CSS



HTML



AJAX

Asynchronous Javascript And XML

Feedreader

The screenshot shows the Feedreader application's user interface. On the left, there is a sidebar titled 'Feeds' with a list of categories: All, Recommended, Trending, In your area, film, news, music, tech, Uncategorized, and NME. The 'Recommended' section is currently selected. Below this, there are five recommended articles with their titles, sources, and small preview images:

- The Persona 5 vinyl soundtrack will be a massive, expensive addition to your collection** (theverge.com by Megan Farikianesh / about 4 hours ago)
- Amazon's Alexa can now whisper, bleep out swear words, and change its pitch** (theverge.com by Ashley Carman / about 2 hours ago)
- Overwatch continues to grow at a mind-boggling pace** (theverge.com by Nick Stahl / about 2 hours ago)
- Someone please just let these Marvel fans plug their headphones into a Doritos bag** (theverge.com by Kaitlyn Tiffany / 44 minutes ago)
- The Angle: Kansas Nation Edition** (state.com by Rebecca Olson / about 23 hours ago)

Each article entry includes a row of social sharing icons at the bottom.

Feedreader is an RSS Feed Reader that allows you to keep up to date with your favourite websites. Unlike other RSS Readers, *Feedreader* recommends articles you may find interesting based on what posts you have *Liked*. You can also include your location to improve the quality of the recommendation feature.

Technologies used:





Opti-doc is a micro-service management application allowing administrators to request, accept and upload documents.

- Each client will have an Amazon S3 bucket created for them upon registering, which will store their documents securely and is accessed using an Access and secret key.
- Requested documents will only appear to the client once an admin has requested them, once a document has been uploaded this status will change to uploaded and once an admin has accepted the documents it will be removed from the clients page.
- Clients and Administrators can add notes to the documents to avoid any confusion.
- The application uses a Docker environment to create containers splitting it up into a micro-service and storing variables such as the Amazon key's securely in the DockerFile.

Opti-doc

A Dockerized Python application



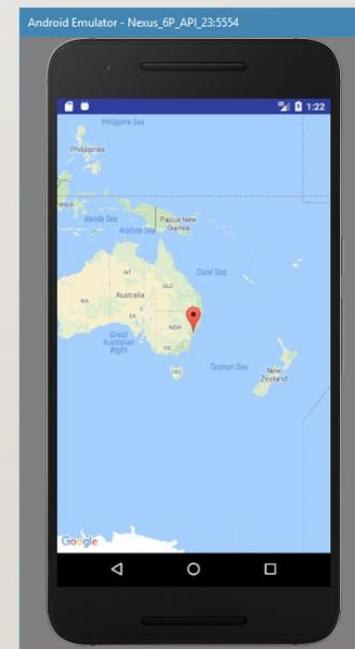
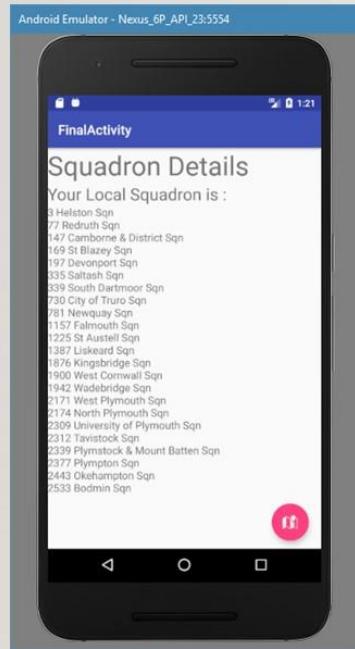
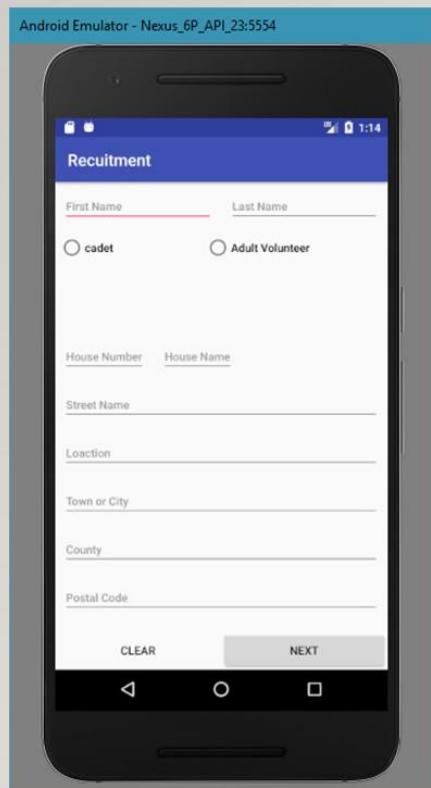
The screenshot shows the AWS S3 service console. At the top, there are links for 'Services', 'Resource Groups', and a user dropdown. Below that is a search bar labeled 'Search for buckets'. There are three buttons: '+ Create bucket', 'Delete bucket', and 'Empty bucket'. The main area displays '1 Buckets' and '1 Regions'. A single bucket named '212345' is listed, along with its Region (EU (London)) and Date created (Apr 28, 2017 12:09:57 PM).

The screenshot shows the contents of the '212345' bucket in the AWS S3 console. The 'Objects' tab is selected. The table lists five files:

Name	Last modified	Size	Storage class
Brett.pdf	Apr 28, 2017 12:10:31 PM	2.7 MB	Standard
Hightlight 8 (1).pages	Apr 28, 2017 12:15:38 PM	171.1 KB	Standard
hello (2) (1) (1).pages	Apr 28, 2017 12:14:24 PM	605.8 KB	Standard
hello (2) (1) (2).pages	Apr 28, 2017 12:11:17 PM	605.8 KB	Standard
hello (5).pages	Apr 28, 2017 12:15:43 PM	605.8 KB	Standard



RAF AC Recruitment App



This application was commissioned by Plymouth & Cornwall Wing RAF AC.

It will be used to collect information for potential recruits. It will locate their closest Squadron and send the information to them. It will also pass their detail to the Squadron Commander so that they are aware of anyone looking to join their unit.



Technologies used:

