

Project Log: Stage 2

By  **TECHBOMB**

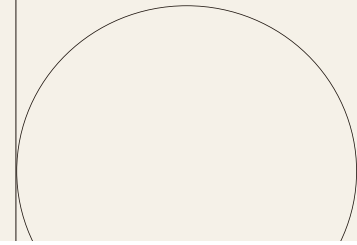
Preface

After successfully completing the first stage of our project, we're now moving into the second phase with clearer goals and a stronger sense of direction. The first stage helped us lay the groundwork, test our main ideas, and recognize areas that could be improved. Building on those lessons, this phase will focus on developing our project further, refining its features, and expanding its overall scope.

Our main goals for this stage are to enhance functionality, boost efficiency, and apply the feedback we received earlier. We want to make sure our system not only meets all the requirements but is also reliable, user-friendly, and adaptable for future use. By working together and continuing to improve, we aim to achieve results that are both practical and meaningful.

Project Timeline

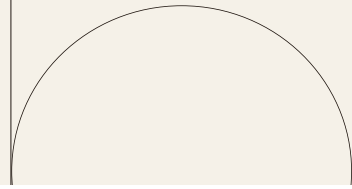
Stage 2



First Meeting

<i>Date and location</i>	● 4th of October 2025 ● 18:00 PM ● Liangxiang International Student Dorm, floor B1, room B101
<i>Problems encountered</i>	● No problems were encountered. ● The team assembly went smooth.
<i>Solutions to problems found</i>	● No solutions, as there were no issues.
<i>What was done</i>	● This was our first meeting after completing the first stage of the project. ● We reviewed the teacher's feedback and discussed what went well and what needed improvement. ● The team set new goals for the second stage, focusing on improving functionality and overall quality. ● A rough timeline and key milestones were outlined to guide our work. ● The writer(Ibrahim) was assigned to handle the project log.
<i>Next step</i>	● Begin preparing the status report. ● Assign members who will present the status report.

Second Meeting

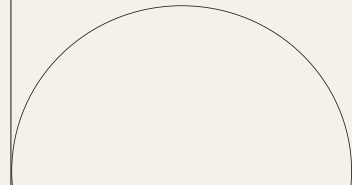


<i>Date, time and location</i>	● 8th of October 2025 ● 17:00 PM ● Liangxiang International Student Dorm, floor B1, room B103
<i>Problems encountered</i>	● Some parts of the report and script were repetitive and needed refinement. ● Coordinating ideas between members took extra time to ensure consistency in tone and content.
<i>Solutions to problems found</i>	● We worked together to simplify the wording and make sure everything sounded consistent. ● Each member focused on their section, which made it easier to balance writing, editing, and slide design.
<i>What was learned</i>	● Writing the script as a group helped us find a clear and unified voice. ● Collaboration and open feedback made our presentation stronger. ● Good time management and early coordination save a lot of stress later on.
<i>What was done</i>	● The writer (Ibrahim), the designer (Roman) and the CIO (Tilek) met up to work on the status report and prepare for the upcoming presentation. ● Together, we reviewed the project's progress and picked out the main points to highlight. ● We also wrote the presentation script, discussed how to divide the speaking parts, and practiced a few sections. ● The Designer (Roman) finalized the slides, and we made sure the visuals matched the tone of our presentation.
<i>Next step</i>	● Rehearse the presentation and polish the final version. ● Submit the finished status report and slides. ● Start planning and development for the interactive learning system phase.

Third Meeting

<i>Date, time and location</i>	● 9th of October 2025 ● 19:00 PM ● Liangxiang International Student Dorm, floor B1, room B102
<i>Problems encountered</i>	● Some sections of the study guide required more clarification before assigning tasks. ● Coordinating everyone's research focus took a little longer than expected.
<i>Solutions to problems found</i>	● Clarified the objectives of each section together and confirmed that everyone understood their tasks. ● Set clear responsibilities and deadlines to keep the research organized.
<i>What was learned</i>	● Detailed discussions at the start prevent confusion and make subsequent work much smoother. ● Assigning tasks according to strengths increases efficiency and the quality of work. ● Documenting ideas and decisions in the moment helps keep the project organized and ensures no points are overlooked.
<i>What was done</i>	● We gathered to discuss the study guide and decided how to approach the research. ● The CEO (Batyrr) assigned each team member specific sections to focus on for their research. ● Finished and finalized the status report, making sure all points were clear and complete. ● Discussed ideas and plans for the interactive learning system, brainstorming features and next steps.
<i>Next step</i>	● Begin research on the assigned sections of the study guide, aiming to gather relevant information and summarize key points. ● Continue planning and developing the interactive learning system (the designer, and the CTO), starting to outline features and interface ideas. ● Prepare for the next meeting by tracking individual progress and identifying any challenges early.

