MAL2020 (1) Computing Group Project 1 (Part 2)

Student ID: BSCS2309531

Team KiutBois

Coursework Submission Evidence

Coursework Submission Evidence of Contribution / Feedback

Description	Link to Evidence	Mark
Contribution to analysis, design, and documentation	1. Meeting Minutes Link: https://github.com/MAL2020-Computing-Group-Project/TeamKiutBois/tree/main/Part%202/Meeting%20Minutes 2. Final Report Link: https://github.com/MAL2020-Computing-Group-Project/TeamKiutBois/tree/main/Part%202/Project%20Docs/Final%20Report 3. Client Handover Link: https://github.com/MAL2020-Computing-Group-Project/TeamKiutBois/tree/main/Part%202/Project%20Docs/Client%20Handover	30
Contribution to implementation	3D Model 1. Prototype Demo Link: https://github.com/MAL2020-Computing-Group-Project/TeamKiutBois/blob/main/Part%202/Implementation/Prototype%20Demo/Prototype%20Demo.pdf 2. Blender Model Link: https://github.com/MAL2020-Computing-Group-Project/TeamKiutBois/blob/main/Part%202/Implementation/Blender/Blender%20Model.pdf	20

Contribution to LSEP	1. Meeting Minutes Link: https://github.com/MAL2020-Computing-Group-Project/TeamKiutBois/tree/main/Part%202/Meeting%20Minutes 2. Final Report Link: https://github.com/MAL2020-Computing-Group-Project/TeamKiutBois/tree/main/Part%202/Project%20Docs/Final%20Report 3. Client Handover Link: https://github.com/MAL2020-Computing-Group-Project/TeamKiutBois/tree/main/Part%202/Project%20Docs/Client%20Handover	20
Evaluation	Self-Evaluation Report Link: https://github.com/MAL2020-Computing-Group-Project/TeamKiutBois/blob/main/Part%202/Project%20Docs/Individual%20Evaluation%20Report/BSCS2309531%20-%20LIM%20HON%20SHEANG/MAL2020%20(1)%20BSCS2309531%20Self%20Evaluation%20Report%20(2).pdf	30

By submitting this document, you are confirming that the evidence you are presenting here is your own work and that you understand a false or misleading claim can lead to action being taken against you in relation to an academic offence.