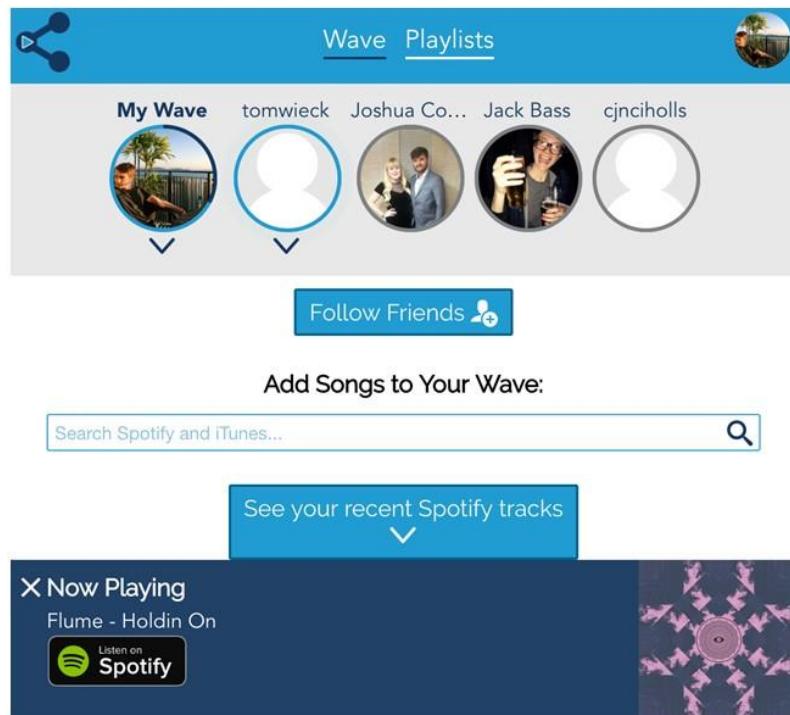


Stephen Levenson

BSc Hons Computing

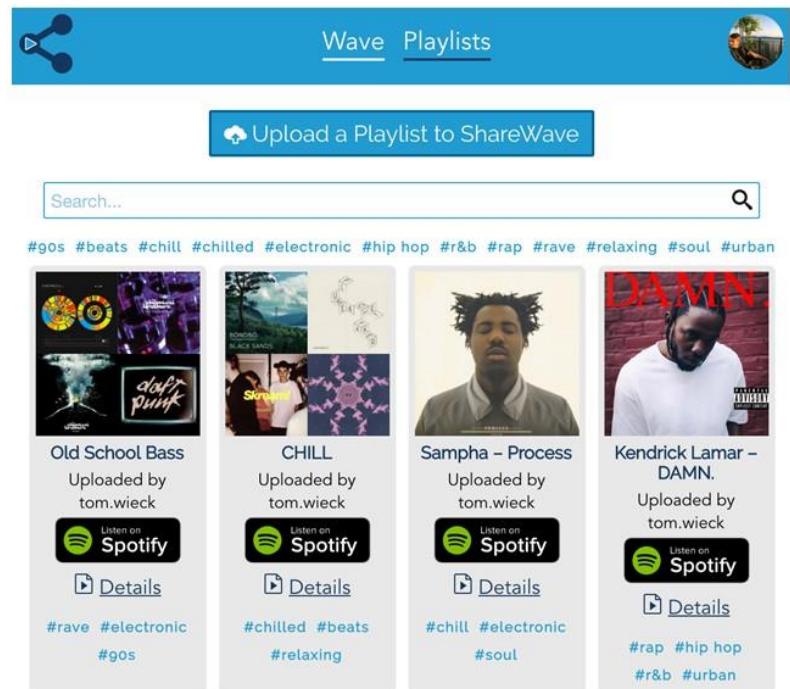
levenson71@outlook.com

ShareWave



Wave

- 'Story' type sharing of your songs.
- See what your friends have been listening to.
- Add songs to your wave, either by:
 - Searching Spotify and iTunes simultaneously.
 - Adding your Recently Played Spotify songs.
- Open friends songs on Spotify or iTunes.
- Can be used by logging in with a Spotify account, or creating a ShareWave account.



Playlist Sharing

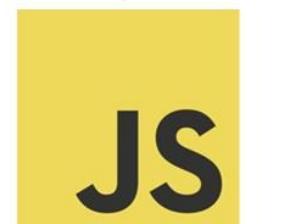
- A central hub for people to share and discover new music through playlists.
- Upload your Spotify playlists to ShareWave.
- Search the database to find new ones.
- Use tags to find playlists relevant to your mood or music taste
- Share these playlists with others through Social Media.



ShareWave

A Social Web Application
for sharing music

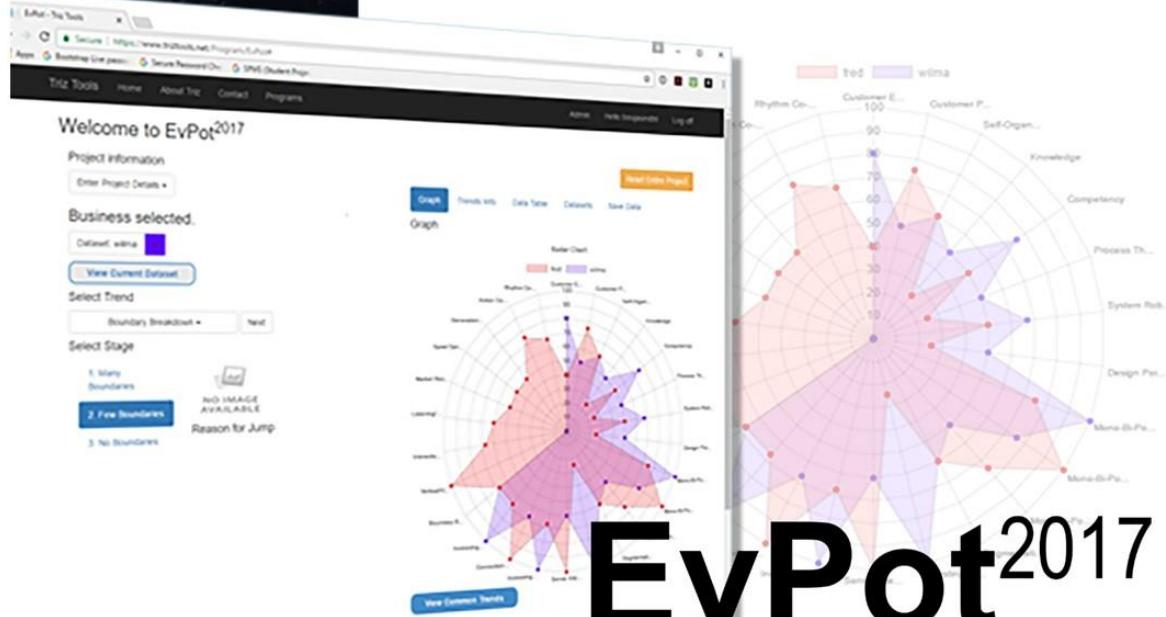
Technologies used:



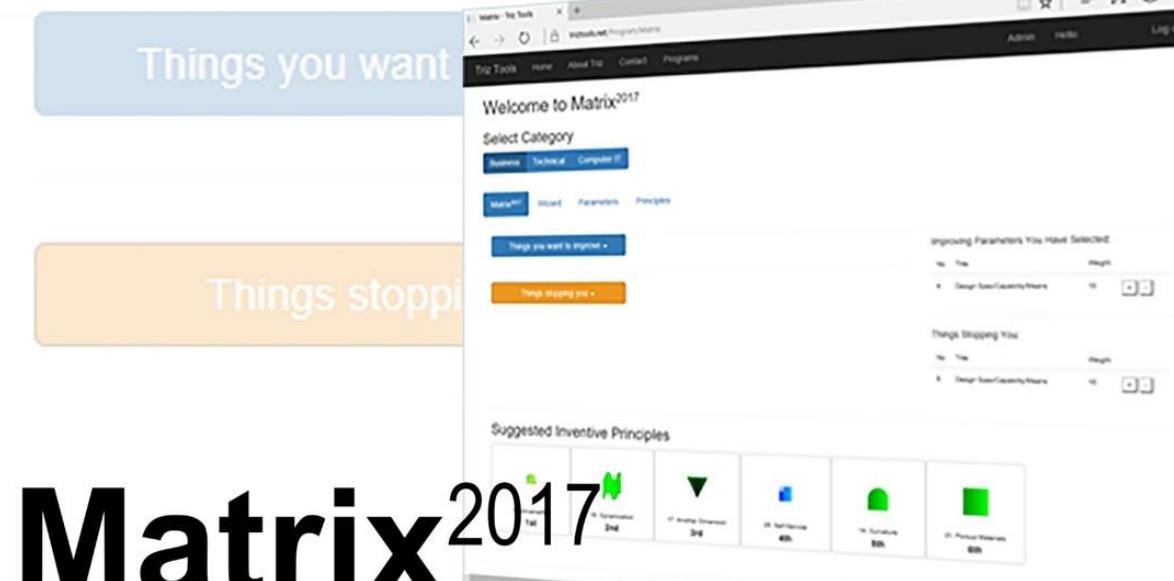
TRIZTOOLS | online

intuitive innovation tools for the professionals

Supports product designers along an evolutionary pathway towards the potential of their latest product.



