PROJECT REPORT TEMPLATE

1.INTRODUCTION

1.1 overview

Mention the outline of the report, give context and mention the scope and methodologies used in the report
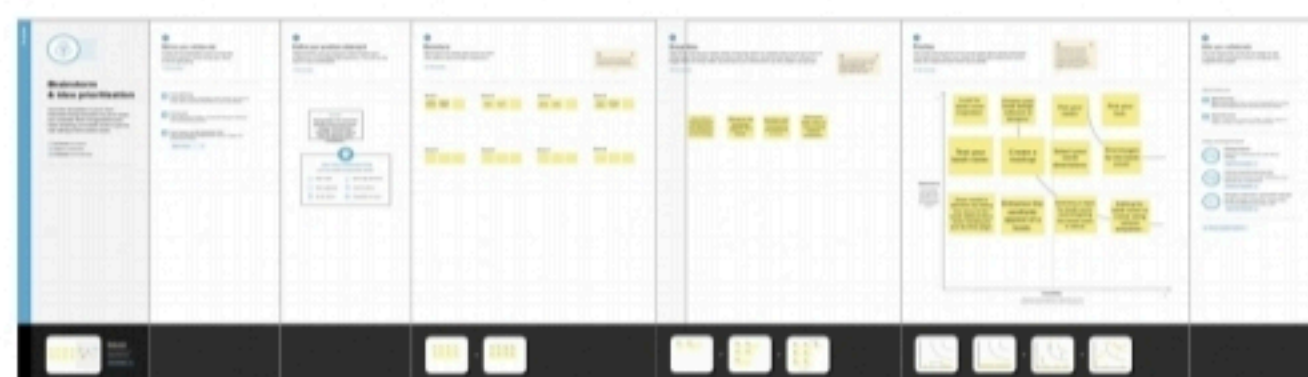
1.2 purpose

To make people to buy that book because a cover of a book attract people.

An invitation to potential readers and as an entryway into the

universe that the writer has created

2.PROBLEM DEFINITION & DESIGN THINKING
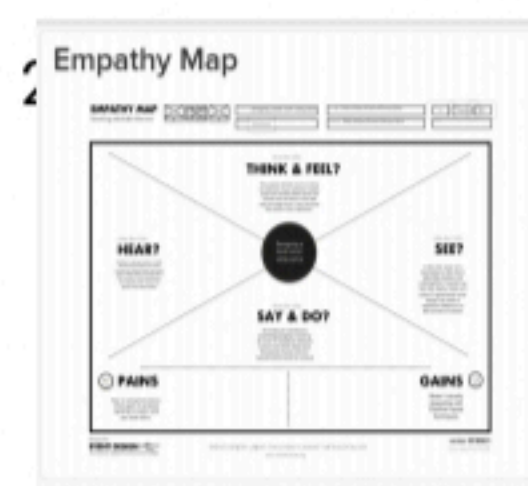
2.2 Ideation & Brainstorming map

3.RESULT

LAST JOURNEY
by Rishwana fathima

4.ADVANTAGES & DISADVANTAGES

Advantage:

make a book stand out in a crowded marketplace,

and can help to establish an author's brand. A b

Disadvantage:

professional Quality

Time consuming

5.APPLICATIONS

Designing a book cover to get attention of people

6.CONCLUSION

I can design my own book cover for future use

7.FUTURE SCOPE

I can become a graphic designer

8.APPENDIX