

Your Project Title.



[Insert Name Here]

[Insert Student ID Here]

StudentID@students.lincoln.ac.uk

University of Lincoln, School of Engineering and Physical Sciences

College of Health and Science

University of Lincoln

Submitted in partial fulfilment of the requirements for the
Degree of [Your degree programme e.g. Bachelor of Science with
Honours in Computer Science]

Supervisor: [Insert Supervisor Name Here]

[Month Year]

Acknowledgements

Firstly, I want to thank somebody, and somebody else. Here is another thing.

jgidfghjkhgkfjg

Abstract

Here is the abstract for this project report.

Table of Contents

1 Introduction	7
1.1 Subheading	7
1.1.1 Sub-subheading	7
1.2 Formmating Mathematics	7
1.3 Figures	7
1.4 Referencing	8
2 Literature Review	9
2.1 Expand Aims & Objectives	9
3 Requirements Analysis	10
4 Design and Methodology	11
4.1 Software development projects	11
4.2 Research not involving human participants	12
4.3 Research involving human participants	12
5 Implementation	13
5.1 Source Code Demo	13
6 Results and Discussion	14
7 Conclusion	15
Appendices	16
Appendix A - Code Snippets w/ Codelst	16
Appendix B - Flowcharts w/ Fletcher	16
References	17

List of Figures

Figure 1 A picture of the Brayford from Google Images. 8

List of Tables

Table 1 Here is a table. The caption goes above like this. 8

Chapter 1

Introduction

This document is a project report template for the School of Computer Science, University of Lincoln. It should give you some direction and instruction for formatting and presenting your project report. If you have any suggestions or issues, please raise an issue on the Typst-Template Repository. Currently, this template is designed for undergraduate project reports. However, the template can be modified fairly easily to conform to, for example, an MComp project report.

1.1 Subheading

1.1.1 Sub-subheading

1.2 Formmattting Mathematics

Here are two equations:

And here is some text with some nice inline maths, (x,y) wow γ so cool ρ .

1.3 Figures

Here is a sentence, and you can see a nice picture in Fig. 1. (test, 2025).



Fig.1. A picture of the Brayford from Google Images.

Also, a table can be found in Table 1.

Table1. Here is a table. The caption goes above like this.

First Name	Last Name	Age
John	Doe	25
Jane	Smith	30
Alice	Johnson	22
Bob	Brown	28

1.4 Referencing

Here is an example of a citation using the Lincoln Harvard style (test, 2025). These references are automatically generated from the BibTeX (.bib) file. You can add your own references to the BibTeX file, and they will be included in the bibliography.

Chapter 2

Literature Review

The literature review is an essential requirement of any academic project. A comprehensive review of the literature will provide background to the project, and should be used to inform a set of requirements that your solution must meet. It also establishes that what you have done is the result of academic study, rather than an unfounded whim. This section can use the literature review submitted as part of the Interim Report. You should use the feedback from your supervisor to improve upon the final version. It may be helpful to break up this chapter into sections, with each focused on a different topic or aspect of the project.

2.1 Expand Aims & Objectives

Having situated your project within a body of relevant literature, you should now be in a position to state your aims and objectives. These should be broadly similar to those given in your proposal. Most projects will have one aim that is a broad statement of what the project will achieve. The objectives should be statements of how that aim will be achieved. Objectives should be Specific, Measurable, Assignable, Realistic and Time-related (SMART).

Chapter 3

Requirements Analysis

Drawing upon the research you've conducted, this goal of this chapter is to formalise a set of requirements that project must fulfil in order to meet your objectives. This chapter can be relatively short, and reference the aim(s) & objectives given at the end of the previous chapter. For software-oriented projects, consider key stakeholders(end-users,business owners) when analysing the requirements of your software. This may be through primary research (i.e., interviews with potential end-users or clients) or secondary research (e.g., literature review, survey of existing products). For research-oriented projects, use your literature survey to highlight current gaps in knowledge that you hope to address. Consider what your artefact must do in order to obtain meaningful results.

