4COM2006, Team Software Project

Final Project Report

Project Title: Barry's EV Helper

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<mark>**Word limit: 2000 words in the main body (reference list, appendices, tables, illustrations are not included in the final count)**</mark>

May go up to 10% over this limit as per normal University guidance, i.e. 2,200 words will be acceptable

1)   Reconfirmation of Project Aims (around 300 words as a rough guide)

In this section, you should reconfirm your choice of project, what problems it aims to solve, and its context. Confirm details such as:

- The aims and objectives of the project (especially if you have changed or updated these since the interim)
- Confirm your specific role in the team and any changes during the whole project (e.g. concept design, research, images for prototyping, any coding, and/or any development/practical work)
- Ideally, all team members should have engaged in some practical work or have contributed to these in meaningful ways – i.e. you should have done more than merely 'research'.

As before, you can use a simple table to show the allocation of tasks.

2)   Background/Literature Review (around 400 words as rough guide)

As in the Interim Report, provide a discussion here of elements like:

- Any key findings and research you have conducted in relation to your role in the team and the chosen project
- Provide references to any readings that may have informed your decisions for design work, production work, evaluation, etc.
- Emphasise your own work and contribution to the project

3)   Chosen methodology for your research, development, tools and platforms (around 400 words as rough guide)

In this section, you can consider areas like:

- Any relevant legal, social, ethical, and professional issues, if any (for example, if your game is directed for children, what if any implications exist for aspects such as the amount of time that a child might spend on the game? Parental controls? Does your website or app intend or need to hold any personal/private data of users – if so, why, and what might you do in order to ensure the data is kept safe?)
- Any adopted project management processes (agile, waterfall, etc.) – e.g. how was the project managed and to what extent was this successful?
- What could you have improved as an individual and as a group in terms of methods, process, and/or team organisation?
- Any design/development processes that you underwent in order to produce the practical work that you were assigned. For example, you might have applied a particular design or production process for images or layouts for a game/website, or a way to debug or problem-solve programming issues. Any examples like that would be relevant
- Emphasise your own work and contribution to the project

4)   Implementation of the system, including concept designs and any practical development and the final artefact or prototype (around 300 words as rough guide)

Here, you would explain things like:

- How the final product/artefact looks and functions.
- Show examples of screenshots of how the product has evolved since the beginning (from concept stage to idea development to different versions/iterations), and how it looks at completion.
- Highlight key features and focus on explaining the areas that you were responsible. Give credit to other team members where necessary.
- Emphasise your own work and contribution to the project.

5)   Evaluation (around 400 words as rough guide)

You can consider aspects such as:

- Reflect on the extent to which your final product/artefact addresses the original aims from section 1. You can be quite honest: some things may not have been achieved or are particularly successful, while others might be.
- Discuss how successfully your work contributed to the team and how is it reflected in the final product. Reflect on your own contribution: could you have done more work? If so, where? Could your involvement in the team be better, and if so, how?
- You can also apply any relevant evaluation models that you may have found from the literature and reference these (for example, on website evaluation, game design, retention rates for websites, usability, etc.).
- Emphasise your own work and contribution to the project (e.g. you may evaluate the project as a whole as well as the specific elements you were responsible for).

6)   Conclusions (around 300 words as rough guide)

Discuss areas such as:

- Any key findings from the work you have produced: for example, what have you discovered about designing and producing a website or a game? What have you discovered about particular aspects of carrying out research?
- What have you learnt from this experience of working with other people, and what would you do differently the next time you are working in a project involving others?

7) Full list of references (this doesn't count to the word limit)

- Reference all assets, readings, websites, examples that you have consulted. Use the standard Harvard system to format and present your references (refer to lecture on academic writing for details).

Appendices (this doesn't count to the word limit):

Include any other relevant materials such as (if you have used them):
- Project plan (group and individual)
- Agendas of meetings
- Minutes of meetings
- Trello Board
- Github repository
- Links to your project to allow the examiner to see it in full if necessary
- Any other development work you may have done (e.g. screenshots, code, etc.)

**DON'T FORGET TO YOUR RECORD AND SUBMIT YOUR OWN PERSONAL PRESENTATIONS!
SEE ASSIGNMENT FOR FULL DETAILS:
https://herts.instructure.com/courses/94443/assignments/157963**