Helps identify obstacles in product design and provides solutions using Triz principles.



Powered by

BSc (hons) Computing | Trevor Smith | email: trevor.smith@students.plymouth.ac.uk



Visual Studio
2017



Microsoft® SQL Server®



AngularJS



VM SECURE Payments

James Kam-Radcliffe

BSc(Hons) Computing 2016/2017

A Web-based Payment Application and Email System

james@jkamradcliffe.net

Background

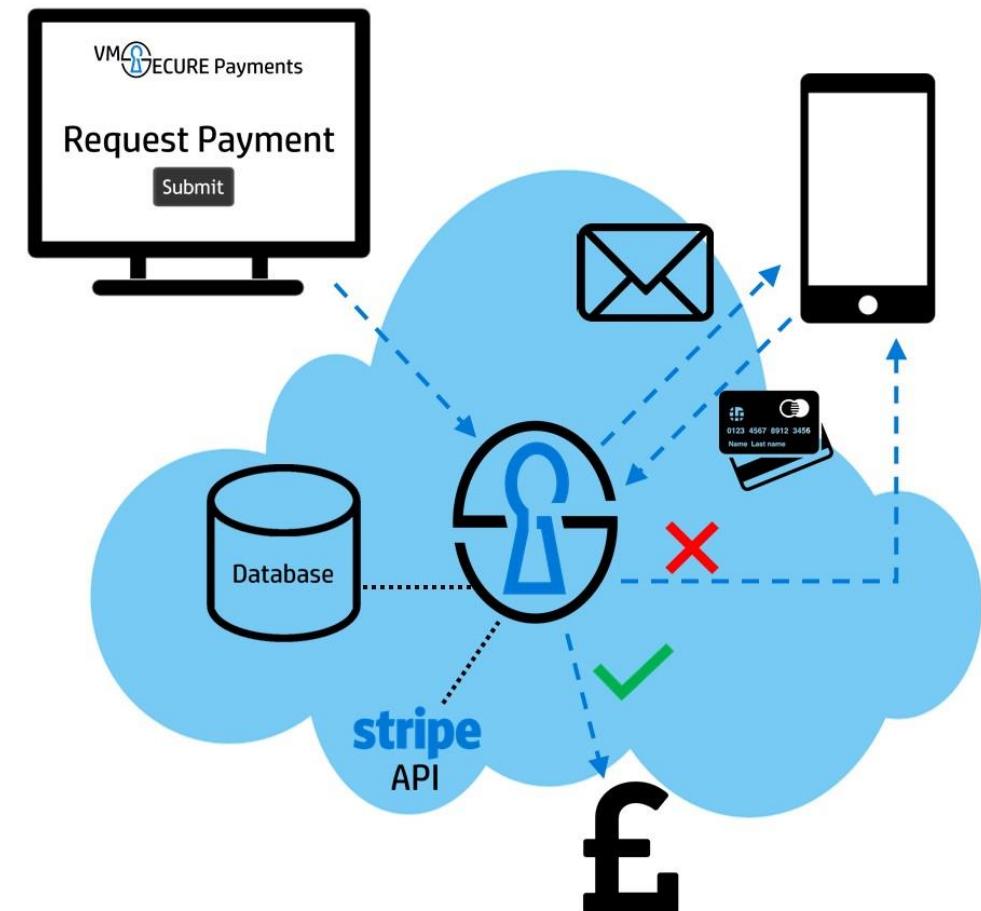
VMS (Villa Marketing Solutions) is a small local business that currently uses one system to request payments and a mobile app to process them. One of the greatest and most time consuming issues is the following up of failed payments.

Aims

VMS Secure Payments aims to ease the process of requesting and processing payments and to automate the handling of failed payments. By harnessing the Stripe API, PCI-DSS compliance (which defines how sensitive credit/debit card details can be used) can also be achieved.

Functionality

The system allows the user to send a professional looking email to their customers comprising all necessary details of the payment they are requesting. From the email, the customer is taken to a pre-populated form where they can securely enter their card details.



Technologies:

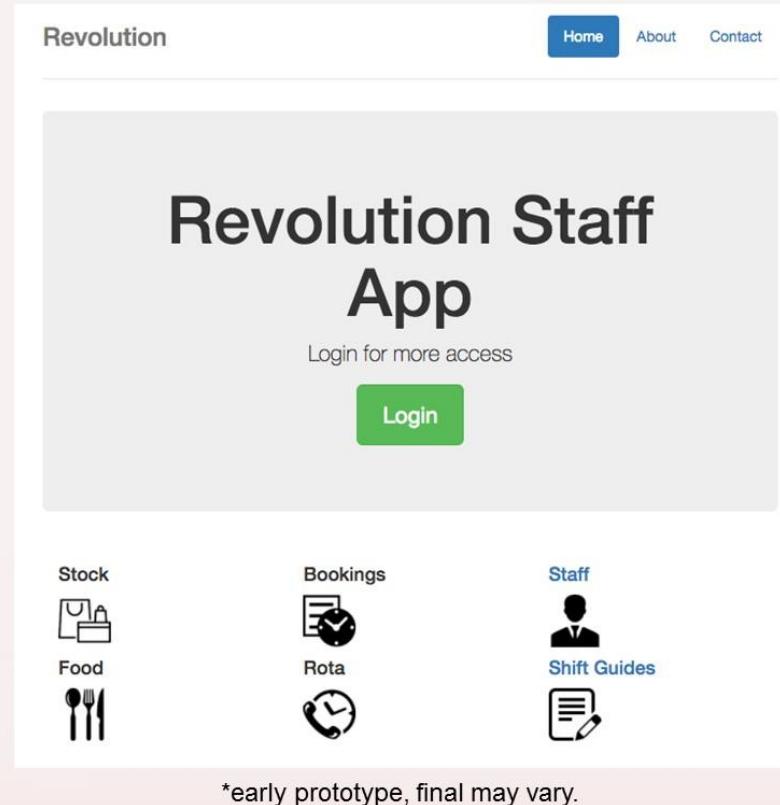


stripe



Revolution Staff App

- Rota's
- Stock Counters
- Cocktail Guides
- Kitchen Guides
- Product Information
- Bookings Information
- Shift Guides



Aims:

To provide the staff at Revolution a center point for information and training to enable easier and quicker access to assist in their job roles.

