SafeAssign Originality Report

SOFTWARE DESIGN • User Story Mapping (20%)

WONG JOE SHEN -

Total Score: Medium risk 33 %

Submission UUID: d0873ad2-0e93-39a6-3f87-8b6559fa4392

Total Number of Reports	Highest Match	Average Match	Submitted on	Average Word Count
3	100 %	33 %	10/04/22	302
	Assignment Cover Page.docx		09:35 PM GMT+8	Highest: Task 1.docx

Attachment 1 100 %

Word Count: 373
Assignment Cover Page.docx

Institutional database (3) 100 %

(2) *Student paper* (3) *Student paper* (1) *Student paper*

Top sources (3)

(2) *Student paper* (3) *Student paper* (1) *Student paper*

Excluded sources (0)

(1) INTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK

(2) Coursework cover sheet

(3) Section A - To be completed by the student

Full Name: Wong Joe Shen

(2) CU Student ID Number: P20012706

Semester: 1

Session: August 2022

Lecturer: (2) Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my)

Module Code and Title: 4067CEM Software Design

Assignment No. / Title: (2) Continuous Assessment % of Module Mark: 50

(2) Hand out Date: (3) 6th September 2022 Due Date: Task 1: (3) 30 September 2022, by 11.59pm. Task 2: (3) 18 November 2022, by 11.59pm

Task 3: (3) 4 November 2022, by 11.59pm. Task 4: (3) 4 November 2022, by 11.59pm. Task 5: (3) 4 November 2022, by 11.59pm.

Penalties: (2) No late work will be accepted. (3) If you are unable to submit coursework on time due

to extenuating circumstances, you may be eligible for an extension. (2) Please consult the lecturer.

Declaration: (2) I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for plagiarism checking.

Signature(s):

(3) Section B - To be completed by the module leader

Intended learning outcomes assessed by this work: 1. (2) Understand and apply appropriate concepts, tools and techniques to each stage of the software development

2. (2) Understand and apply design patterns to software components in developing new software

3. (2) Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

5. (3) Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical

standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation.

(2) Marking scheme Max Mark

1. (3) User Story Mapping 20

2. (3) Setting up a GitHub

Repository 10

3. (3) Creating a Class diagram and

design pattern selection 30

4. (3) Creating a Prototype User

Interface and Usability Testing 20

5. (3) Discuss the ethical issue

related to the software 20

Total 100

Source Matches (28)

(1) *Student paper*	100%
Student paper	Original source
INTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK	INTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK

(2) *Student paper*	100%
Student paper	Original source
Coursework cover sheet	Coursework cover sheet

(3) *Student paper*	100%
Student paper	Original source
Section A - To be completed by the student	Section A - To be completed by the student

(2) *Student paper*	100%
Student paper	Original source
CU Student ID Number:	CU Student ID Number

(2) *Student paper*	100%
Student paper	Original source
Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title: 4067CEM Software Design	Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title 4067CEM Software Design

(2) *Student paper*	100%
Student paper	Original source
Continuous Assessment % of Module Mark:	Continuous Assessment % of Module Mark

② Student paper	100%
Student paper Hand out Date:	Original source Hand out Date

③ Student paper	76%
Student paper 6th September 2022 Due Date:	Original source 6th September 2022

③ Student paper	100%
Student paper 30 September 2022, by 11.59pm.	Original source 30 September 2022, by 11.59pm

③ Student paper	100%
Student paper 18 November 2022, by 11.59pm	Original source 18 November 2022, by 11.59pm

③ Student paper	100%
Student paper 4 November 2022, by 11.59pm.	Original source 4 November 2022, by 11.59pm

③ Student paper	100%
Student paper 4 November 2022, by 11.59pm.	Original source 4 November 2022, by 11.59pm

③ Student paper	100%
Student paper 4 November 2022, by 11.59pm.	Original source 4 November 2022, by 11.59pm

② Student paper	100%
Student paper No late work will be accepted.	Original source No late work will be accepted

③ Student paper	100%
Student paper If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension.	Original source If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension

