



Final Year Project

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I hereby declare that this dissertation is all my own work, except as indicated in the text

Signature _____

Date ____ / ____ / ____

Abstract

Giving a short overview of the work in your project.

Acknowledgements

Acknowledgements here.

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Chapter 1

Introduction

1.1 Background

My final year project is based on the premise of creating a 'Healthy App,' the aim of my project was to create an application that encouraged people to improve their overall fitness through going for runs. I wanted to provide a platform that people of all experiences could find beneficial, through the use of charts and graphs where users can accurately monitor progress while also providing sample exercises for newcomers to the running game.

My personal interest in the area is enhanced by the interest my mother has in the sport. She has recently completed her 100th ParkRun event and has run in multiple half marathons. When I saw her enter her times into a tattered copy with half torn out pages in, that's when the idea to create an easy-to-use application for people to store data and track progress came to me.

1.2 Stakeholders

With regards to stakeholders, the main one will obviously be the users. Not sure. Will come back to it.

1.3 Document Outline

In the rest of the report, I will discuss the journey that I went on while undertaking this project. With emphasis on stages such as research, design, implementation, testing and future work.

Chapter 2

Requirements

2.1 Functional and Non-Functional

Explaining the problem being solved.

2.2 Use Cases

Aims and Objectives here.

2.3 Data

Explaining what your project is meant to achieve, how it is meant to function, perhaps even a functional specification.

2.4 Constraints

Aims and Objectives here.

Test citation [1].

Chapter 3

Design

3.1 Development Method

Explaining the problem being solved.

3.2 Architecture/System

Aims and Objectives here.

3.3 Data

Explaining what your project is meant to achieve, how it is meant to function, perhaps even a functional specification.

3.4 Interaction/Prototypes

Aims and Objectives here.

3.5 Design

Aims and Objectives here.

Chapter 4

Implementation

Containing a comprehensive description of the implementation of your software, including the language(s) and platform chosen, problems encountered, any changes made to the design as a result of the implementation, etc.

4.1 Architecture

Explaining the problem being solved.

4.2 Technologies - Client/Server

Aims and Objectives here.

Chapter 5

Testing/Evaluation

Explaining how your software was tested (using different datasets or in different environments), statistical evaluation of performance, results of user evaluation questionnaires, etc.

5.1 User

Explaining the problem being solved.

5.2 System

Aims and Objectives here.

Chapter 6

Project Management

Including a discussion of results in a wider context (considering other work).

6.1 Schedule

Covering the tasks as a part of your work plan and progress as well as how time and resources are managed.

6.2 Communications

Providing the details of your achievements and contributions including innovation, creativity and novelty (if there is any) as well as a personal reflection on the plan and your experience of the project (a critical appraisal of how the project went).

6.3 Documentation

Covering the tasks as a part of your work plan and progress as well as how time and resources are managed.

Chapter 7

Challenges/Future Work

7.1 Talk about ComponentWillMount and why it's unsafe

Test citation [1].

Bibliography

- [1] CORMEN, T. H. *Introduction to algorithms*. MIT press, 2009.