**Final Year Project Report Template**

**The thesis/project report is divided into six chapters, major contents of each chapter are**

**listed below.**

Use of Latex is appreciated.

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| Chapter # | Chapter Title | Proposed Contents |
| Cover pages, Abstract, TOC, List of Figures, List of tables |  | (autogenerated, not manual) |
| 1 | Introduction | Project Background/Overview  Problem Description  Project Objectives/Motivation/Significance/Uniqueness  Clear definition of Project Scope |
| 2 | Feasibility and analysis | Existing System: Brief and concise description of the  functions of the system under study, advantages, drawbacks,  and problems.  Proposed System: Brief discussion on why this solution  is selected, other alternative solutions may also be  specified).  Detail feasibility report.  Short and concise statement of technical,  economical, and social feasibility statements  (do not write definitions of types of feasibility) |
| 3 | Requirements Specifications | Requirement Specifications (functional, non functional, UI requirements).  Persona (atleast one of major user, Use Cases (detailed use case digram must be provided and all major features must be discussed in text).  Minimum h/w, s/w  requirements (identify requirements for the development and execution of the software- do not specify the system configuration which  you are using for development!). |
| 4 | System Design | **Sub-heading 1:Architecture design**: Brief introduction of basic system components, type of architecture selected, high level system model (draw architecture diagram).  **Sub-heading 2:Component level design**: Refine architecture into components (breakdown of high level system model into low level adding component details). Provide activity diagram/sequence diagram/, Class diagram. Data Flow Diagram (DFD) if required with the project. Component diagram. (draw standard UML diagrams, preferably using MS Visio.)  **Sub-heading 3:Data design**: identify business entities, provide ERD + data dictionary  **Sub-heading 4:User Interface design**:  Incorporate paper mockups, User experience design : draw journey map for the persona given in chapter 3. Provide wireframes.  UI design decisions (approach, fonts, styles, formatting, design tools used)  UI implementation: tools used for UI implementation. Include screens layouts with short descriptions. |
| 5 | Implementation and Testing | **Implementation** environment: Provide details of the development environment (programming tools, repository setup, integration, testing, team development tools if used).  High level description of major program modules, (module name, short description, data tables used, error handling), can provide design of implemented modules structure. |
| **Test** strategy and test tools used and considered throughout the development process.  **White** box(unit tests of selected methods, Integration test – give source code and the tests),  **Black** box. Define the technique used. Give list of tests (in a table) that are performed for the system and their results.  , major test code, test results, UI testing, web testing, test results, and **user testing** (with at least three non-computer related users of different age groups).  Usability test report. |
| 6 | Deployment | Major deployment tasks (list of to-dos for deployment by customer) Staff training requirements, system manual, Provide detailed Deployment diagram/manifest diagram, (automatic implementation/deployment script, if any) |
|  | Bibliography | Books, research papers (provide complete reference in IEEE format).  Online sources (provide complete reference in IEEE format). |