② Student paper	100%
Student paper Please consult the lecturer.	Original source Please consult the lecturer

2 *Student paper* 100%

Student paper	Original source
I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for plagiarism checking.	I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures I/we confirm that this piece of work is my/our own I/we consent to appropriate storage of our work for plagiarism checking

3 *Student paper* 100%

Student paper	Original source
Section B - To be completed by the module leader Intended learning outcomes assessed by this work:	Section B - To be completed by the module leader Intended learning outcomes assessed by this work

2 *Student paper* 100%

Student paper	Original source
Understand and apply appropriate concepts, tools and techniques to each stage of the software development	Understand and apply appropriate concepts, tools and techniques to each stage of the software development

2 *Student paper* 100%

Student paper	Original source
Understand and apply design patterns to software components in developing new software	Understand and apply design patterns to software components in developing new software

2 *Student paper* 100%

Student paper	Original source
Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production	Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

3 *Student paper* 92%

Student paper	Original source
Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation.	Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of

2 *Student paper* 100%

Student paper	Original source
Marking scheme Max Mark	Marking scheme Max Mark

3 *Student paper* 81%

Student paper	Original source
User Story Mapping 20	User Story Mapping

3 *Student paper* 100%

Student paper	Original source
Setting up a GitHub	Setting up a GitHub

3 Student paper	90%
Student paper	Original source
Creating a Class diagram and design pattern selection 30	Creating a Class diagram and design pattern selection

3 Student paper	92%
Student paper	Original source
Creating a Prototype User Interface and Usability Testing 20	Creating a Prototype User Interface and Usability Testing

3 Student paper	87%
Student paper	Original source
Discuss the ethical issue related to the software 20	Discuss the ethical issue related to the software

Attachment 2 0 %

Word Count: 7
Submission_Text.html

https://github.com/P20012706/Software-Design.git

Source Matches (0)

Attachment 3 0 %

Word Count: 526
Task 1.docx

Description

This college buddy system is designed to improve the socializing experiences of the students of INTI College Penang and to provide them another channel which enables them to take initiative in meeting new people, connecting all peers and seniors to form a giant network of relationships. Before initializing the development process for this buddy system, data should be gathered to match the target audience's demands and ensure users are satisfied. In this case, the students' approval of thumb is crucial for this buddy system to be used or accepted prevalently among students in the campus. The users will be able to register and sign up an account of their own and find friends through the search function and filter them to match their personal preferences. Once the user finds a person of interest, they can send a friend request to the person of interest and start chatting after the request has been accepted.

Data Analysis · User Story Mapping

· User Feedback through Google Forms By referring to the graph above, we can conclude that most of the participants have some sort of interest in meeting new people, socialise and make new friends. 70% of the participants are interested in using the college buddy system to further enhance their socialising experiences. While only 30% of the participants would rather communicate directly and meet through the campus than using the college buddy system to make new friends.

Majority of the participants requested the college buddy system to be developed as a mobile application as they feel that mobile apps are more accessible and easier to navigate, even though they can access the college buddy system as a website through their mobile browser. Since that there are better social media applications, the college buddy system's purpose is not to outshine these major social media apps but to serve as a convenient basic app for the users, majority of the participants request that the college buddy system to have a chat function to communicate with their buddies easily through text messages.

To further seek new feature ideas to implement into the college buddy system, I have proposed the participants to give any inputs they can think of. Sadly, only a few of the participants managed to give their responses for this question. With that, this questionnaire has concluded. It has successfully gathered some data that could act as a simple guideline for the development of the college buddy system.

Vision

When the college buddy system is complete, it may not able to capture the target users' attention in such a short time period. But with some assistance from the college staff, they could help promote the buddy system to gain attention from the students. After all, students may find it as a convenient tool that lets them to connect with other people. They could use it to exchange contacts on class, while participating in events or even when they are on their break time, wandering around and found someone that caught their eye in the campus. In conclusion, I have high hopes for this college buddy system and could foresee it being used commonly among students in the future.

Source Matches (0)