Academic Report  
Cover Page

Sed et lacus quis enim mattis nonummy

developers:

Instructor’s Name

30 October 2022

Table of contents

1 title page

2 contents

3 product info

4 critical use case model

5 candidate system architecture

6 initial risk assessment

7 initial product release plan

8 proof of concept

report as such:

initial technical decisions - restricted to a **technical audience**;

findings

analyses

**aidoo**

short short (half-a-page) intro to the product with the product name, what is it (web platform), what for (for connecting job posters and volunteers, and why is it important (cause volunteering services are still not running online - do not get into the business case, also online platform for introduction of safety, anti-exploiting systems, and currency systems to introduce rewards - automation)

**case** **model**

critical functionalities for system acceptance, what has driven design decisions

**user requirements** (also functional non-functional requirements), what are the core stuff that must work - basically list features that work and present them, listing functionalities

**use cases** - make up a scenario of the flow of using the product (introduce motivation, interaction of the user and the system, expected output and the result)

**system architecture**

decisions about software components, their organisation

what did we choose to implement in

architecture of layers (from user to data & ext)

**diagrams**

reasoning(justification) about choosing that certain architecture

(system sequence diag), (entity-relationship diag)

**risk assessment**

identify/discuss obstacles to successful project completion;

how to mitigate/avoid/resolve them

what possible problems can come up with the current system, what can the problem have an impact on

what do we risk by releasing the system as it is

+ solutions of how we plan to resolve them

(possibly divide this into degrees of seriousness (eg. (high-risk  
legal problems vs (low-risk) problems when using the system)

**release plan**

rough **order** of stories, and **scenarios** for the next term.

basically report in how did we work in the group, what we did each week eventually each sprint

(the other reports also mentioned participants directly, not sure if we wanna go there)

1. starting conversations
2. initial ideas, who did we discuss it with, how did we decide to pick up that certain idea
3. what and how did we decided on the mechanisms we’d be using
4. what did we created each week, and how (individually/pair/mob), who contributed on what

for it to be more professional, we could give names to the phases of development (and, no, i do not mean Phase1, Phase2 )

report even on the changes (“initially it was like that, but we changed it to this because..”)

going through the tasks for each week

**schedule diagram**

include dependencies - which usually explain the order we went for

helpful to list the milestones and then do the checklist

**proof of concept**

what we have achieved so far, problems - and lessons learnt, list things that work as expected, and things that need to be changed/redone

and what are we planning to finish in the future

(as this is part of the conclusion, we can refer to previous parts such as idea, problems, what we have avoided in the plan(eg possible postponed ideas), how are we shifting the current implementation

what are planning to use (tech) in the future

possibly screenshots, and showing the prototype off

**conclusion**

(i aint writing synopsis for conclusion, i mean.., in Y3 ?)

short: 10 lines.