

SafeAssign Originality Report

SOFTWARE DESIGN • User Story Mapping (20%)

SATISH A/L PRAKASHAM -

Submission UUID: 20ed31e2-d1ec-8e4e-66cf-fc58953cd53b

Total Score:  High risk 63 %

Total Number of Reports

1

Highest Match

63 %

task 1 software design..docx

Average Match

63 %

Submitted on

10/04/22

06:31 PM GMT+8

Average Word Count

961

Highest: task 1 software design..docx

 Attachment 1 63 %Word Count: 961
task 1 software design..docx

Institutional database (4)

63 %

①

Student paper

②

Student paper

③

Student paper

④

Student paper

Top sources (3)

①

Student paper

②

Student paper

③

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

Coursework cover sheet

Section A - To be completed by the student Full Name: SATISH A/L PRAKASHAM

① CU Student ID Number: P22014510

Semester: Semester 1

Session: August 2022

Lecturer: ① Nadhrah Abdul Hadi (nadhrah.abdulahadi@newinti.edu.my)

Module Code and Title: 4067CEM Software Design

Assignment No. / Title: ① Continuous Assessment % of Module Mark: 50

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

Task 3: ② 4 November 2022, by 11.59pm. Task 4: ② 4 November 2022, by 11.59pm. Task 5: ② 4 November 2022, by 11.59pm.

Penalties: ① No late work will be accepted. If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension. Please consult the lecturer.

Declaration: ① 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): _____

① Section B - To be completed by the module leader Intended learning outcomes assessed by this work: 1. ① Understand and apply appropriate concepts, tools and techniques to each stage of the software development

2. ① Understand and apply design patterns to software components in developing new software

3. ① Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

5. ① 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.

Marking scheme Max Mark

1. ③ User Story Mapping 2. Setting up a GitHub Repository 3. ① Creating a Class diagram and design pattern selection

4. ③ Creating a Prototype User Interface and Usability Testing 5. ① Discuss the ethical issue related to the software 20

10

30

20

20

Total 100

TASK 1: ② USER STORY MAPPING

VISION

What is the purpose of this system?

From this survey I have can conclude that, a buddy system application in INTI Penang can drastically improve the the environment of the campus. Almost 90% of my respondent believes that such application can improve the environment of the campus. Also, such application can help students to communicate better with one and another and improve their social interaction. So the problem will be, some students having difficulties to make friends in the campus that can help them to have a pleasant college experience. As a solving for this problem, a college buddy system is designed to aid students to make friends and to improve their social interactions. Such system in INTI Penang can improve a student's self esteem and will be a great platform for students to engage with one another. Who is the user of this application?

The user of this applications is the students of INTI Penang. Since the application would be used to find a new friend in campus and to improve the social interaction of the person. This is my survey google form questions

Figure 1: College Buddy System Survey Form

Figure 2 College Buddy System Survey Form

Figure 3 College Buddy System Survey Form

Figure 4 College Buddy System Survey Form

QUESTION 1

Figure 1: College Buddy System Survey Responses

From this survey, I can conclude that there is no buddy system application that is currently available in INTI Penang. Since 81% of the respondent have stated NO.

QUESTION 2

Figure 2: College Buddy System Survey Responses

From the pie chart in figure 2, it can be stated that almost half of my respondents feel awkward when it comes to making new friends in INTI Penang.

QUESTION 3

Figure 3: College Buddy System Survey Responses

The graph above shows how awkward students feel when it comes to making new friends. In a scale of 1-10, only 1 respondent have chosen the maximum level of awkwardness. Where on the other hand, also only 1 respondent have chosen the lowest level of awkwardness. Where as, there wasn't any respondent chose the scale 5 of awkwardness.

QUESTION 4

Figure 4 :College Buddy System Survey Responses

Figure 4 shows that 54.5% of my respondent make new friends through social media and the remaining 45.5% make new friends through traditional communication.

QUESTION 5

Figure 5: College Buddy System Survey Responses

Based on figure 5, I can conclude that 90% of my respondents believes that a buddy system application in college can improve the school enviroment.

QUESTION 6

Figure 6: College Buddy System Survey Responses

Based on the responses above, It shows that a buddy system in college will be very helpful to make new friends based on the reason stated by the respondents

QUESTION 7

Figure 7: College Buddy System Survey Responses

Figure 7 shows that students chose to have games, group video call and chat room to be a feature in the application.

QUESTION 8

Figure 8: College Buddy System Survey Response

Figure 8 shows that students would want to know more about a buddy's basic personal informations such as name,age course and hobby.

QUESTION 9

Figure 9: College Buddy System Survey Response

Figure 9 shows the thoughts of students on having a buddy system in INTI Penang. Most of my respondent have stated that it would be cool to have a buddy system in college.