Technologies used:



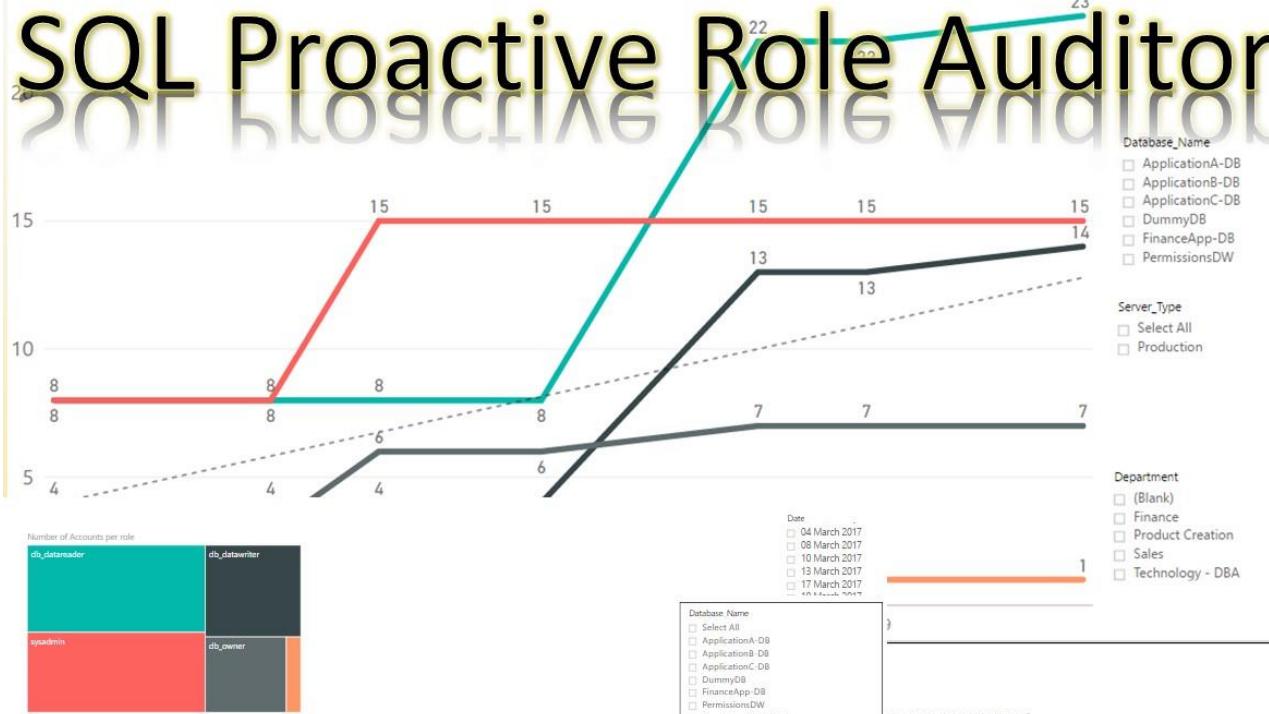
Jake Wright

Web Applications Development

Jakewright0409@outlook.com

Number of role members over time

Role_Name ● db_datareader ● db_datawriter ● db_owner ● dbcreator ● sysadmin



James Murfin

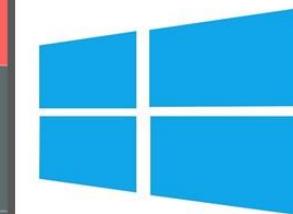
BSc (hons) Computer and Information Security

james.murfin@outlook.com

Technologies Used:



Powershell



Microsoft
Hyper-V



Windows Server



Microsoft®
SQL Server®



Microsoft®
SQL Server®
Integration Services



SQL Server Analysis Services
Tabular Model



Power BI

Mementos

Overview

This is a 3D game in which the player solves puzzles by jumping between two points in time, a sweltering ruin and a frozen wasteland. The player progresses through the ruins and makes choices which will determine their path.

Objectives

- To Create a game utilizing time travel as a mechanic for solving puzzles
- To Tell a story through the world the player can roam in

Technologies Used

- Unity
- 3DS Max
- Visual Studio
- Adobe Photoshop



JUC&kMalware

Many technologies were research and tested,
but the Technologies Used are:



Name:

Degree Title:

Contact Email:

UDO JOSEPH EDO
COMPUTER AND INFORMATION SECURITY
josephudo17@gmail.com



Purpose: I'm carrying out this project because of the raising need for information security which mostly involves security and malware analysis. Due to companies and organisation's looking for a system to be user friendly and help analyse a malware with the possibility of the user understanding the analysis, drives me into developing Multiple User, Multi-Operating Systems, Malware Analysis.

Meanwhile, the product would help organizations to have a platform of VMs including user's Login/Logout of the system, as well as the analysis of any sample malware uploaded to the platform.



Project Objectives

Create a management platform that can remotely configure access points across a network

Create a system using many different kinds of Open Source software and standards

Create an interface for visualising wireless network statistics and traffic

Allow for remote monitoring of access point performance

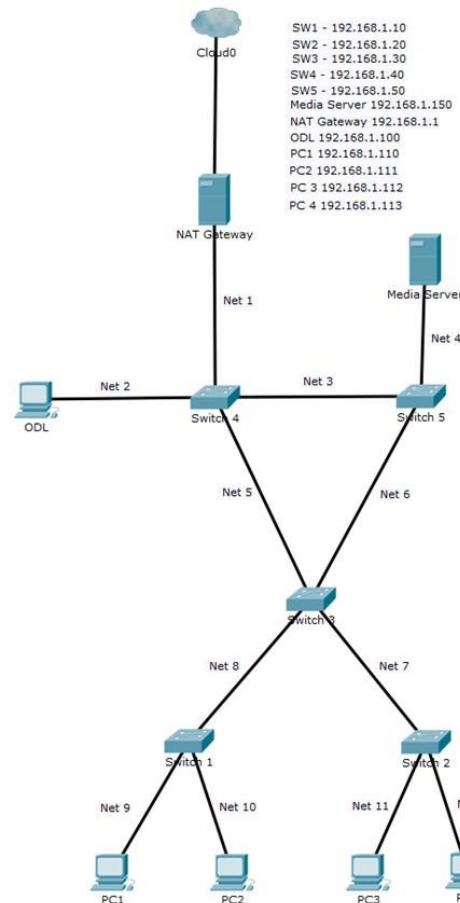
Enable users to create graphs for statistics



VIDEO CONTENT DISTRIBUTION OVER SOFTWARE DEFINED NETWORKS

“SDN does not obviate the need for hardware, it simply gives you the capability to run this infrastructure and these networks much more effectively and efficiently in an automated way.”