Evidence

1. Meeting Minutes

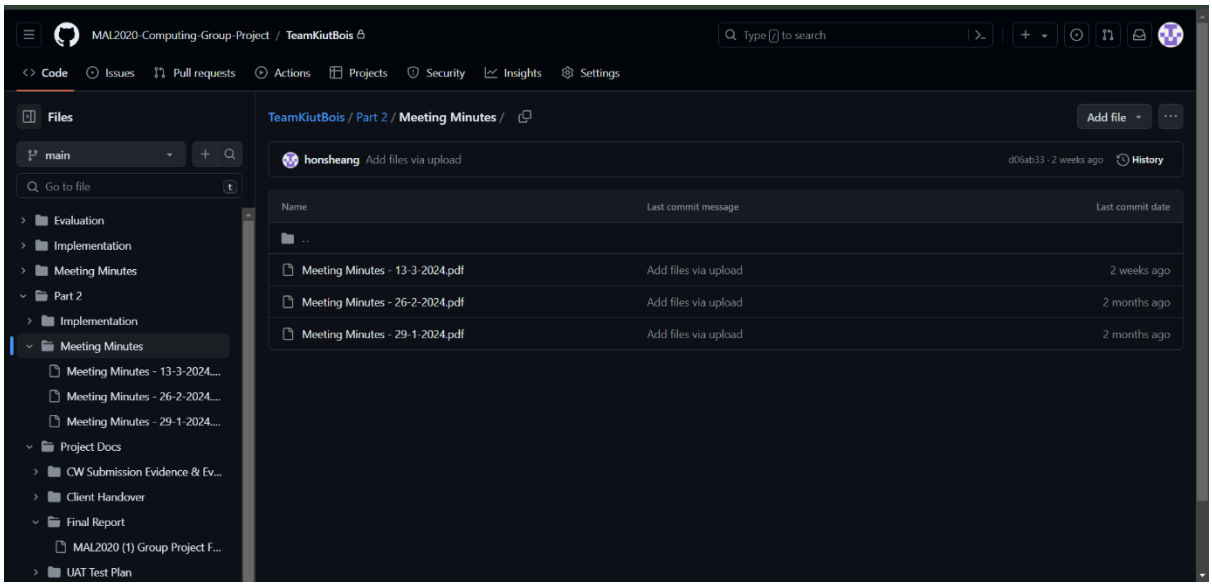

Figure 1.0: Meeting Minutes in GitHub

- Every meeting with client had prepared with one meeting minutes, and all is uploaded to GitHub.

2. Final Report

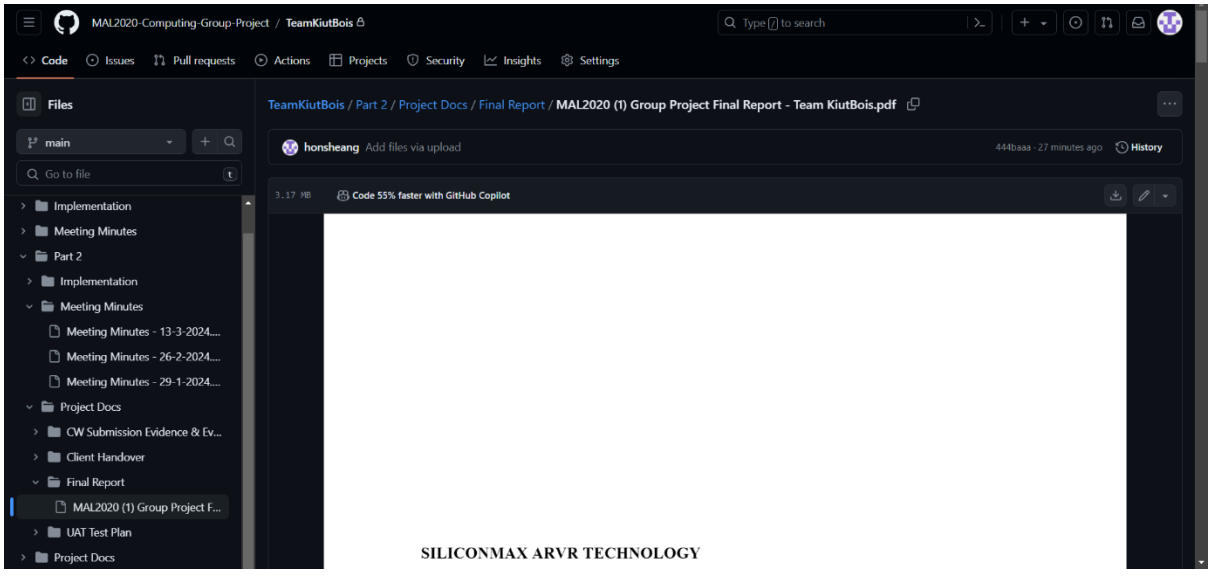

Figure 1.1: Final Report in GitHub

- Responsible parts:
    - Introduction
    - Project Management (Project Planning, Project Schedule, Client Management)
    - Detailed System Design (Prototype Screenshot, HIPO Chart, State Diagram, Blender Screenshot)

- Quality Assurance (Surveys & Questionnaire, Feedback from the survey and questionnaire form, Documentation on Unit Test, UAT Methodology, Post-project support)
- Conclusion
- References
- Appendix

