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**Report Layout and Style**

A template will be provided on Moodle to support your work. However, the following guidelines **must** be adhered to:

* All **text will be black** in the report unless in very exceptional circumstance.
* Main body text must be at least **11pt font** using either **Arial or Calibri** font.
* Main body text will have **1.5 line spacing**.
* **Margins** will be a minimum of **2 cm on each side**.
* All **pages** will be **numbered consecutively**.
* **Figures** must have **captions** and be **numbered** (e.g., Figure 1).
* **Tables** must have **captions** and be **numbered** (e.g., Table 1).
* **Figures** may be **black and white**, or **colour**.

**Word Count**

There is a **10,000-word limit** for the project. Do not see this as a target, but rather a limit to the number of words we expect a project to have. All words in the main body, excluding words in figures and tables, will count to your word count. If you think you will go over 10,000 words, you should consider what can be removed from the main body and placed in an appendix.

**Copyright and Intellectual Property Rights (IPR)**

Your report should be written considering that it will be within the public domain. Normally, you retain copyright over your written work and Intellectual Property Rights (IPR) over any technical work. There are situations where this might not be as simple, for example when working with a company or on a larger university project. There are strategies you can utilise:

* You can inform your supervisory team that the project cannot be made available to other students undertaking an BSc Project.
* You can provide a shortened report for sharing that does not contain the protected information.
* You can assign IPR to the external collaborator, although you should take great care when doing so. It is best to speak to your supervisor.
* Non-disclosure agreements can be made between the external collaborator and the supervision team.

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Find a Player

(Web application)

By

Mandev Seahra

Submitted to

**The University of Roehampton**

In partial fulfilment of the requirements

for the degree of

**BACHELOR OF SCIENCE IN COMPUTER SCIENCE**

Abstract

Abstract narrative

Signed (apply signature below)

**Declaration**

I hereby certify that this report constitutes my own work, that where the language of others is used, quotation marks so indicate, and that appropriate credit is given where I have used the language, ideas, expressions, or writings of others.

I declare that this report describes the original work that has not been previously presented for the award of any other degree of any other institution.

**Date:** Enter the date here

**Enter your name here**

Acknowledgements

Acknowledgements narrative

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# **Introduction**

This is a project in which I would like it to be identified as a web application. There can be many different identities within this project, but I have decided to keep this as a web application mainly because it gives me a good number of areas that I can work on within the time limit that we have been given for this final year project.

Describe your project

This project is all about creating an application for people who love playing sports and for people that may want to get a little more involved in sports through this app. Let’s make an example where a group of individuals wanted to play a 5-a-side football game but may only have a total number of 9 that can play. They would need to grab an extra player to make it even and eligible for a 5-a-side game, therefore this application would let the group find a player within the area. This works well from both sides as along with helping a group of individuals out, this application can also help an individual out where they may want to be involved more in sports but don’t know anyone that they can play with.

Of course everyone is at a different level when it comes to playing, therefore this application would give the chance for the individual to give themselves a rating on how good they may think they are at this sport and let’s say they were to find a game to play, the group of individuals could also have the opportunity to score the person so that for next time, this would give everyone a better understanding on the level this individual can play at – this is a better way of matching someone for the game.

## Research Question or Problem that will be Addressed

GUIDANCE (text in blue can be deleted from your final submission)

A hypothesis and/or research question(s) (research-based projects)

## Aims

1) One key problem this would solve is the fact that a group of individuals will still be able to carry on as planned with the game they intended to happen. A lot of the times, if we don’t have the correct number of people for a sport that we’re trying to organise to play, most of the time the plan would be to cancel the game however, this application would resolve that issue.

2) There may be someone out there that would love to play a sport but doesn’t have any friends that may share the same interest as them. Therefore, this is a perfect way for the individual to find a game or someone that would like to play a certain sport etc with them – this creates more opportunities for more people, and this would also keep people active and busy.

3) We may live in a country where a certain sport isn’t as common as it may be in another country, for example being able to play basketball in the UK. Therefore, this would expand the different variety of sports someone can play, and which can lead to creating this sports network which can only get bigger where more and more people would continue to grow with the sport and gain a stronger interest.

