**THE UNIVERSITY OF DODOMA**



**COLLEGE OF INFORMATICS AND VIRTUAL EDUCATION**

**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**

**FINAL YEAR PROJECT PROGRESS** **I**

ACADEMIC YEAR**: 2023/2024**

**TITLE: XXXXXXXXXXX XXXXXXXXXXXXXX XXXXXX XXXXXXX XXXXXXXXXXX XXXXXXXXXXXXXXXX XXXXXXXXXXXXXX**

GROUP MEMBERS

|  |  |  |
| --- | --- | --- |
| **STUDENT’S NAME** | **REGISTRATION NUMBER** | **PROGAMME** |
| 1. FIRST\_NAME M. LAST\_NAME | T21-0x-YYYY | Bsc-XXX/DICT/DET |
| 2. |  |  |
| 3. |  |  |
| 4. |  |  |
| 5. |  |  |

**NAME OF SUPERVISORS SIGNATURE**

Dr/Mr/Ms XXXX YYYY …………….…..

Dr/Mr/Ms XXXX YYYY …………….…..

# TABLE OF CONTENTS

**List of Tables/Figures/**

# CHAPTER ONE

**INTRODUCTION**

# 1.1 Project Overview

XXXXXX is a web-based system ……………………………………………...

# 1.2 Problem statement

The most common challenge for many people in Tanzania XXXXXXXX

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

# 1.3 Objectives

**1.3.1 Main objective.**

The main objective of this project is to develop the system xxxxxxxxxxxxxxxxxxxxxxxxxx

**1.3.2 Specific objective.**

1. To ………
2. To…………
3. To……………

# 1.4 Project significance

This project …………………………………………………………………..

# 1.5 Project scope

The scope of this project ……(what will be included/not included)…………

# CHAPTER TWO

**LITERATURE REVIEW**

# 2.1 Introduction

This chapter is about………………………………………………

# 2.2 Definitions of Key Terms

Machine learning is …….

Artificial Intelligence is ………

**2.3 Theoretical Literature/Framework** (of the problem that system or artefact is trying to solve)……

# 2.4 Related (Similar) Work

From the literature, John et al. (2021) conducted a similar study which included ……

……

# 2.5 Innovation/Research Gap

XXXXXXXXXX (What is new idea, feature, technique, method, etc, that the system/model is contributing

# CHAPTER THREE

# METHODOLOGY

# 3.1 Introduction

A methodology is a formalized approach to. ………

# 3.1 Research Approach

This project will adopt (quantitative or qualitative or mixed research approach) because ……..

# 3.1 Research Method (Modify research methods according to your project )

This project is going to use (waterfall model, agile model, or any other model) . …….xxxxxxxxxxxxxxxxxxxxxxxx

# 3.2 Study Area / Location

This project will be conducted at…………. because……

# 3.3 Data Collection / Requirements Gathering (Change Sections according to your project requirements)

***3.3.1 Data Collection Techniques/Methods***

Data will be collected (Requirements will be gathered) using………(data collection techniques),

….

***3.3.2 Data Collection Tools***

Data will be collected (Requirements will be gathered) using…. (data collection tools), …

……………………….

**3.4 System/Requirements/Data Analysis** (Change Sections according to your project requirements)

System/Requirements/Data will be analyzed using (………techniques, tools, methods)….. (eg. Data model, Control Flow diagrams, State Diagrams/Sequence diagrams ERD’s/ Class Diagrams/CRC Models/Collaboration Diagrams/Use-case Diagrams/Activity Diagrams depending upon your project requirements)

**3.5 System/Model Design/Architecture**

The system/model will be designed …….. (Modularization details, Data integrity and constraints, Database design/Procedural Design/Object Oriented Design, User Interface Design

***3.5.1 Logical Design/Architecture***

This will involve………….

***3.5.2 Physical Design/Architecture***

This will involve………..(Client-Server, Cloud, ), UI, UX, etc.

**3.6 System Implementation**

The proposed project will be implemented using …(techniques, tools, methods)…... because……

***3.6.1 Coding***

The proposed project will be implemented using …(techniques, tools, methods, programming languages)…... because……

***3.6.2 Testing/Evaluation***

The proposed project will be tested using …(techniques, tools, methods)…... because……

# 3.7 System Requirements

The project will employ hardware components and software resources …………………… The following will be the system requirements for the successful deployment of the project.

## 3.7.1 Hardware Requirements

* Server Computer: Intel Processor - 2.7GHz, Memory - 6 GB, Disk Space - 500 GB.
* ……
* …...

## 3.7.2 Software Tools Requirements

* Web Server- PHP, JavaScript, XML, H
* ………
* …………….

# CHAPTER FOUR

# PROJECT ACTIVITIES AND MILESTONES

# (WORK DONE)

**Objective One: XXXXXXXXX** (Modify activities according to your project)

*(Example)*

|  |  |  |  |
| --- | --- | --- | --- |
| **S/N** | **Activities (**(list of activities related to objective one) | **Output** | **Progress Status** |
| 1 | Review relevant literature on glaucoma detection |  | 80% |
| 2 | Prepare data collection tools and obtain research permit | Questionnaire  Interview questions  Research permit |  |
| 3 | Collect diverse and representative datasets of eye images | Dataset Acquisition | 100% |
| 4 | To identify functional and non-functional requirements | -System Requirements Specifications  -User requirements | 50%  60% |
| 5 |  |  |  |
| … |  |  |  |

***Descriptions (or illustrations) of the Outputs (milestones) achieved in objective one***

(Example)

Dataset was collected from Kaggle, and included the following features: x1, x2,…xn. The total number of records is XXX.

Systems Requirements were prepared from ……

**Objective Two: XXXXXXXXX** (Modify activities according to your project)

*(Example)*

|  |  |  |  |
| --- | --- | --- | --- |
| **S/N** | **Activities (**(list of activities related to objective one) | **Output** | **Progress Status** |
| 1 | - Brainstorming game ideas | Concept Approval | 80% |
| 2 | - Defining game concept and storyline | 100% |
| 3 | - Conducting market research | 10% |
| 4 |  |  |  |
| … |  |  |  |

***Descriptions (or illustrations) of the Outputs (milestones) achieved in objective two***

(Example)

Dataset was collected from Kaggle, and included the following features: x1, x2,…xn. The total number of records is XXX.

Systems Requirements were prepared from ……

**Objective Three: XXXXXXXXX** (Modify activities according to your project)

*(Example)*

|  |  |  |  |
| --- | --- | --- | --- |
| **S/N** | **Activities (**(list of activities related to objective one) | **Output** | **Progress Status** |
| 1 | Developing a basic prototype of the game | Prototype Completion |  |
| 2 | Testing core gameplay elements |  |  |
| 3 | Gathering feedback for refinement |  |  |
| 4 | Coding game mechanics and features |  |  |
| 5 | Creating multimedia assets (graphics, audio, video) |  |  |
| … |  |  |  |

***Descriptions (or illustrations) of the Outputs (milestones) achieved in objective three***

(Example)

The prototype involves the following components, as shown in Figure XXX..

Multimedia assets include….. xxx. They were designed ….

# APPENDIX I

Questionnaire Forms (Please Attach Questionnaire if required)

# APPENDIX II

Interview Questions (Please include interview questions if required)

# APPENDIX III

Project Codes OR Scripts OR Story boards