3. Client Handover

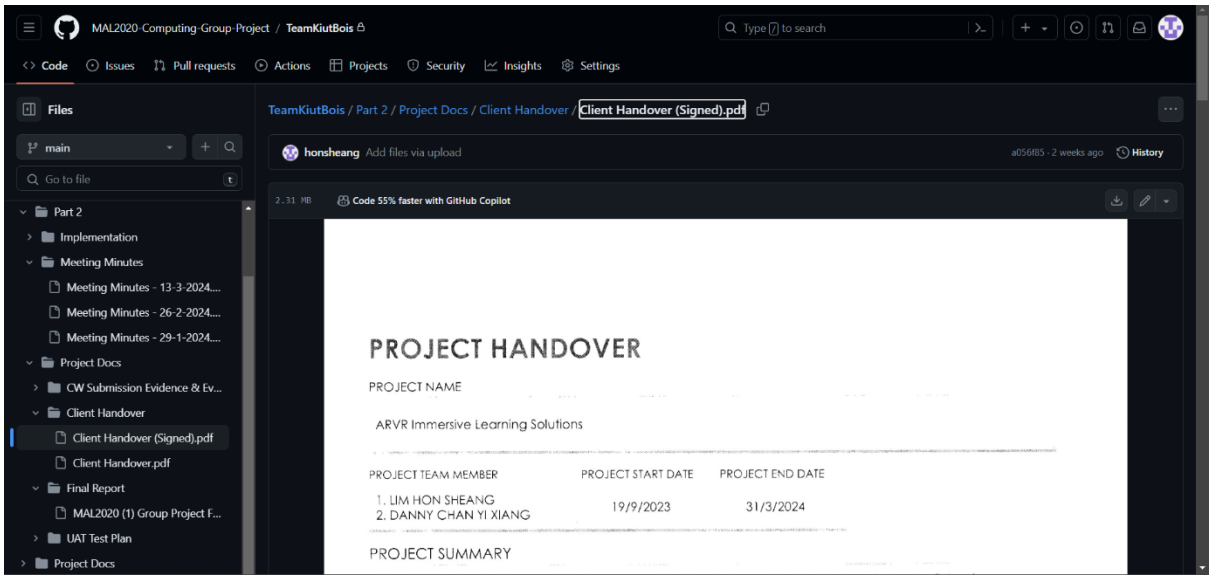

Figure 1.2: Client Handover in GitHub

- The original document has sent to the client and client has signed the handbook.
- It is uploaded into GitHub.