④ This is my user Story Mapping for the college buddy system

Source Matches (25)

<div>① Student paper</div> <div>100%</div>	
<div>Student paper</div> <div>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 Coursework cover sheet</div>	<div>Original source</div> <div>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 Coursework cover sheet</div>
<div>① Student paper</div> <div>100%</div>	
<div>Student paper</div> <div>Section A - To be completed by the student Full Name:</div>	<div>Original source</div> <div>Section A - To be completed by the student Full Name</div>
<div>① Student paper</div> <div>100%</div>	
<div>Student paper</div> <div>CU Student ID Number:</div>	<div>Original source</div> <div>CU Student ID Number</div>
<div>① Student paper</div> <div>100%</div>	
<div>Student paper</div> <div>Nadhras Abdul Hadi (nadhras.abdulhadi@newinti.edu.my) Module Code and Title: 4067CEM Software Design</div>	<div>Original source</div> <div>Nadhras Abdul Hadi (nadhras.abdulhadi@newinti.edu.my) Module Code and Title 4067CEM Software Design</div>
<div>① Student paper</div> <div>100%</div>	
<div>Student paper</div> <div>Continuous Assessment % of Module Mark:</div>	<div>Original source</div> <div>Continuous Assessment % of Module Mark</div>
<div>① Student paper</div> <div>100%</div>	
<div>Student paper</div> <div>Hand out Date:</div>	<div>Original source</div> <div>Hand out Date</div>

<div> <div>2</div> <div>Student paper</div> </div> <div>76%</div>	
<div>Student paper</div> <div>6th September 2022 Due Date:</div>	<div>Original source</div> <div>6th September 2022</div>
<div> <div>2</div> <div>Student paper</div> </div> <div>100%</div>	
<div>Student paper</div> <div>30 September 2022, by 11.59pm.</div>	<div>Original source</div> <div>30 September 2022, by 11.59pm</div>
<div> <div>2</div> <div>Student paper</div> </div> <div>100%</div>	
<div>Student paper</div> <div>18 November 2022, by 11.59pm</div>	<div>Original source</div> <div>18 November 2022, by 11.59pm</div>
<div> <div>2</div> <div>Student paper</div> </div> <div>100%</div>	
<div>Student paper</div> <div>4 November 2022, by 11.59pm.</div>	<div>Original source</div> <div>4 November 2022, by 11.59pm</div>
<div> <div>2</div> <div>Student paper</div> </div> <div>100%</div>	
<div>Student paper</div> <div>4 November 2022, by 11.59pm.</div>	<div>Original source</div> <div>4 November 2022, by 11.59pm</div>
<div> <div>2</div> <div>Student paper</div> </div> <div>100%</div>	
<div>Student paper</div> <div>4 November 2022, by 11.59pm.</div>	<div>Original source</div> <div>4 November 2022, by 11.59pm</div>
<div> <div>1</div> <div>Student paper</div> </div> <div>100%</div>	
<div>Student paper</div> <div>No late work will be accepted. If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension. Please consult the lecturer.</div>	<div>Original source</div> <div>No late work will be accepted If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension Please consult the lecturer</div>
<div> <div>1</div> <div>Student paper</div> </div> <div>100%</div>	
<div>Student paper</div> <div>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.</div>	<div>Original source</div> <div>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</div>
<div> <div>1</div> <div>Student paper</div> </div> <div>100%</div>	
<div>Student paper</div> <div>Section B - To be completed by the module leader Intended learning outcomes assessed by this work:</div>	<div>Original source</div> <div>Section B - To be completed by the module leader Intended learning outcomes assessed by this work</div>
<div> <div>1</div> <div>Student paper</div> </div> <div>100%</div>	
<div>Student paper</div> <div>Understand and apply appropriate concepts, tools and techniques to each stage of the software development</div>	<div>Original source</div> <div>Understand and apply appropriate concepts, tools and techniques to each stage of the software development</div>

① Student paper 100%	
Student paper Understand and apply design patterns to software components in developing new software	Original source Understand and apply design patterns to software components in developing new software
① Student paper 100%	
Student paper Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production	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
① Student paper 100%	
Student paper 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. Marking scheme Max Mark	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 Marking scheme Max Mark
③ Student paper 100%	
Student paper User Story Mapping 2. Setting up a GitHub Repository 3.	Original source User Story Mapping 2 Setting up a GitHub Repository 3
① Student paper 100%	
Student paper Creating a Class diagram and design pattern selection	Original source Creating a Class diagram and design pattern selection
③ Student paper 100%	
Student paper Creating a Prototype User Interface and Usability Testing 5.	Original source Creating a Prototype User Interface and Usability Testing 5
① Student paper 100%	
Student paper Discuss the ethical issue related to the software 20	Original source Discuss the ethical issue related to the software 20
② Student paper 100%	
Student paper USER STORY MAPPING	Original source User Story Mapping
④ Student paper 63%	
Student paper This is my user Story Mapping for the college buddy system	Original source User Story Mapping for College Event System (User is Students)(Part1)