Title

Background

What is the problem you are going to solve? You can start off by describing the problem from literature point of view. For example:

1. Cognitive ability is important because of…

2. Learning non-alphabetical language has some challenges such as…

3. Recognising and ability to recall chemistry elements are important and have some challenges such as…

4. Scots language is a…. That has been used in…. Increase/decrease in popularity

5. Learning programming logic is important… and it has some challenges such as …

Literature Review

- Dissecting the background into parts and add literature relevant to it

Research Question

- Research question and hypothesis

Methodology

- Qualitative / quantitative: describe what you want to ask. For example: you are going to ask their opinion whether a game is fun? Learning in game is fun? How is their learning outcome (any difference on pre-test and post-test or is it the same?) etc

- Pre-test / Post-test / both

- Sampling method including details like how & where are you going to get the participants and you also need to provide details on what the participants need to do in the experiment

- (optional but nice to have): Describe the importance of the project when the research question is answered. For example:
  - This experiment will provide an empirical evidence on the use of game to improve cognitive ability.
  - This experiment will provide an empirical evidence on whether a game can assist in learning non-alphabetical language
  - This experiment will provide an empirical evidence on the use of scots language which hopefully can more popularise the language

Design and Implementation

- Describe the design of the game
- Describe the technologies you are using
- Show screenshots

DEMO

Project Management

- Gantt Chart
- Describe what you have done so far and what are things left to do?