Project Type 2 - Capstone Assignment: Building an Interactive LLM-Powered Solution

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💡 Guidelines and Tips

Start Early: Begin by outlining the project structure and identifying all necessary data sources.

Plan Prompts Carefully: Invest time in designing effective prompts for the LLM to ensure accurate and relevant responses.

Focus on User Experience: Prioritize creating an interface that is easy to navigate and visually appealing across all use cases.

Iterate and Test: Continuously test your application during development to identify and fix issues promptly.

Leverage the Learning from the Bootcamp : Apply the knowledge and skills acquired during the training phase, including prompt engineering, LLM parameters, prompt chaining, and agents with tools.

⚠️ Important Information

This capstone project is intended as a learning exercise to help you apply the knowledge and skills acquired during the Bootcamp.

The resulting web application is an output of an educational assignment and should be treated as such.

It is NOT intended for real-world use and should not be relied upon for making any decisions, especially those related to financial, legal, or healthcare matters.

You MUST NOT:

Promoting or distributing this application to the general public or wider audience.

Using real user data or any sensitive information in the development or deployment of this application.

Using this application for any purpose that could potentially harm or mislead users.

You are REQUIRED to place the following disclaimer on the main page of your application.
You may use "`st.expander`" so the disclaimer can be collapsed or expanded.

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IMPORTANT NOTICE: This web application is a prototype developed for educational purposes only. The information provided here is NOT intended for real-world usage and should not be relied upon for making any decisions, especially those related to financial, legal, or healthcare matters.

Furthermore, please be aware that the LLM may generate inaccurate or incorrect information. You assume full responsibility for how you use any generated output.

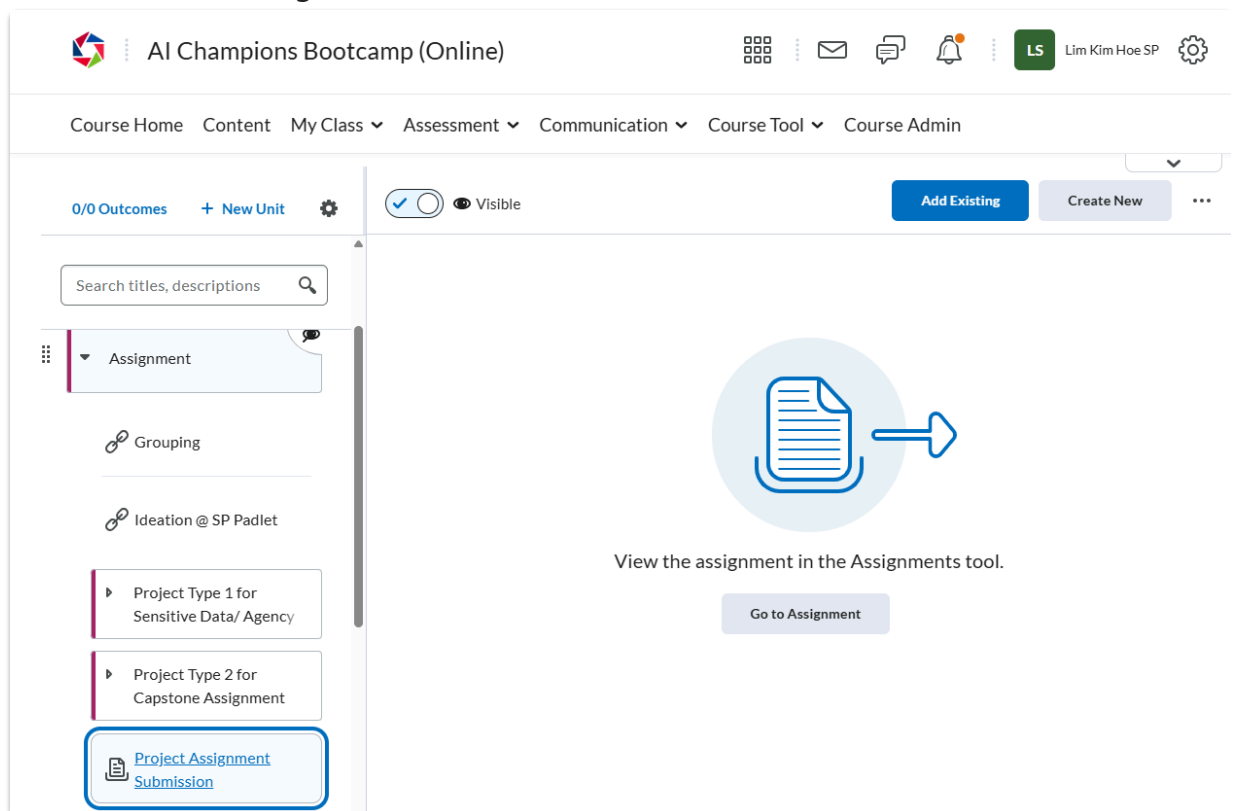Always consult with qualified professionals for accurate and personalized advice.

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📋 Submission Method

Submit the URL and the app password BOTH in

- [Submission on PoliteMall](#)

Steps for PoliteMall

- Go to "Assignments" on the left panel, then choose the "Project Assignment Submission"
- Click the "Go to Assignment" button
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AI Champions Bootcamp (Online)

Lim Kim Hoe SP
as Learner (View Only)

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Assignments › Project Assignment Submission

Project Assignment Submission

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Submit Assignment

Files to submit *
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After uploading, you must click Submit to complete the submission.

| Add a File | Record Audio | Record Video |

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- In the "Comment" text box, enter:
  - "Project Type: 2"
  - Enter the URL to your Web Application
  - Password for your streamlit app.
  - Project Title. Exact match of the "Title" on SP Padlet
  - Enter the URL for your project idea on SP Padlet
  - Member 2/3/4 : If applicable, indicate their official email used for this Bootcam