

Timeline and deliverables for Team Project Part 1

Submission Details

Final Submission: **Wednesday 18th February 2026, 23:59**

You are expected to submit a report, presentation, working project code (Engine), 8-10 minute video for the presentation, details below.

Each Group is to submit a zip file to their lab group's xSITE Dropbox ('Team Project Part 1'). Please follow the naming convention carefully when submitting your project and structuring your folders.

Zip File Name:

- [LabGroup_TeamNumber_ProjectPart1Final]

Zip File Folder Structure and Content:

- Report (your report and any supporting documents)
- Presentation (slides for your 10-minute presentation)
- Project (all project and code files for your part 1 project) including Abstract Engine Code and Simulation
- Txt file with presentation video link, any other links which may be useful to assessment of your work

One Submission Only per team. If you wish to resubmit before the deadline, only the latest submission will be graded and all other submissions will be ignored.

Abstract Engine

Implementation

- The implementation should showcase significant application of Object-oriented programming concepts (classes, inheritance, polymorphism, etc.)
- Further exhibit the must haves along with additional features /use cases and functionalities.
- Your code should employ good quality and programming.
- No context specific code to a specific logic should be present.

Simulation

- The abstract engine simulation should showcase the usage of the must haves using a general example.
- It should initialize and end without an error.
- It should showcase easy scaling and extension to any simulation logic.

Final Report

Final report should not be more than **15 pages** and contain the following:

- Overall system design for the abstract engine
 - Overview/Purpose of the different managers
 - Discussion of how the must haves have been implemented
- Complete UML diagram for the Abstract Engine
- Object oriented principles adopted in the system and justification
- Reflection on limitations with the Engine Design
- Clear and concise description of each team member's contribution.

- NOTE: EVERY team member must contribute to the implementation
- Things that you want to highlight, for example unique and innovative features in your abstract engine

Presentation and Video

You will not be required to present your project physically, but are expected to create a **concise 8-10 minute video** which meets the below expectations:

Deck of slides: 10 – 12 slides

The deck of slides should:

- Highlight the key aspects of the abstract engine (consider in terms of scalability, reusability, and design)
- Exhibit abstract engine implementation, showcasing the implementation of the must haves.
- Demo the abstract engine while discussing the above
- Be comprehensive and self-explanatory
- Summarize your report