

# Guidelines for Developing FYP Demonstration Video

Department of Computer Science

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**Duration of Demo Video: Max 10 minutes**

The FYP demonstration video shall consist of following 3 parts. In case of a group of 2 members, one member shall explain Part 1 & 2 while the other shall explain Part 3. In case of a group of 3 members, first member shall explain Part 1, second shall explain Part 2 while the third shall explain Part 3.

## Part 1. Introduction (Teaser)

**Duration: max 2 mins**

The students are required to prepare a teaser covering the following aspects of FYP.

- Title and brief overview
- Objectives
- Perspective (Is it a new FYP?, an extension to the old FYP?, or a merger of features of different products?)
- Technical aspect i.e. OS, IDE, SDK/frameworks/game engine, DBMS, etc.
- Application area i.e. solving an industrial problem, a real-life problem, a learning app, etc.

## Part 2. Frontend/GUI

**Duration: max 2-3 mins**

The students are expected to give a complete overview of their frontend or GUI. Just show how rich is your frontend/GUI.

- Web/Android: provide the navigation of all screens and menus by covering all features in brief
- Hardware: showcase hardware product with respect to various functionalities & commands
- Game: show your game build version includes (Game Menu (in detail), Levels and their difference with each other (for instance: Environment, Difficulty, Features etc.)

## Part 3. Major Functionalities along with backend details

**Duration: max 4-5 mins**

Explain the following with completeness.

- Web/Android: demonstrate the flow of 2-3 major functionalities by giving complete implementation details (code, middleware/connectivity, database)
- Hardware: demonstrate the flow of 2-3 major functionalities by giving complete implementation details (code, components and their connectivity)
- Game: demonstrate 2-3 different levels of your game via using Game-Engine. Discuss related information about Assets (Self Developed/Downloaded), C# Scripts, Animator, & Animation Controllers you have used in these levels. Discuss some animations, scripts that you have used for your main character via *Hierarchy window*, *Inspector window*, *Scene view window* and *Project window*.

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