Report
3DSD – (Campus)

Module Name

Student Name

2018

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# Introduction

Write a short introduction where you present the project to the reader. What will be done, how will it will be carried out and what are the goals of the work conducted – here you should capture the reader’s interest. Be concise (short, but clear and to the point) without going into details or be software specific.

# Implementation

Write a very concise version of a work log (Scrum), without presenting any personal views.

# Result

Present the result of your work. Has the task been solved and predetermined goals reached? On smaller reports written for module assignment Implementation and Result can be covered under the same section if it’s structured and suits the purpose.

# Reflections

This is where you present your personal views regarding the task, outcome and your personal dedication towards the project.

Reflect on how you solved the assignment, not as step-by-step process, but as a reflection of the main activities during the production. What went wrong/right? How did you solve challenges during execution? What could've been done differently? etc.

If you are working on a team project, then this section should present the unified view from the team, as one entity. Individual reflections that focuses on the collaboration between the different members of the team should be written by each member as separate document.

If you are working on a solo project, then this section could be structured to include your reflection.

# Conclusion

Finish the report by writing a conclusion that links together the information presented and summarize the project without adding any new information.

# References

Write a list of the sources used during the assignment. Be it for research, inspiration, help, external models/textures/plugins or other. This can be made up of for example book references, weblinks, images or videos with descriptions.

# Attachments

Here you include any information that is too extensive to be included in the report.