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Project Report on Forage Internship.

The 1st Part: Digital Technology Internship at GE Aerospace

Vue.js Interface Task

During my internship, I was tasked with creating a simple user interface in Vue.js. My goal was to build an interface that included a heading, an image, two variables, and a computer button that would display the product of the two numbers when clicked. I successfully delivered this by building the interface in Vue SFC Playground, adding a "Compute Product" heading, embedding a representative image, and declaring two numeric variables that were displayed. I'm particularly proud of implementing the Compute button functionality - it disappears after being clicked and displays the computed product, which works exactly as intended.

Technical Requirements Draft - Supply Chain Feature

I worked on drafting technical requirements for a supply chain feature that would determine the optimal time to order plane parts. My challenge was to balance avoiding shortages while reducing costs. I identified key inputs needed: Part ID, Last Replacement Date, Average Time Between Replacements, and Estimated Shipping Lead Time. For the logic, I proposed using predictive analytics with historical failure data and maintenance logs, combined with lead time integration to generate reorder windows. The outputs I designed include a Recommended Order Date and Risk Assessment Score. I made sure to account for integration with existing inventory databases and procurement software in my proposal.

Kofi

Explore Digital Technology Job Simulation

Certificate of Completion
April 9th, 2025

Over the period of April 2025, Kofi has completed practical tasks in:

Build a user interface
Write technical requirements



Julie Grzeda
Head of Early Career
Talent



Tom Brunskill
CEO, Co-Founder of
Forage

Enrolment Verification Code jsL55zwio9BRwPP6v | User Verification Code 7NSkiN6hG4ZYxYxMt | Issued by Forage

The Second Part: Software Engineering Project - College Football Game Feature

Dynamic Player Development System Proposal

I conceived and proposed a Dynamic Player Development System to enhance our college football game. My vision was to create a system where players could train and upgrade athletes over time, focusing on attributes like speed, strength, and awareness. I wanted to make these developments influenced by coaches, training facilities, and resources to add depth to the gameplay. I believe this system would significantly increase player engagement by allowing them to manage not just recruitment but long-term athlete development.

In designing the solution, I built upon existing mechanics by adding skill growth curves, weekly training focus options, coach effectiveness ratings, and facility quality multipliers. While excited about the strategic depth this would add, I recognized it might overwhelm new players. That's why I proposed including an optional toggle or automation feature - I wanted to ensure the game remained accessible to all players while offering deeper mechanics for those who want them.

Class Diagram Summary

For this feature, I designed a comprehensive class structure. My core classes included Player to track skills and development, Coach to impact training, and Team to manage groups of players. I created specialized classes like Training Session for scheduling and Performance Review for tracking progress. The relationships I established - like Teams containing Players and Coaches training Players during Sessions - form the backbone of the system. I'm

especially pleased with how Training Facilities and Resources work together to boost effectiveness. To visualize this, I created and included a UML diagram in my submission.

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Looking back at these projects, I'm proud of what I accomplished during my GE Aerospace internship, particularly how I applied Vue.js to create functional interfaces and approached complex supply chain problems analytically. My college football game feature represents my ability to design engaging, player-focused systems that balance depth with accessibility. Both experiences have strengthened my technical skills and my understanding of user-centered design. All in all, it was a good project.



Kofi

Software Engineering Job Simulation

Certificate of Completion
April 10th, 2025

Over the period of April 2025, Kofi has completed practical tasks in:

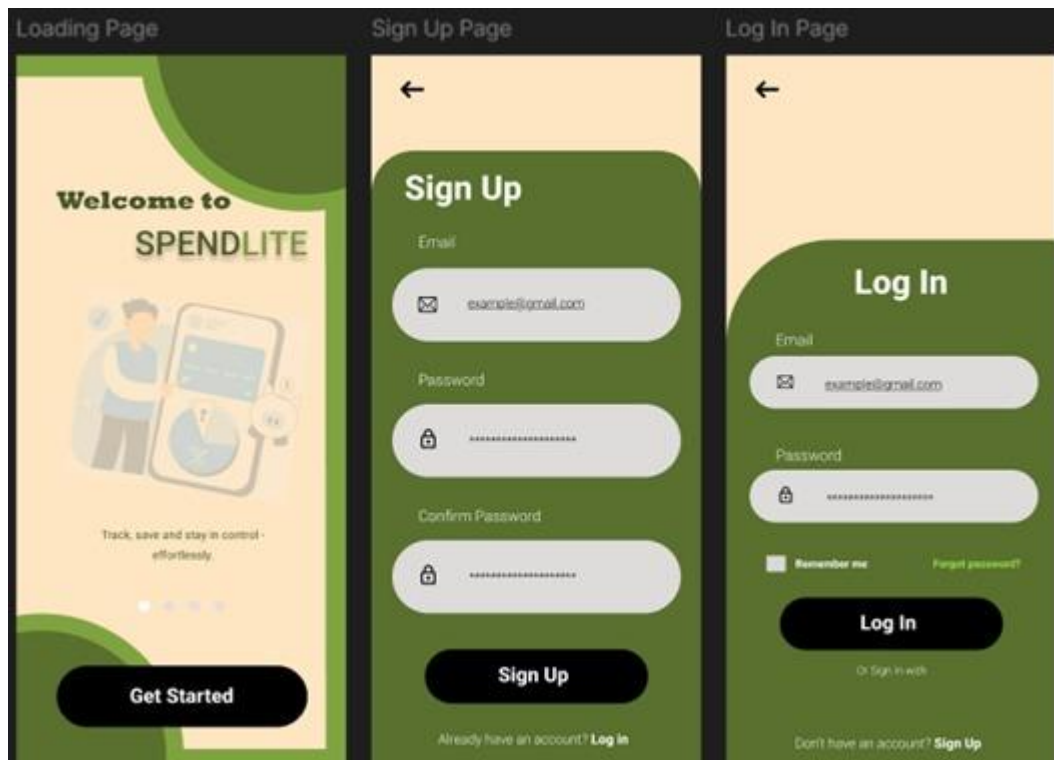
Write a Feature Proposal
Create a Game Object Class
Improve Inventory System
Live Bugfix

A stylized, handwritten signature in black ink, appearing to read 'Tom Brunskill'.

Tom Brunskill
CEO, Co-Founder of
Forage

Enrolment Verification Code zY5nYAwCCqR7qboMJ | User Verification Code 7NSkIN6hG4ZYxYxME | Issued by Forage

FIGMA PROJECT



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