4. Prototype Demo

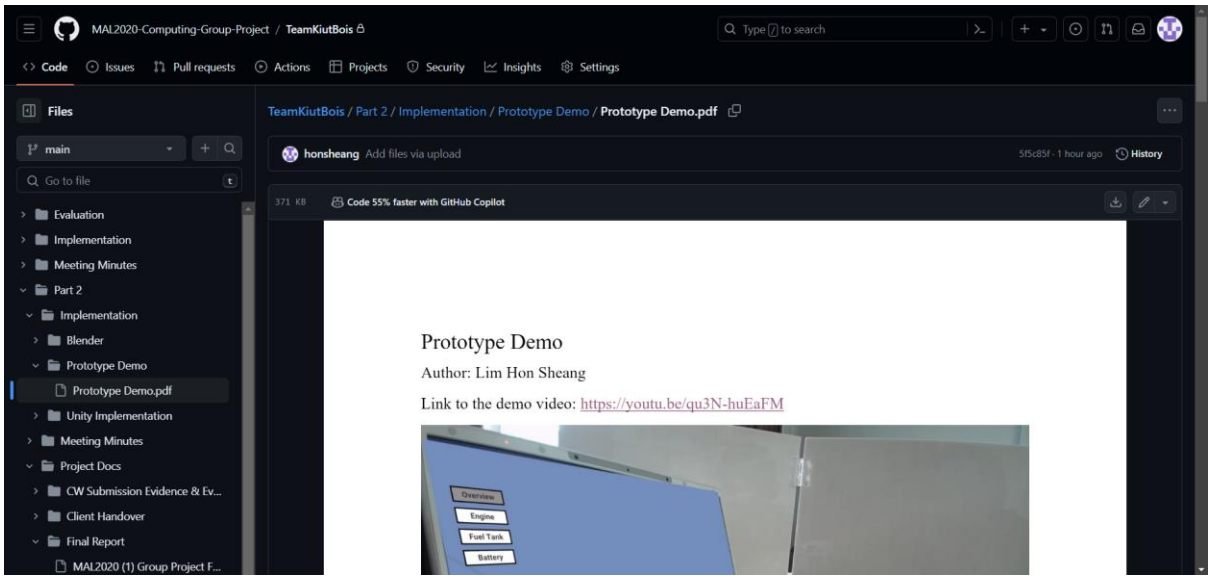

Figure 1.3: Prototype Demo

- Included link of the video in it.
- It is uploaded to GitHub.

5. Blender Model

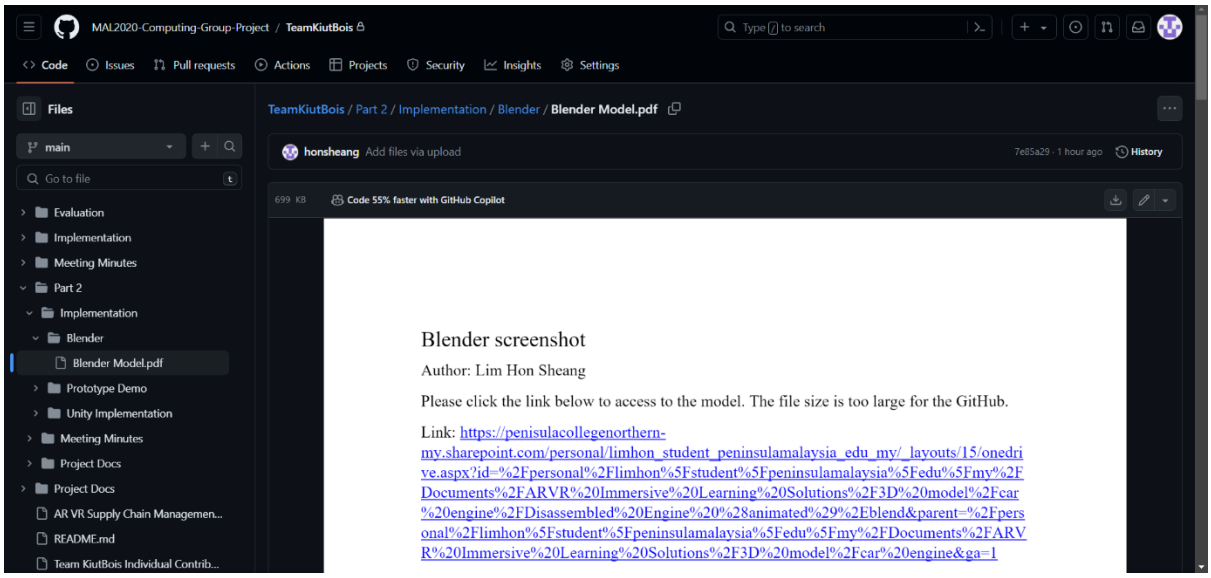

Figure 1.4: Blender Model

- Model is uploaded to the Shared OneDrive, click the link provided to access to the model.

