OCR GCE A2

COMPUTING PROJECT

F454

Name : <INSERT NAME>

Candidate Number : <INSERT CANDIDATE NUMBER>

Archway School : 57031

Time of Project : <INSERT PROJECT NAME>

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# A. Definition, Investigation and Analysis

## A. i) Definition

<See F454 Project Advice Booklet for details of mark scheme what must go here.>

## A. II) Investigation and Analysis

<See F454 Project Advice Booklet for details of mark scheme what must go here.>

### Requirements Specification

<Write this as a report to the end user>

### Hardware & Software Requirements

<See F454 Project Advice Booklet for details of what must go here.>

# B. Design

## B. I) Nature of the solution

<See F454 Project Advice Booklet for details of mark scheme what must go here.>

### SYSTEMS DIAGRAM

#### Sub Headings for each box from the systems diagram

<See F454 Project Advice Booklet for details of mark scheme what must go here.>

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### Explanation of the traditional SDLC Process

<See F454 Project Advice Booklet for details of mark scheme what must go here.>

### User Sign off of Design Proposal

<See F454 Project Advice Booklet for details of mark scheme what must go here.>

## B. II) Algorithms

<See F454 Project Advice Booklet for details of mark scheme what must go here.>

## B. III) Test Strategy

<See F454 Project Advice Booklet for details of mark scheme what must go here.>

### Test Plan

|  |  |  |  |
| --- | --- | --- | --- |
| **Test No.** | **What is being tested** | **Input data or actions** | **Expected outcome** |
| 1 | The player’s ship cannot leave the screen to the left or right. | Move ship to far left and hold left key down.  Move ship to the far right and hold right key down | Ship stops and no longer responds to key press |
| 2 |  |  |  |
| 3 |  |  |  |
| .. |  |  |  |

# C. I) & II) Software Development and Testing

<See F454 Project Advice Booklet for details of mark scheme what must go here.>

**REMEMBER:** This section must be written up as a true reflection of the ongoing development story.

Make sure to use Dates in this section for each new entry. This section will be the largest of the project write up and will gain you marks in many other sections, not just C I) & C II).

# D. Documentation

<See F454 Project Advice Booklet for details of mark scheme what must go here.>

It is acceptable for the actual “User Manual” to be a separately produced booklet or an Appendix.

# E. Evaluation

## E. I) Discussion of the degree of success in meeting the original objectives

<See F454 Project Advice Booklet for details of mark scheme what must go here.>

## E. II) Evaluate the user’s response to the system

<See F454 Project Advice Booklet for details of mark scheme what must go here.>

## E. III) Desirable extensions

<See F454 Project Advice Booklet for details of mark scheme what must go here.>

# Project Appendixes

Insert as many project appendixes as you need for your project.

These might include, but are not limited to:

* Complete Code Listing (ESSENTIAL)
* Interview Transcripts
* User Manual / Booklet
* Technical Manual / Documentation
* Project Diary