Project Title.

Scoping document for COMP5530

GROUP MEMBER ONE*, GROUP MEMBER TWO*, and GROUP MEMBER THREE*, University of Leeds, United Kingdom
SUPERVISOR NAME†, University of Leeds, United Kingdom

CCS Concepts: • **Theory of computation** → Parameterized complexity and exact algorithms; • **Hardware** → *Robustness*; • **Computing methodologies** → **Volumetric models**.

Additional Key Words and Phrases: bread, yeast, baking, food

1 INTRODUCTION

This section provides an overview for the reader to appreciate the level of challenge posed by the project and its relevance to your degree programme. This also demonstrates that you have explored the problem space for the project and have acquired an understanding of the initial requirements. For a strong start, this section subsections should reflect a systematic and scholarly approach to research or literature review you have undertaken to date. Don't be afraid to cite relevant papers at this point [Hornbuckle 1967]. Some key things that will most likely be here are:

- Context: do not drop the problem and goal out of nowhere. **Why** is this relevant? Motivation, background drivers, social and/or technical context, stakeholders involved.
- Problem statement: a very clear problem statement. It can be a hypothesis, a question that needs to be answered, a statement of the current limitations of existing systems, etc. It can take different forms depending on your project.
- Possible solution: Initial thoughts on possible solution(s) to be tackled in the project - what may or may not be pursued depending on speed of progress, challenges and how to approach the development of a potential solution, which modules or computing topics will be the building blocks for the solution. Should cite background reading or systematic research conducted so far to provide justification of your initial thoughts.
- Validation: If it works, what will you be able to do/prove/see? In essence, how to judge the success of your solution in solving the problem. This will help shaping manageable deliverables.

Write it as text so you start getting some practice of how to write your future introduction and abstract.

2 SCOPE FOR THIS PROJECT

This section specifies what the project will deliver. It should be written in a concise manner, to be used as a basis for assessment. Start with a general overview of what type of project you are working on.

2.1 Aim

The aim of the project is the overall top-level goal. It might be helpful to consider this in conjunction with the project title.

2.2 Objectives

List up to five objectives. When you phrase an objective, think about how you can demonstrate its achievement. To summarise, characteristics of suitable objectives are:

- Deliverable – you will hand them in!
- Measurable – examiners are able to judge/quantify if you have done a good job.
- Appropriate – they should solve a sufficiently difficult problem.
- Agreed – by your supervisor, assessor, other members of the School (where appropriate).

2.3 Deliverables

These are items for assessment under 'delivery'. These could be written up as sections in the final project report (e.g. comparison of algorithms, or feasibility assessment, or design documentation, etc.) or be handed in separately (e.g. code, user manual or installation guide etc.). It is important to have the agreement from the supervisor at this stage that these deliverables are suitable as delivery for the type of project. Don't need to mention the mandatory deliverables for this module. To ensure that these deliverables are within the scope of the project, cross-referencing to the objectives may be a helpful check. It may be good then to number your objectives so you can easily relate them here at this section. Some examples of deliverables: an analysis of current infrastructure, a comparative study of techniques or tools, a recommendation to the client, requirements specification, design documentation, algorithms, software functionality, a qualitative or quantitative evaluation study, and so on, as appropriate for the type of project.

3 PROJECT SCHEDULE

Talk shortly about how you came up with the plan that you are about to present. The schedule for completion of the project should relate the activities (or tasks) to objectives or deliverables. A few milestones should be identified for self monitoring of progress.

3.1 Methodology

Outline the underpinning project approach that is appropriate for the chosen type of project. This should help to plan for the order of the activities/tasks

[*] Sharing first authorship
[†] Also with the role of Supervisor.

Authors' addresses: Group Member One, email@leeds.ac.uk; Group Member Two, email@leeds.ac.uk; Group Member Three, email@leeds.ac.uk, University of Leeds, Woodhouse, Leeds, West Yorkshire, United Kingdom, LS2 9BW; Supervisor Name, shaunpervysier@leeds.ac.uk, University of Leeds, United Kingdom.

3.2 Tasks, milestones and timeline

Any appropriate method of presentation is acceptable. A common method is the use of Gantt chart.

3.3 Risk assessment

If there is any risk identified at this stage (e.g. availability of stakeholders, technical issues or suitable test data etc.), mitigating strategy should be discussed. You should carefully consider which parts of your project may not be as straightforward, and devise backup plans.

REFERENCES

G.D. Hornbuckle. 1967. The Computer Graphics User/Machine Interface. *IEEE Transactions on Human Factors in Electronics* HFE-8, 1 (1967), 17–20. https://doi.org/10.1109/THFE.1967.232996

A HOW ETHICAL ISSUES ARE ADDRESSED

This is a University requirement. See Resources on ’Ethics relevant to computing projects’ for guidance and discuss it with your supervisor. If no ethical issue is involved, a sentence to that effect will suffice.

Received 20 February 2007; revised 12 March 2009; accepted 5 June 2009