Introduction

(The Problem clearly specified)  
(Artefact to be produced)  
(Background information to the project)

System Specification

(Would usually cover algorithms being used/developed, probably in my case go into detail about the oculus rift)  
(Not entirely sure of the content I will write here)

Design

(UML Diagram would be best placed here)  
(Outline of abstract data types)  
(Areas of low coupling highlighted)  
(Go into detail about use of blueprints and ue4 functionality to achieve this)

Implementation and testing

(Discuss the choice of language and development environment chosen and why)  
(Describe unreal engine and its integration with the Oculus)  
(Identify key classes and justify them)  
(Discuss test plan and outline key best practices)  
(“Is there a realistic assessment of the state of the software”: it works)

Conclusions

(“Has a review of achievements been provided?” – I’m presuming this outlining what I have learned and what I have “Achieved” with the project)

(Future Work)