Chuck Robbins, Cisco CEO



ADVANTAGES OF SDN

- Improved Scalability
- Traffic Prioritization
- Traffic Flow Control
- Open Standards
- Centralised Network Control
- Lower Network Infrastructure Costs

Technologies used:



CITRIX® XenServer



Raspberry Pi Surveillance System

- ❑ Low cost implementation
- ❑ Never lose a video
- ❑ Monitor valuables from anywhere
- ❑ Once set-up, minimum maintenance



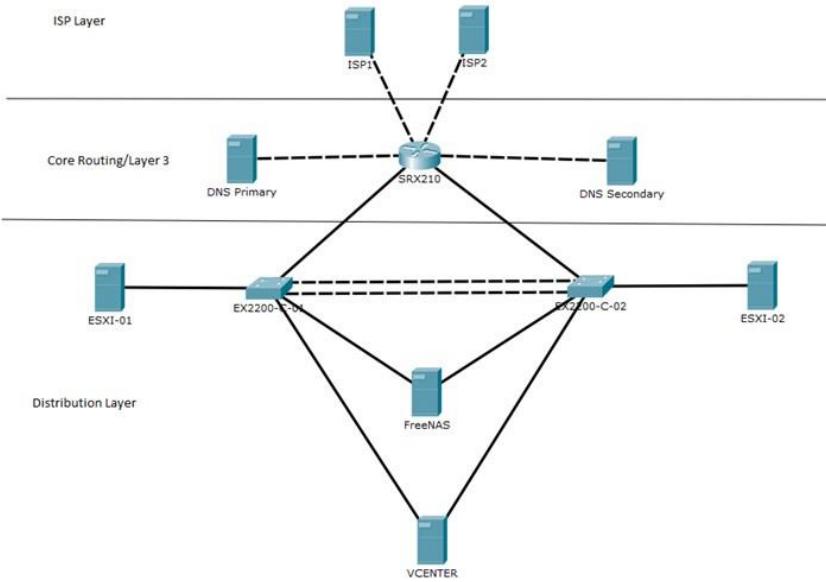
Technologies used:



Testing and Analysis of High Availability in a Modern Network

Project Aim

The aim of this project was to build a lab environment that can implement the high availability architecture in a modern network, so that tests on the reliability of high availability could be tested on the different areas of the network.



Future Work

In the future I would like to refer back to my results to show potential customers what can be done on a modern network and how it will improve the high priority of some areas of a network.

Achievements

The achievements that I have gained from this project are:-

- A better understanding of the flow of traffic on a network and how to manipulate this.
- Successful test results that prove my initial expectations
- A greater understanding of networking in the virtual world

Overview

A custom design high availability network designed to adapt to both active/active and active/passive high availability so that the effects of failure and loss of network devices could be tested to come up with a valid conclusion that shows the best and worst forms of high availability available to us today.

Technologies used:

JUNIPER
NETWORKS

 **FreeNAS™**

vmware®

 **WIRESHARK**

The performance of different directory services under load and how they suit different company needs.

3 Different Operating Systems

- Windows Server 2016
- Ubuntu Server
- Zentyal Server

3 Different Active Directory Platforms

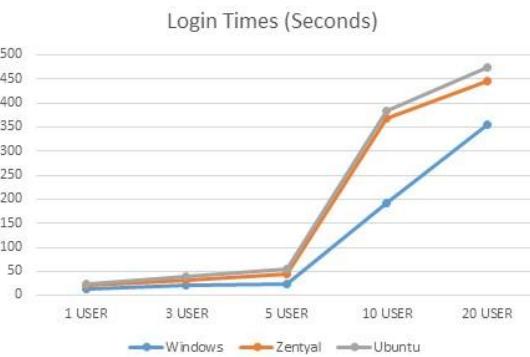
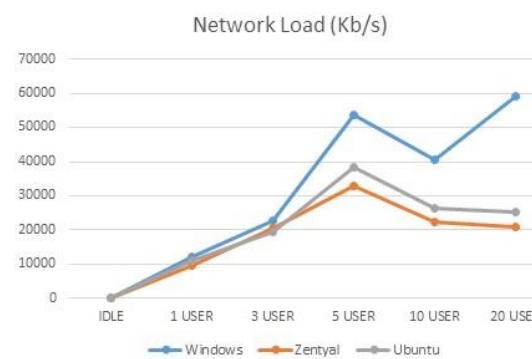
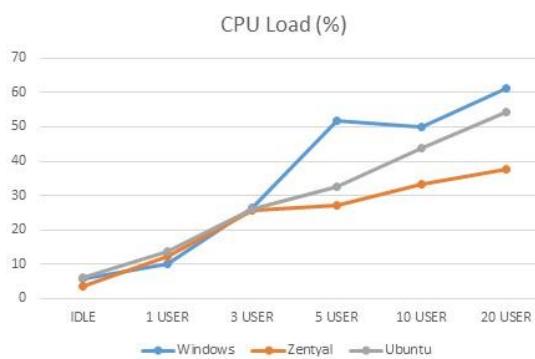
- Windows Active Directory
- Samba4 internal directory Platform
- Samba, Kerberos, Bind, NTP software Package

Test being conducted

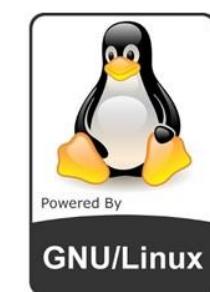
- Testing the physical load and on hardware and login times while varying amounts of users are logging on.
- Compare which platforms perform the best at different numbers of users logging on
- Which platforms deal with larger profile sizes better

Recommending platforms for company needs

- Recommend platforms for Educational and multiple types of industrial companies



Technologies used:



vmware®

4SAMBA
Active Directory



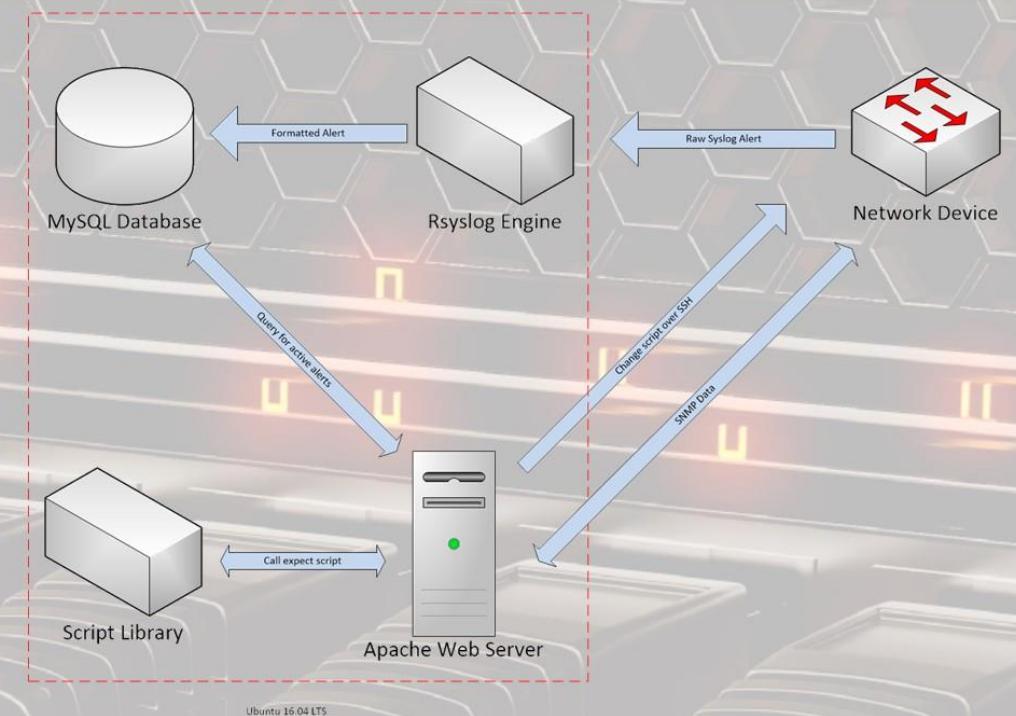
Windows
Server

What is SysNOC?

