

## Title page

## Acknowledgements

## Undertaking

## Abstract

(10 to 12 lines one paragraph, divide into three parts, part 1<sup>st</sup> about project intro and need, part 2<sup>nd</sup> issues in already available system, part 3<sup>rd</sup> proposed solution and benefits)

## Project logo page

## Table of contents

(use auto generated table of contents only)

## List of Figures

## List of Tables

## Chapter 1 Introduction (page #01)

- 2 paragraphs **intro** regarding your work (page #02)
- 2 paragraphs on **need of your project** (page #02)
- 1 **diagram** that reflect your idea (page #03)
- 2 paragraphs on **domain of your work** (page #04)
- 1 paragraph on **Future importance** of your domain (page 04)
- 1 **figure** relevant to your work plus domain (page #05)
- **Problem statement** (one detail paragraphs) (page 05)
- 1 **figure** which clearly show your problem statement (page #06)
- **Motivation for your work** (2 paragraph's) (page #07)
- **Main concept** of your project (2 paragraphs) (page #10)
- **Goals of your project** (3 to 4 detail goals) (page #10)
- **Significance of your work** (page #11)

## Chapter 2 Existing System (page #12)

### 2.1 Related work (page #13)

- 4 to 5 **already available software** relevant to your work
- One software on one page with one paragraph intro, one paragraph PROS (short coming) one paragraphs on solutions needed plus 1 diagram of that software/game with Link etc.
- **Summary of existing system** (with heading) which directly discuss the problems of already available systems (page #19)
- 2 paragraphs on **possible solutions** against above problems in already available system (page #20)

## 2.2 System Description (page # 21)

- 2 detail paragraphs on **software/game working** in the form of story (page #21)
- **Main features** (6 to 10 major features of your project) (page #21)
- **System requirement** (sub heading hardware requirements, software requirements) (page #21)
- **Use cases** (sub heading, Level 1, Level 2, Level 3 detail & diagrams) (page 22 to 24)
- **Sequence Diagram** (sub heading level 1, level 2, level 3 short detail plus diagrams) (page # 25 to 26)
- **Activity Diagrams** (2 to 3 different cases diagrams plus short detail) page (27 to 28)
- **Requirement Shell** (page 29 to 30)

## Chapter 3 Software/Game development Process (page #31)

- Two paragraphs on development process (page # 32)
- **Pre-Production** (sub heading story, audience/user,target market,platforms,time for development) (page # 33)
- **Production** (sub heading, Software engineering process model, model diagram, requirement engineering process regarding your work,design,analysis,development,Testing) (page 34 to 35)
- **Post-Production** (sub heading, Proposed Model, working diagram of that model) (page # 36)

## Chapter 4 Proposed System (page # 37)

- Need for **proposed system** (4 to 5 heading with short detail) (page # 38)
- **Advantages of proposed system** (4 to 5 heading with short details) (page # 38 to 39)

## Chapter 5 Software/Game Design (page # 40)

- **User Interface** (one paragraphs on working of User Interface) (page # 41)
- **Main screen** (2 lines short note plus screenshot) (page # 41)
- **Login/signup interface** (2 lines short note plus screenshot) (page # 42)
- 3 to 5 more interfaces like above regarding your work (page # 42 to 45)

## Chapter 6 Development (page # 46)

- One paragraph on completion of project according to the requirements (page # 47)
- **Coding** (2 paragraphs on language use, platform, API, process, interfaces, ) (page #47)
- **Selection of tools** (2 paragraphs on different tools used with heading and short notes) (page # 48)
- **Software Requirement Specifications** (functional and non-functionals requirements with heading and short notes) (page #49 to 50)

## **Chapter 7 Testing** (page # 51)

- One paragraph on testing (page # 52)
- Intro and use of given testing techniques in your project (regression testing, Whitebox testing, unit testing, Blackbox testing, compatibility testing, functionality testing, performance testing, usability testing, configuration testing) (page 52 to 54)
- **Test cases** (include 10 different test cases minimum of level 1 to level 3) (page # 55 to 60)

## **Chapter 8 Implementations and Training** (page 61)

- 2 general paragraphs on implementations (page # 62)
- **Key features** (page # 62)
- **Training** (2 to 3 different training techniques/sessions short detail with proper heading) (page #63)

## **Chapter 9 Conclusion** (page # 64)

- 2 to 3 paragraphs on conclusion about your project start to end (page # 65)

## **References:** (page # 66)

## **General Guidelines:**

Font family: Times New Roman

Font size: 12

Text: Justify

Line spacing: 1.15

Main heading ('H1' chapter name) size: 14 + bold

Text heading ('h2' first heading) size: 12 + bold

Figures/Diagrams/Tables proper labeled