****

**King Saud University**

**College of Applied Studies**

**Department of Computer Science and Engineering**

***Project Title***

Project Submitted in Fulfillment for the MM1405 Course requirements

**By:**

*Group#*

*Students Name(s), & ID(s)*

**Supervised by:**

*Supervisor Name*

Fall-2021

# Declaration

We \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ being members of final year project group number \_\_\_\_\_\_\_\_, declare that this report contains only work completed by members of our group except for information obtained in a legitimate way from literature, company or university sources. All information from these other sources has been duly referenced and acknowledged in accordance with the University Policy on Plagiarism.

Furthermore, we declare that in completing the project, the individual group members had the following responsibilities and contributed in the following proportions to the final outcomes of the project:

|  |  |  |  |
| --- | --- | --- | --- |
| **Student ID** | **Responsibilities[[1]](#footnote-1)** | **Contribution[[2]](#footnote-2) %** | **Signature** |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

# Acknowledgment

[Express your appreciation to who have helped during your work, acknowledge your supervisor’s contribution as well.]

Sample:

First and foremost, we would like to present my deepest gratitude to Almighty ALLAH for his bounties and blessings and for giving us the ability to finish this project.

We would like to express our deep appreciation and our sincere gratitude to our supervisor [SUPERVISOR NAME] for [HIS/HER] valuable advice guidance throughout this project.

Finally, we would like to thank our families and friends for continued encouragements and support during this project and along the years of study.

# Abstract

[Give a complete but concise description of your work. It is a brief overview of your motivation, statement of purpose, general methodological approach, major results, discussion and conclusion.

Must not exceed one page and not more than 200 words.]

**Keywords:**

[List the main keywords in your project if there are any]

Sample:

Web Application, Data Mining, Cloud Computing, Sound Recognizer Application.

# Abstract (in Arabic)

# 

[أكتب ملخص المشروع الخاص بك باللغة العربية بحيث لا يزيد عن 200 كلمة ]

# List of Abbreviations

[List the abbreviations you have used in your project if there are any and what are they stands for, in alphabetical order]

Samples:

CSS Cascading Style Sheets

DFD Data Flow Diagram

ERD Entity Relationship Diagram.

GUI Graphical User Interface

HTML HyperText Markup Language

JSP JavaServer Pages

Table of Contents

[Declaration ii](#_Toc96319484)

[Acknowledgment iii](#_Toc96319485)

[Abstract iv](#_Toc96319486)

[Abstract (in Arabic) v](#_Toc96319487)

[List of Abbreviations vi](#_Toc96319488)

[Table of Contents vii](#_Toc96319489)

[List of Figures ix](#_Toc96319490)

[List of Tables x](#_Toc96319491)

[1 Introduction 2](#_Toc96319492)

[1.1 Motivation 2](#_Toc96319493)

[1.2 Problem Definition 2](#_Toc96319494)

[1.3 Solution 2](#_Toc96319495)

[1.4 Aims and Objectives 2](#_Toc96319496)

[1.5 Project Scope 2](#_Toc96319497)

[1.6 Report Structure 2](#_Toc96319498)

[1.7 Summary 2](#_Toc96319499)

[2 Background 4](#_Toc96319500)

[2.1 Problem or Idea 4](#_Toc96319501)

[2.2 Overall Problem 4](#_Toc96319502)

[[shed the light on some general/common issues/needs] 4](#_Toc96319503)

[2.3 Analysis of Problem 4](#_Toc96319504)

[2.4 Overall solutions/tools 4](#_Toc96319505)

[3 Requirement Gathering 6](#_Toc96319506)

[3.1 Overall Techniques for Requirements Gathering 6](#_Toc96319507)

[3.2 Targeted Users 6](#_Toc96319508)

[3.3 Checklist of requirements 6](#_Toc96319509)

[4 Suggested Solution 6](#_Toc96319510)

[5 Project Timeline 6](#_Toc96319511)

[6 Hardware & Software requirement 6](#_Toc96319512)

[7 Future work & conclusion 6](#_Toc96319513)

[References 8](#_Toc96319514)

[Appendix 9](#_Toc96319515)

[A. Presentation Slides 11](#_Toc96319516)

[B. Miscellaneous 12](#_Toc96319517)

# List of Figures

[Figure 1: This is Figure 4](#_Toc527295461)

# List of Tables

[Table 1: This is Table 4](#_Toc527295472)

# Introduction

[Introduce multimedia, its type and its importance and reflect how multimedia have been applied to serve a variety number of projects]

## Motivation

[Reasons that encourage you to do the project]

## Problem Definition

### Overall Problem

## [A persuasive problem statement consists of three parts: the ideal, the reality, and the consequences for the reader of the feasibility report.]

### Problem or Idea

## [Present fundamental knowledge necessary of the client in to understand the problem (but not necessarily the solution)]

## Analysis of Problem

#### Current State

#### [Reflect the current/user state of the client, from the designer point of view, illustrating the weakness and strength related to the client’s design/brand/website, etc.]

#### Competitive Systems

[Evaluating the competitors of the client to anticipate the need of the client.]

## Overall solutions/tools

[introduce possible solutions/tools which can be used to serve the purpose]

## Aims and Objectives

[These should describe the overall aims in developing the project, and high-level descriptions of what the project will do. State your objectives clearly in bullets.]

## Project Scope

[State project deliverables and product, and any non-goals]

## Report Structure

[BSriefly explain each chapter in the report]

## Project Timeline

The goal of a creative process in graphic design is to set clear milestones and deadlines ensuring timely delivery of the project. By its nature, creativity is hard to harness into a predictable and linear set of stages, but it is extremely important to do so.

# Requirement Gathering

## [Present a comprehensive requirement as a baseline for the solution and to define the required resources to move forward to finalize the project]

## Techniques for Requirements Gathering

[Briefly describe a range of possible requirement gathering techniques (e.g., interview, questionnaire,) and then identify which requirement gathering technique/s will be applied.]

## Targeted Users

[Specify the stakeholder of the project]

## Checklist of requirements

[List requirements/Expectations based on the outcome of the applied technique of requirement gathering techniques]

# Suggested Solution

[Suggest a possible solution to the introduced problem/idea with justification]

One possible example is providing the following services for a client:

* logo identity
* Template for company's electronic documents.
* Template for business cards.
* Website design mockups and color scheme
* The design theme for social media channels.
* Short video advertising/introducing the business.

# Hardware & Software requirement

[This Section details the suggested hardware & software tools to implement the system in Part-2 of the project]

# Future work & conclusion

[Explain the future work, for part-2 of the project, presenting details of the suggested solutions and the feedback received from the targeted users]

# References

1. D.B. Payne and H.G. Gunhold. “Digital sundials and broadband technology,” in *Proc. IOOC-ECOC*, 1986, pp. 557-998.
2. G. Pevere. “Infrared Nation.” *The International Journal of Infrared Design*, vol. 33, pp. 56-99, Jan. 1979.

# Appendix

# Presentation Slides

[4 slides per page]

# Miscellaneous

[Includes any further data (for example: interview form, questionnaire form, Interview answers, questionnaire responses, remaining figures of data analysis …etc.)]

[Deliverables]

The outcome of the project

1. Write down your responsibilities in the project [↑](#footnote-ref-1)
2. Must add to 100% [↑](#footnote-ref-2)