Syslog Network Operations Centre is a website designed for 1st line network support analysts.

It allows analysts to modify the running configurations of network devices to remediate syslog alerts through a script library. This method prevents inexperienced users from accessing and breaking network configuration.

SysNOC April 25 2017 - 15:07:07							Add User Management Page Running Config Checker Guide Log Out		
Time	Host	Interface/Neighbor	AlertType	Status	Action	Automated Report	Count	Clear Alert	
Mar 22 2017 12:09:52.415	192.168.2.101	Fa1/0/29	Line Protocol Up/Down	changed state to up	No Option Available ▾ Execute	Report	31	Clear	
Mar 29 2017 10:18:56.488	192.168.2.101	Fa1/0/46	Error Disabled	err-disable	Bounce Port ▾ Execute	Report	2	Clear	
Mar 29 2017 10:18:56.505	192.168.2.101	Fa1/0/46	Port Security Violation	Security violation occurred	Bounce Port ▾ Execute	Report	2	Clear	
Mar 30 2017 16:31:53.317	192.168.2.101	Fa1/0/46	Link Up/Down	changed state to up	No Option Available ▾ Execute	Report	227	Clear	
Apr 24 2017 11:42:06.806	192.168.2.101	Fa1/0/35	Link Up/Down	changed state to up	No Option Available ▾ Execute	Report	8	Clear	
Apr 24 2017 11:42:07.813	192.168.2.101	Fa1/0/35	Line Protocol Up/Down	changed state to up	No Option Available ▾ Execute	Report	8	Clear	
Apr 24 2017 11:47:47.107	192.168.2.101	neighbor 192.168.10.2	BGP Neighbor Change	Up	No Option Available ▾ Execute	Report	8	Clear	
Apr 24 2017 15:03:28.859	192.168.2.101	Fa1/0/31	Link Up/Down	changed state to up	No Option Available ▾ Execute	Report	5	Clear	
Apr 24 2017 15:03:29.866	192.168.2.101	Fa1/0/31	Line Protocol Up/Down	changed state to up	No Option Available ▾ Execute	Report	5	Clear	
Apr 25 2017 03:37:14.964	192.168.2.101	Fa1/0/29	Link Up/Down	changed state to up	No Option Available ▾ Execute	Report	18	Clear	
Apr 25 2017 13:15:04.829	192.168.2.101	Fa1/0/46	Line Protocol Up/Down	changed state to down	No Option Available ▾ Execute	Report	21	Clear	
Apr 25 2017 13:41:15.411	192.168.2.101	Fa1/0/45	Link Up/Down	changed state to up	No Option Available ▾ Execute	Report	1	Clear	
Apr 25 2017 13:41:16.417	192.168.2.101	Fa1/0/45	Line Protocol Up/Down	changed state to up	No Option Available ▾ Execute	Report	1	Clear	



SysNOC displays live network device statistics via SNMP and MRTG whilst also allowing users to check the current running configuration.

SysNOC is also an educational tool with its knowledge base that provides users with an alert's probable causes and scenarios.

Developer:

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Security

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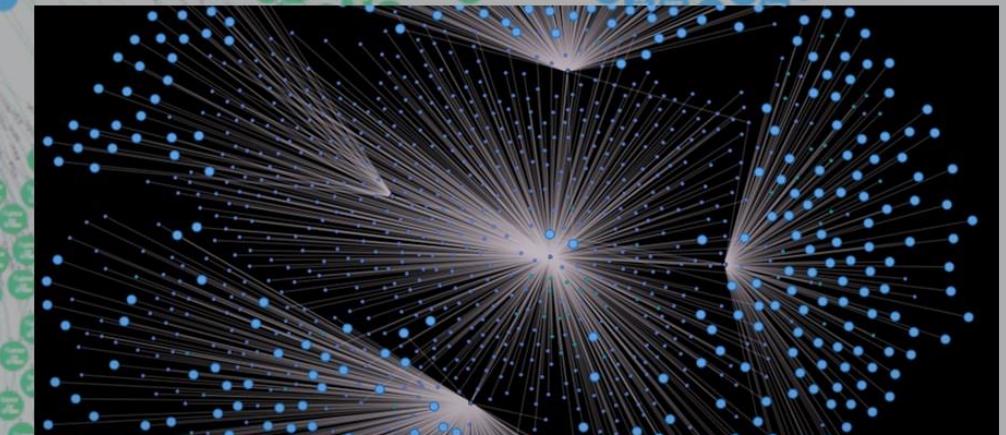
Overview:

BotSpot is a machine learning Twitter bot classifier. It is able to harvest Twitter data and store it in a graph database. From there the data is processed by a Multi-layer perceptron neural network. The predictions are then labelled back in graph.

BotSpot

Features:

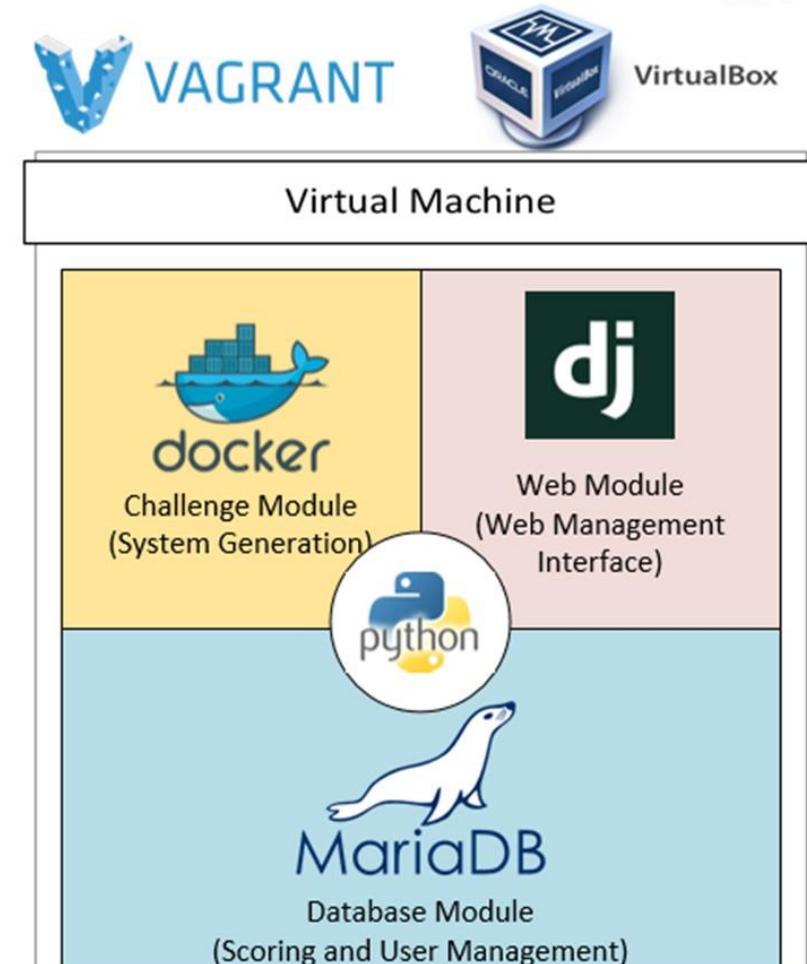
- Twitter Crawler
- Graph Database
- Pre-processor
- Machine Learning Classifier
- Browser Front End