6. Self-Evaluation Report

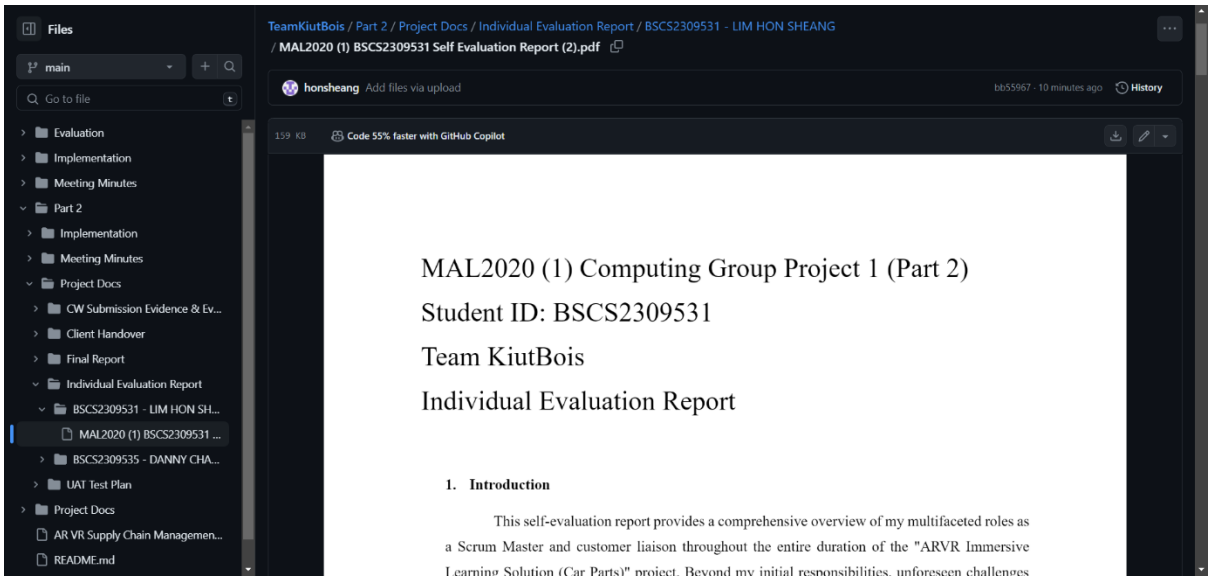

Figure 1.5: Self-Evaluation Report

- Self-evaluation report is based on the role and contribution of each member. And the accomplishment of each member and future action.
- Self-evaluation report has uploaded into GitHub.

Evaluation

The ARVR Immersive Learning Solution (Car Parts) project was an outstanding experience for each team member, including Scrum Master, Product Owner, and Client Liaison Lim Hon Sheang, Technical Lead Danny Chan Yi Xiang. This assignment provided us with an excellent opportunity to gain experience in a new field.

Siliconmax ARVR, our client, was crucial in offering vital advice. They made numerous suggestions that considerably improved our project and its final product and took the initiative to demonstrate various ARVR technological devices. These demonstrations helped us gain a better grasp and knowledge of this cutting-edge technology.

Our team members' engagement with Siliconmax ARVR was beneficial, allowing us to learn and progress in the ARVR industry. Lim Hon Sheang's work as Scrum Master, Product Owner, and Client Liaison entailed effective coordination between our team and the client, enabling effective communication and goal alignment. As Technical Lead, Danny Chan Yi Xiang performed critical roles in utilizing their knowledge to take the project's technical components forward.

Ms. Ts. Grace Tok Bee Choo and Ms. Anizah, our lecturers, and supervisor supported and guided us throughout the ARVR Solutions project. Her advice was invaluable anytime our team experienced difficulties or met hurdles in our development. She actively helped to facilitate communication between our team and the client, especially when there were concerns or confusion about the client's proposals.

Despite facing several challenges, such as technical complexities and shifting project requirements, our team successfully overcame these obstacles through collaboration, resilience, and innovative problem-solving. These challenges provided valuable learning opportunities, reinforcing the importance of adaptability, communication, and teamwork in project management.

As we reflect on this project, we have gained invaluable insights and lessons that will inform our future endeavours. We learned the importance of effective client communication, the significance of thorough planning and organization, and the value of continuous learning and improvement. These lessons will undoubtedly shape our approach to future projects, enabling us to deliver even greater value to our clients and stakeholders.

In closing, we extend our sincerest gratitude to all those who supported and contributed to the success of this project, including our client, lecturer, and fellow team members.