Assignment 1

IT3040 – ITPM   **Semester 1**

Option 1 :

➢ Develop a system based on the one of the following topics: **project module management system**, **unique social media platform**. The requirements documents related to these applications can be found in the course web module page.

Option 2 :

➢ Review the research papers shared on the course web module page under the ten topic numbers and select a topic for the project.

  ○ The project can include functions or features from the referred research papers but must have **at least two** unique functions or features not found in the referred research paper(s) or any existing systems.

  ○ The function(s) of each team member, except those responsible for developing the unique functions or features, should consist of the CRUD operations and a well-structured report generation feature.

➢ Available slots for each topic number are limited. Hence, selection will be done on a first-come, first-serve basis.

  ○ Accordingly, each group is required to fill in the *Project topic selection sheet* by **10:00 a.m. on February 26th, 2024**, with the assigned **ITPM group number** next to the project topic number. The link to access the *Project topic selection sheet* will be shared on the course web module page on **February 24th at 10:30 a.m**. Figure 1 depicts a picture of the *Project topic selection sheet.*

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Other Details

Weighting	The assessment is worth 6% of the overall marks for the unit
Commencing Date	28 February 2024
Contribution	All the group members are expected to make an equal contribution to the assessment.
Evaluation Criteria	- Functionalities of each member: - Scope of each team member's component(s) - Appropriateness of the interfaces: - Appropriateness of the user interface (UI) and user experience (UX) for the intended users and tasks. - Consideration of usability, accessibility, and consistency factors. - Presentation flow: - Organization and structuring of the presentation to facilitate understanding by the panel members. - Time management skills: - Completion of the presentation within the allocated time frame.
Presentation Guidelines	- The presentation should not exceed 10 minutes. Going beyond this limit will result in the presentation being stopped. - All team members must be present during the presentation, but the actual delivery can be done by any number of students. - The presentation will be followed by a Q/A session. - Each group is expected to be at the presentation venue 5 minutes before the presentation. - Not being present for the presentation will result in zero marks for the assessment. - The presentation schedule can be downloaded from the course web module page.

Topics of the existing research paper(s)	Project Topic No	Mention your group number next to the project topic number that you wish to select for the project
An Interactive Programming Assistance tool (iPAT) for instructors and novice programmers	1	X X X X X X X X X X X X X X X X
CodeMage—Educational programming environment for beginners	2	X X X X X X X X X X X X X X X
Sinhala to English Language Translator		X X X X X X X X X X X X X X X
Application of Transfer based Machine Translations from Sinhala to English	3	X X X X X X X X X X X X X X X
A Translator from Sinhala to English and English to Sinhala (SEES)		X X X X X X X X X X X X X X X
A Fully Functional Shopping Mall Application—SHOPPING EYE	4	X X X X X X X X X X X X X X X
Sales Optimization Solution for Fashion Retail	5	X X X X X X X X X X X X X X X
Virtual Dressing Room—Smart Approach to Select and Buy Clothes	6	X X X X X X X X
iShop—Shopping application for visually challenged	7	X X X X X X X X
Analysis and enhancements of a cognitive based complexity measure—ICB measure	8	X X X X X X
Automated Code Analyser		X X X X X X
Scylax—Preference based Personalized Tour Planner with Virtual Reality	9	X X X X X X
A Mobile Based Garbage Collection System	10	X X X X X X
Project module management system	11	
Unique social media platform	12	

Figure 1 : A picture of the project topic selection sheet