Vulnerable Training System Generation

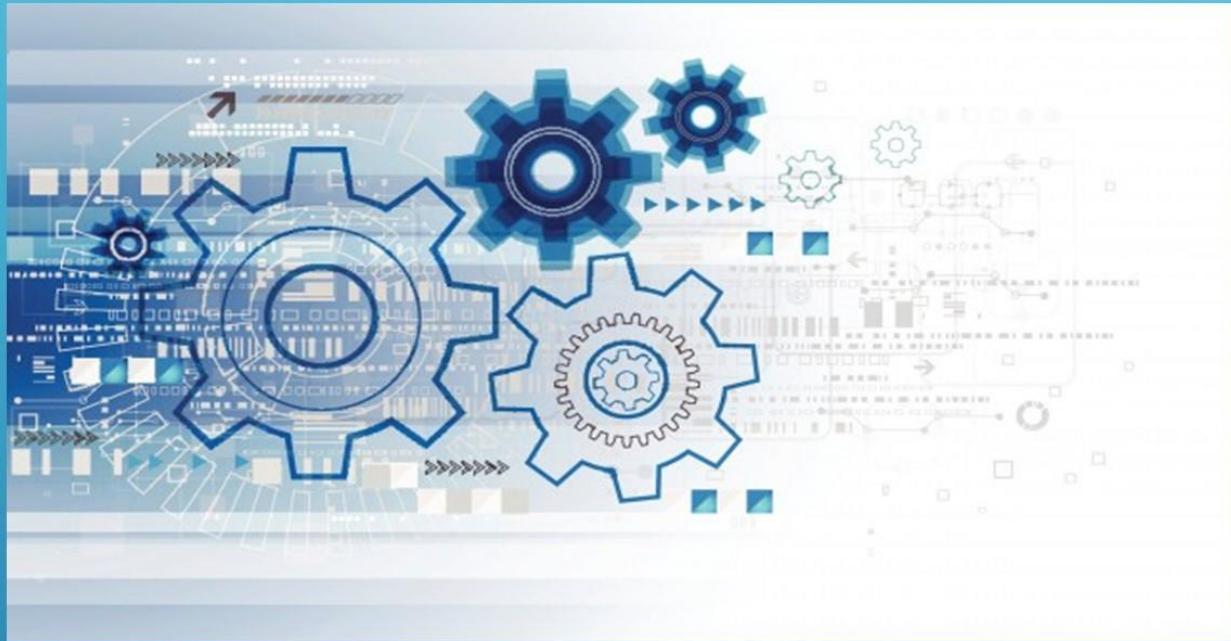
The aim of this project was to create a Capture the Flag platform that could be used to host cyber challenges. Features include:

- Randomised vulnerabilities
- Team-based play
- Automatic score management
- Importation of custom Dockerfiles
- Quick creation and destruction of containers



GAME	IMAGE	CONTAINER NAME	CONTAINER STATUS	CONTAINER IP ADDRESS
Test Your Skillz	csrf:latest	pensive_hoover	created	192.168.33.69
Test Your Skillz	bsidescbrctf/2017-pwn-countme1:1	awesome_nobel	created	192.168.33.68
Test Your Skillz	bsidescbrctf/2017-misc-bogeapp:1	goofy_jennings	created	192.168.33.67
Test Your Skillz	bsidescbrctf/2017-crypto-otp:1	brave_morse	created	192.168.33.66
Test Your Skillz	bsidescbrctf/2017-crypto-docuprotect:1	awesome_albattani	created	192.168.33.65
Test Your Skillz	ubuntu:latest	gifted_hypatia	created	192.168.33.64

AUTOMATED INTERNAL PENETRATION TESTING TOOL KIT



Project Aims:

- Automated Entire testing methodologies
- Visualize Penetration testing results, focusing on key aspects
- Enhancing team connectivity throughout testing processes
- Ease the process of developing pen testing reports

Future Work:

- Adding additional testing methodologies
- Addition of machine learning to enhance decision making

Craig Ricardo Neita

Computer and information Security craig.neita@students.Plymouth.ac.uk

Project Overview:

The aim of this project is to develop an automated pen testing solution capable of automating entire methodologies and producing result visualization

Technologies used:



Distributed Web-Scraping for Open Source Intelligence Gathering

Stage 1

Networked devices perform self discovery, organise themselves into a hierarchy based on system/network resources. The top device liaises with the command and control server to save network traffic. The Other nodes wait for tasks issued by the top device. If one or more devices fail, the others re-organise themselves accordingly and pick up the work.

```
Top Device
```

A terminal window displaying network logs and botnet communication. The logs show various connections, including IRC and HTTP requests, between multiple devices. A yellow arrow points from the text "Top Device" to the top of the terminal window, indicating the central node in the network.

Stage 2

Using the Django Framework as the test Web server and front end, the user logs in and inputs the target details. This is base64 encoded and placed within the main HTML page hosted on the server



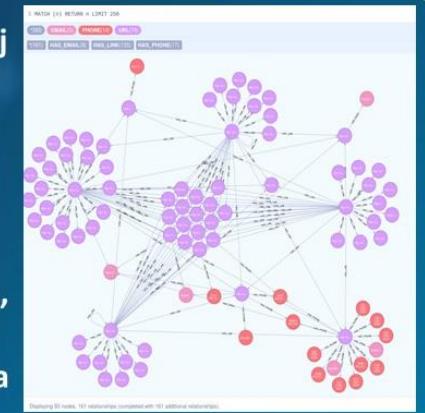
Stage 3

Two terminal windows showing the distribution of tasks. The left window shows a command being issued to a device, and the right window shows the response. Arrows point from the text "Once a new task is created, the top device downloads the new instructions. These are split into smaller tasks and distributed between the rest of the devices on the network." to these windows.

Once a new task is created, the top device downloads the new instructions. These are split into smaller tasks and distributed between the rest of the devices on the network. Each device scrapes its tasked webpage and returns the results to the top device – all encrypted over HTTPS.