## Objectives

1. Creating a homepage – letting the stakeholders know what the web application is all about as the title of the page can only tell the audience a small amount.
2. 2)  Creating a login page – this application is based on user profiles and determining if they are good enough to play with a selected group etc, so everyone must have a profile to use this webpage.
3. 3)  Database – this is where all the confidential details etc will be stored along with the email and password which will help the users log in.
4. 4)  Implementing a working map into a page – the aim for this is to have a feature where all the users, that have signed to this application, profile photos placed on the maps, showing where they are from and maybe how far it would take for them to get to the required destination.
5. 5)  A project management tool (external) – this is something that is a MUST when building this webpage. Without using this tool, it can lead to a messy workload so for which a project management tool will give me a structural base to work with. I can list all the objectives I need to do one step at a time and check them off once the task is completed.

## Legal, Social, Ethical and Professional Considerations

The main issue with making this project would be the obvious thing and that is trying to keep the users’ data private from everyone. The only thing that should be shown is the key details such as age and name for example. A way in which I am going to try and prevent this from happening is only trying to ask for their key information that is required to make this application work; anything that is unnecessary then I would leave it out completely. Alongside this, another risk that I need to be paying attention to is that I am aware that there are other different projects that are quite like the idea that I have projected. Therefore, my aim is to make sure that I do not copy these ideas and that I make this project solely on the knowledge of my own to prevent any copyright or plagiarism issues.

## Background

A lot of people have always had a passion for sports including myself, but some may not get the opportunity in playing it as often. Therefore, this gives them the chance to do and has many different benefits along with this. In a bigger picture, this would come with a lot of health benefits as it would be keeping everyone healthy and active (just one of the benefits that would come with this web application). While being aware that there are other applications that have the same idea as this, my aim is to make sure that is different by maybe adding a few more features that these other web applications have not yet discovered. For example, it could be something as little as the map feature and having an instant directions feature showing the user how easy it would be to get from point A to point B.

https://www.bullpen.com.au/find-a-player-makes-delivery-and-access-to-sports-real-easy/

This is an example of where the project idea is like what is shown in the link above. It gives a little insight into how and why this application is very beneficial and how it is playing sports easy. One thing I would highlight from this link is that it talks a lot about user experiences and how it is related to people that may want to use this application. My aim is to see the weakness across all similar projects and see how I can make a change with whatever is not quite a working feature.

## Report overview

the weakness across all similar projects and see how I can make a change with whatever is not quite a working feature.

# **Literature or Technology Review**

GUIDANCE (text in blue can be deleted from your final submission)

**Literature Review** (for research or investigation-oriented projects)

All projects should reference some academic literature, although it is primarily research-orientated projects that will conduct a significant literature review in the background section. As with the technology review, the goal here is to make it clear why the choices were made in the project. It is expected that at least the research methodology and/or evaluation approach is defined from existing sources.

**Technology Review** (for build or investigation-oriented projects)

The technology review focuses on technology that will be and could be used for the project. Typically, it is expected that you have reviewed different technology options for your project and summarised these options here. It should be clear why the technology choices taken were made.

# **Design or Methodology**

GUIDANCE (text in blue can be deleted from your final submission)  
Now you must tell your examination team what you are going by answering the question -- **how are you going to undertake the project?**

The aim of this section is to explain to your reader the work you are going to undertake. Depending on whether the project is more build or research-focused, this section can take one of the following forms.

**Design** (for build or investigation-oriented projects)If your project is a build focused project, you should provide a design for what your project will build. The nature of this design will depend on your project, but it should provide a complete idea of what you are going to build, including the technologies to be used.

**Methodology** (for research or investigation-oriented projects)If your project is research-focused, then you need to define the particular research methodology you are using to gather and assess data. Typically, this will involve some sort of data gathering process and statistical analysis of results. However, you should also describe the tools (e.g., technologies) that you will use as well.

