Computer Science 3A
Mini Project Proposal
2024/03/7

Semester Project **Marks: 50**

The project component of the Computer Science 3A course requires the completion of a practical project to demonstrate the student's proficiency in applying Blockchains to a particular problem. This can be the simulation of a real-world problem or deployed in a real environment. The project has to show creativity and student's innovative ideas.

The mark allocation of the mini-project proposal (max two pages) will be as follows:

1. **Problem Background** — where the context of the problem is revealed in the proposed environment, along with what research problem you are addressing and existing solutions. [10]

2. **Solution** — where your high-level approach is selected and justified. [10]

3. **Novelty** — where you discuss why this problem is and how it is novel. [10]

4. **Logic and Complexity** — where your proposed logic is introduced, how blocks and other key data structures would be structured, the algorithms you propose to use and the external libraries you will use. [10]

5. **GUI Wireframe** — The proposed aesthetic look of the project for a few screens [10]