Stage 4

Data collected is passed to a Neo4j Graph Database to visualise the links.
NB: Screenshot shows Webpages, phone numbers and emails from a scan on the author



Technologies used:



Recruitment Management System With Identity Anonymiser

UKHO Recruitment Manager Home Openings Users Applications Hello Admin Log Off

Current Openings

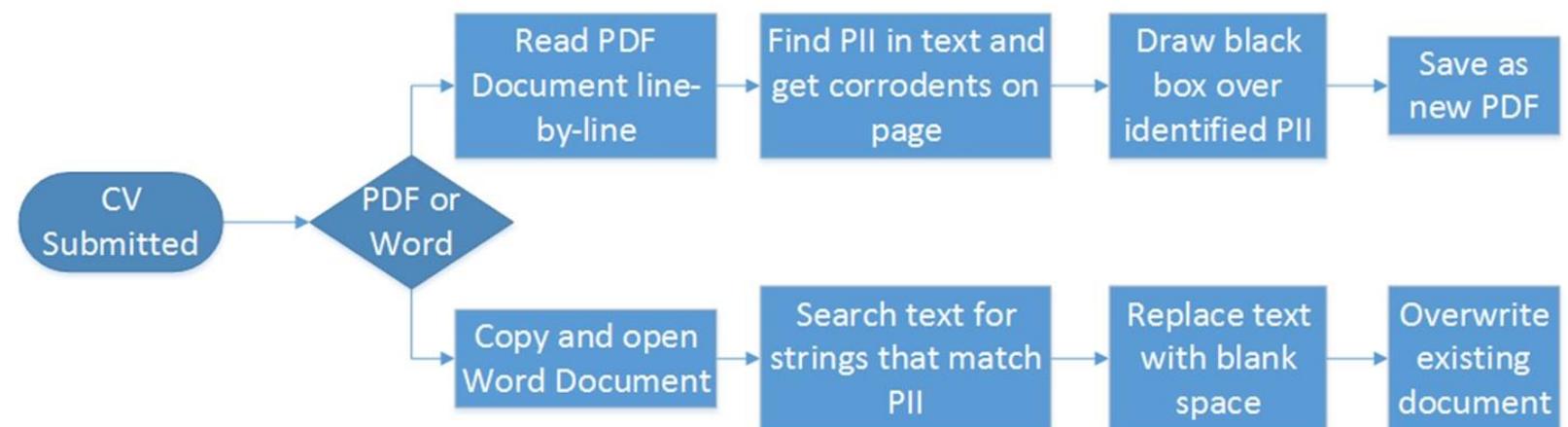
Opening	Description	Closing Date
Intern - Software Development	Join our software development teams in our year-long internship programme.	30-06-2017
.Net Software Developer	Join us as a developer and help in running multiple collaborative teams to create customer focused digital services, data solutions and software for desktop, web and mobile with cutting edge technologies.	30-09-2017

Current Applicants

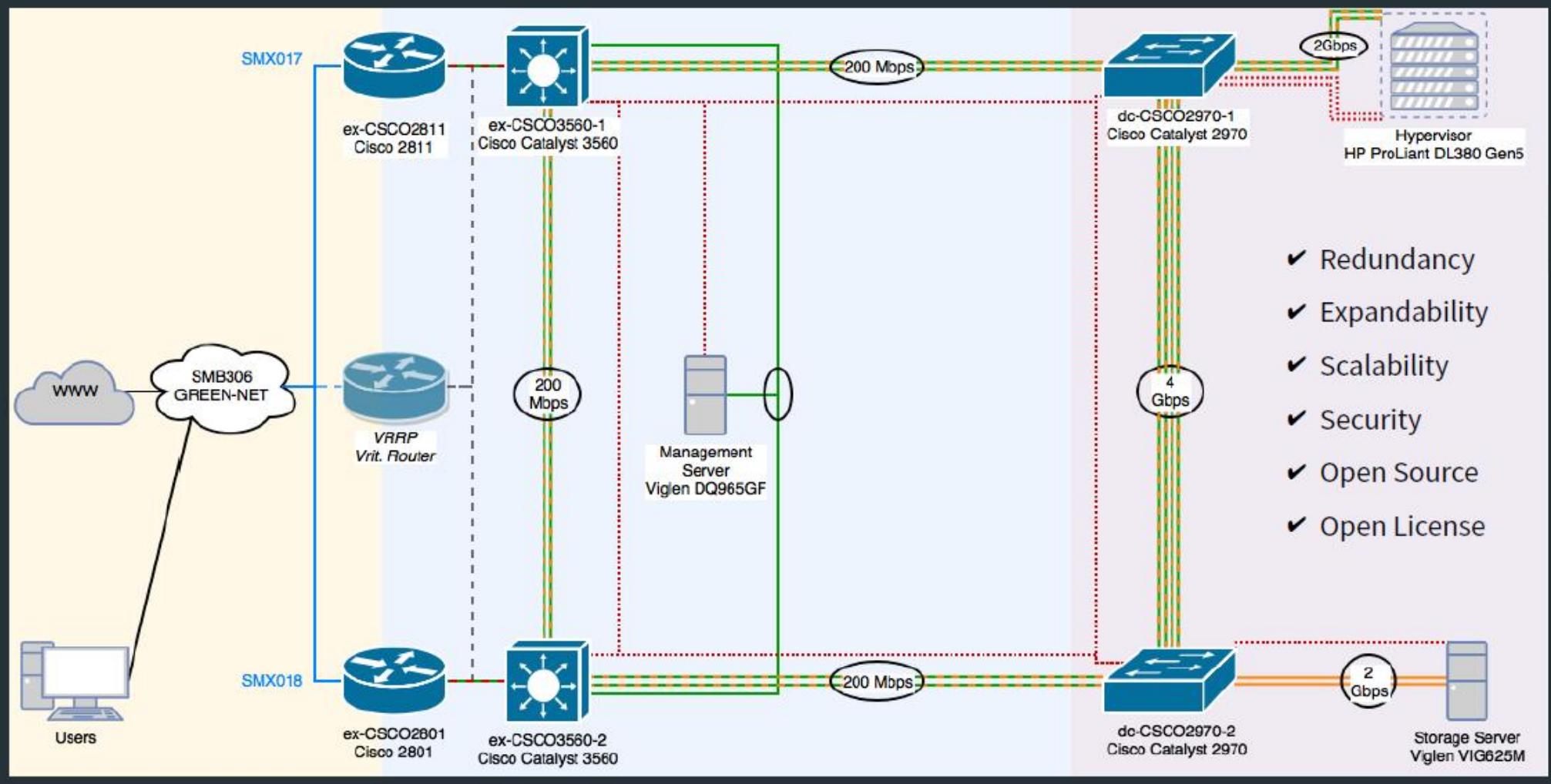
Applicant ID	Opening	Application Date	Status
1002	1 - Intern - Software Development	20/04/2017 11:53:58	New
1003	1 - Intern - Software Development	20/04/2017 11:58:41	New
1004	1 - Intern - Software Development	20/04/2017 14:40:08	New
1006	1 - Intern - Software Development	20/04/2017 14:53:28	New
1007	1 - Intern - Software Development	20/04/2017 14:59:02	New
1008	1 - Intern - Software Development	23/04/2017 21:16:57	New
1009	1 - Intern - Software Development	23/04/2017 21:19:18	New
1010	1 - Intern - Software Development	24/04/2017 12:21:21	New
1011	1 - Intern - Software Development	24/04/2017 15:00:25	New
1012	1 - Intern - Software Development	24/04/2017 15:03:31	New

A centralised and secure recruitment management system. Featuring dynamic identity anonymisation for CVs in Word Document and PDF formats.

Tested and secured against cyberthreats such as SQL-Injection, Cross-site Scripting and session hijacking.



Nowhere – The Cloud for Dummies



Developer's LinkedIn



Project Code Repository



Powered By:



express

RabbitMQ

GitHub



XenServer
Open Source Virtualization