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| A picture of a winding road and trees  DOOM Game Project  [Document subtitle] | DOOM Project  [Draw your reader in with an engaging abstract. It is typically a short summary of the document. When you’re ready to add your content, just click here and start typing.]  Adam, Carrington  [Date]  OCR H446 Computer Science  [Date]  1529  [Date]  Sprowston Community Academy  [Date]  18339  [Date] |

Table of Contents

[[1.0 - INTRODUCTION] 2](#_Toc137031852)

[[BIBLIOGRAPHY] 3](#_Toc137031853)

# [1.0 - INTRODUCTION]

This is where we introduce the project, define what the project is about and what we want to make. It’s good practice to create a clear statement of the problem, challenges and ideas of what it will do.

# [2.0 - ANALYSIS]

This section is the most essential to the report. If this section is done thoroughly, the project will become easier to complete and gain higher marks.

This section should include:

- The problem/project

- Why we chose this problem/project

- Research to identify requirements, equipment and limitations.

## [2.1 – COMPUTATIONAL METHODS]

This is about the reasoning that you have chosen the project and why it should be done on a computer. Computational methods should include:

- Abstraction, Decomposition, Algorithmic Thinking, Pattern Recognition

- Backtracking, Visualisation, Performance Modelling, Pipelining, Heuristic Algorithms

Try to avoid generic statements, include specific statements,

## [2.2 - STAKEHOLDERS]

List stakeholders (people who have interest/invested in the project), state who they are and how they interact with any current systems. Why would they choose your system over others?

## [2.3 - RESEARCH]

The project should include quantitative(numerical) and qualitative(worded) data. You can do primary research by:

- Conducting meetings with stakeholders

- Send out surveys using forms

- Watch and record current solutions

- Focus groups with open discussion.

Secondary research includes:

- Existing solutions

- Identification of positive and negatives

- Summarisation of findings.

### [2.3.1 – PRIMARY RESEARCH]

### [2.3.2 – SECONDARY RESEARCH]

## [2.4 - REQUIREMENTS]

Each requirement should have research to justify why it is required. Display requirements in a table.

## [2.5 – SUCCESS CRITERIA]

The success require MUST be MEASURABLE and SPECIFIC.

E.G

- The program must run quickly

- The program should load within 10 seconds of opening.

- Colours should be eye catching

- Colours should be matching the company’s branding and house style.

## [2.6 – ESSENTIAL & DESIRABLE FEATURES]

List all of the features that you MUST include, and any that you would LIKE to include.

Essential features must be included in the project, and desirable features could be included if you have time or want to build your project further when you feel confident.

## [2.7 – HARDWARE & SOFTWARE REQUIREMENTS]

What hardware and software will be required to develop the program? What will be required to test/run the program once it is completed? Are there any specific requirements such as RAM/GPU CPU speed/ Processor/OS

### [2.7.1 – HARDWARE REQUIREMENTS]

### [2.7.2 – SOFTWARE REQUIREMENTS]

## [2.8 - LIMITATIONS]

These are of the SYSTEM, NOT YOU!

Limitations might include:

- Stakeholder requests outside of the project’s scope

- Things that might take too long to implement, removing the focus from the main concept of the project

- Technically ‘impossible’ and would require a ridiculous amount of work/hardware/money etc.

## [2.9 – ADDITIONAL INFORMATION]

If there is anything else that we want to add about the project that has not been fitted into previous sections, add it here.

When all sections are finished, proofreed the report and get someone else to proofread.

# [BIBLIOGRAPHY]

**There are no sources in the current document.**