Chapter 4

Design and Methodology

This section of the dissertation may vary significantly in both structure and content, depending on the type of project you are undertaking. However, it is expected that all projects have the following sections:

- Project management
- Risk analysis

The precise structure should be discussed with your supervisor, but some suggestions for additional sections are given below. The key thing to note here is that irrespective of the project type, you should justify the choices you've made, rather than simply choosing based on expediency or familiarity.

4.1 Software development projects

If the primary deliverable of your project is a software product, then you should consider subsections detailing your approaches to the following:

- Software development methodology (e.g., waterfall, scrum)
- Toolsets and machine environments (i.e., the software and hardware used)
- Design (e.g., UML diagrams, database schema, prototypes)
- Testing (i.e., the types of testing used)

This list is not exhaustive. For example, a games design project may include a game 6 design document. However, it must be noted that if your project contains significant software development work, then most if not all of these sections should be present.

4.2 Research not involving human participants

For some projects, the main deliverables may come in the form of experimental results. For example, a project comparing several different algorithms may require little in the way of code, but require considerable experimentation and data analysis. As such, all methodological choices made should be documented here. Examples include:

- Dataset acquisition and annotation
- Algorithm/model design and selection
- Parameter tuning
- Performance metrics

Again, this list is not exhaustive, and you should still include relevant sections pertaining to the software artefact listed in Section 4.1.

4.3 Research involving human participants

For projects involving human participants, you will need to consider a hypothesis or research question that your project will answer. In addition to the sections outlined in Section 4.1, you may also need to provide details of:

- Participant recruitment
- Evidence that ethical procedures have been followed
- Study design (including hypotheses/research question as appropriate)
- Statistical analysis (i.e., how you'll analyse the raw data)

If your study involves data collection by means of questionnaires, you may also wish to specify the questions here (or refer to them in an appendix).

Chapter 5

Implementation

5.1 Source Code Demo

This section should demonstrate your solution from a technical perspective, showing the different components of your software. You may wish to include code snippets and screenshots as figures to provide detail where necessary.

Chapter 6

Results and Discussion

This section should present the findings of your work, and discuss them in the context of your original aims & objectives as well as your requirements specification. For software-oriented projects, how well does it meet your original requirements? Provide data where possible, e.g., results of user testing, performance measures, etc. For research-oriented projects, you should present the data in an appropriate format (tables, charts, visualisations) and discuss what the data shows.

Chapter 7

Conclusion

This is another relatively short chapter that is an opportunity to reflect on the project as a whole. Discuss the limitations and successes of the project, highlighting opportunities for future work.

Appendices

Appendix A - Code Snippets w/ Codelst

Here you can see a short snippet of the code that was used to implement a simple Python sorting algorithm:

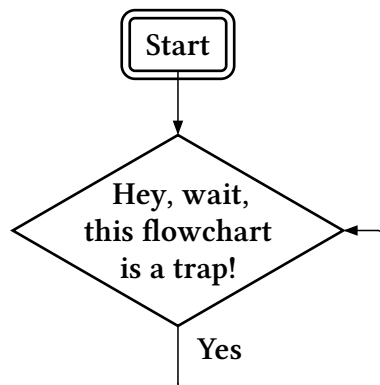
```

1  def bubble_sort(array):
2      n = len(array)
3
4      for i in range(n):
5
6          already_sorted = True
7
8          for j in range(n - i - 1):
9              if array[j] > array[j + 1]:
10
11                 array[j], array[j + 1] = array[j + 1],
array[j]
12
13                 already_sorted = False
14
15             if already_sorted:
16                 break
17         return array

```

Appendix B - Flowcharts w/ Fletcher

This uses the Fletcher package to create a flowchart. The package is available at: <https://typst.app/universe/package/fletcher/>



References

test (2025) Test. *Sensors*, Available from <https://www.google.com/> [accessed 24 November 2024].

**Overall Word Count (excluding figures, tables,
captions, and references): 1093 words**