**Alternative Approaches**Another important point in this section is to document any alternative approaches you could have taken to complete the project. For example, were there different technology choices, design choices, or methodological choices you could have taken? You should explain why you have taken the approach you have taken rather than these alternatives.

# **Implementation or Results**

GUIDANCE (text in blue can be deleted from your final submission)

Once the examination team know what you planned to do, you must tell them what happened -- **What was the outcome of the work you undertook in the project?**

A build or investigative project will discuss the implementation. **Do not just paste in lines of code to your report and call that an implementation! Your report should feature minimum code to only discuss points.** The idea for implementation is to describe how the design has actually turned out.

A research or investigative project will present the results from performing the methodology. These results must be correctly presented, using appropriate tables, charts, and statistical tests that suit the nature of the project. Results should be summarised, and any findings clearly presented.

## Evaluation

GUIDANCE (text in blue can be deleted from your final submission)

The examination team now need to know how well the project went -- **How good was the outcome from the project?**

Evaluation is an important element of any project. You must tell your reader how good the final deliverable is. **Your project does not have to be perfect -- indeed the outcomes might have been bad.** The point is you must evaluate the outcome and discuss its strengths and weaknesses.

A key element of this section is a reflection on the aims and objectives set out at the start of the project, and how well these have been met. **Again, it is possible not to achieve an aim or objective.** The point is you evaluate how well you did meet your goals.

## Related Work

GUIDANCE (text in blue can be deleted from your final submission)

Answer the question -- **Who else has done something similar and how does my work compare?**

Another key element of this section is evaluating your work against that of others. How good is your work when compared to other people who have undertaken similar work? It is important to be able to understand how well you have achieved your goals in relation to others, while also considering the time limitations of the project.

# **Conclusion**

GUIDANCE (text in blue can be deleted from your final submission)

The conclusion summarises the project. You need to highlight your key outputs and/or discoveries. There are some particular subsections that must appear in your conclusion.

## Reflection

GUIDANCE (text in blue can be deleted from your final submission)

You must critically reflect on the entire project process and how well you have worked on the project. What particular things have you learned during the project? Why were you able and unable to meet project goals? What would have you done differently in hindsight?

A common approach many students take in this section is to claim poor time management. **Poor time management is rarely a problem unless you had too much to do in the project.** Normally, what is called poor time management is poor organisation, planning, and motivation. Being honest in your reflection will help you understand how you can improve these issues rather than focusing on time management issues.

## Future Work

GUIDANCE (text in blue can be deleted from your final submission)

Answer the question -- **What next?**

You've completed a significant piece of work -- perhaps the largest piece of work you have ever done. But no project is ever 100% complete, and you will have found new ideas along the way. If someone were to pick up your project, what avenues should be explored next?

# **References**

GUIDANCE (text in blue can be deleted from your final submission)

In this section, you **must** reference any sources used in your work. Typically, these sources will have come up during the investigation and related work sections. Your referencing must use the IEEE referencing style [IEEE Citation Guidelines2.doc (ieee-dataport.org)](https://ieee-dataport.org/sites/default/files/analysis/27/IEEE%20Citation%20Guidelines.pdf) .

It is **highly** recommended that you use reference management software such as Mendeley or Zotero.

Many students ask how many references are required. That is like asking how long a piece of string is. Your project should have as many references as is required for it. However, having few references indicates that no thorough investigation has occurred.

# **Appendices**

GUIDANCE (text in blue can be deleted from your final submission)

Appendices appear after references. Your appendices depend on the nature of your project. **Do not assume people will read your appendices.** Even if you direct them to do so in your main text, appendices are considered additional information and should not be relied upon to understand your main body of work. Refer readers to an appendix using a phrase such as *see Appendix A for further details*.

The following documents **must** be included as references:

* Your Project Proposal.
* Your Progress Review Form.
* Your original plan and revised plans as your project evolved.
* A description of how to access any technical output. **It is strongly recommended you use GitHub or something similar to do this.**

Any important communications between you and external stakeholders -- **please ensure private data is removed and communications anonymised.**