Fourth Meeting



<i>Date, time and location</i>	● 17th of October 2025 ● 11:00 AM ● Liangxiang International Student Dorm, floor B1, room B103
<i>Problems encountered</i>	● Some slides in the presentation required adjustments for better alignment with the content. ● Minor coordination challenges arose in syncing the PPT design with the video materials.
<i>Solutions to problems found</i>	● Collected feedback from the team and planned updates for the PPT slides and video content. ● Discussed clear guidelines to ensure the final materials are consistent and polished.
<i>What was learned</i>	● Regular check-ins help identify issues early and keep everyone on the same page. ● Presenting work to the team encourages constructive feedback and improves overall quality. ● Coordinating different types of materials (slides and videos) requires careful attention to detail.
<i>What was done</i>	● Held a meeting to catch up on completed tasks and review what still needed to be done. ● The CTO (Deniss) showcased the basic structure of the ILS to the rest of the team. ● Discussed overall progress and distributed remaining tasks among team members to ensure everyone knew their responsibilities. ● The tester presented their progress on the PPT design to the whole team, highlighting completed slides and design ideas. ● The team assessed the presentation, providing feedback and suggestions for improvements to enhance clarity and visual appeal. ● The CIO, who is also responsible for the project videos, displayed the video materials to the team. We reviewed them together and discussed any necessary adjustments.
<i>Next step</i>	● Complete the personal and project logs. ● Finalize the study guide with all assigned research sections compiled. ● Finish the PPT presentation and make adjustments based on team feedback.

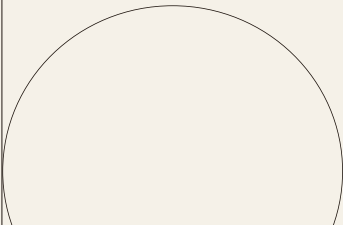
Fifth Meeting

<i>Date, time and location</i>	● 20th of October 2025 ● 19:00 PM ● Liangxiang International Student Dorm, floor B1, room B103
<i>Problems encountered</i>	● Minor adjustments were suggested for the study guide to ensure clarity and completeness. ● Coordinating all materials (PPT, video, study guide) for consistency took some discussion.
<i>Solutions to problems found</i>	● Team provided constructive feedback on the study guide to guide revisions. ● Confirmed that all submissions align with the project requirements and deadlines.
<i>What was learned</i>	● Presenting final versions to the team ensures everyone is aware of progress and identifies improvements early. ● Regular coordination between members responsible for different materials improves overall project consistency. ● Keeping track of tasks and submissions helps manage deadlines efficiently.
<i>What was done</i>	● Held a meeting to review overall progress and discuss remaining tasks for the project. ● The tester presented the final version of the PPT, showcasing the complete design and finalized slides to the team. ● The CIO presented the final version of the project video, highlighting completed edits and ensuring it aligned with the PPT content. ● The designer presented the first version of the study guide, sharing the structure, key points, and sections completed so far. ● The writer finished and submitted the project log for Stage 2, documenting all progress and activities. ● The CTO completed and submitted the PPT for the interactive learning system, making it ready for review.
<i>Next step</i>	● Continue improving the interactive learning system, focusing on functionality and user experience. ● Submit all remaining assignments and materials on Lexue. ● Make final adjustments to the study guide and other documentation based on team feedback.

Submission

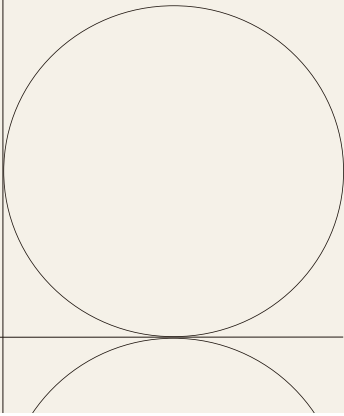
<i>Date, time and location</i>	• 21st of October 2025 • Varied by the materials submitted • N/A
<i>Problems encountered</i>	• No major issues were encountered during submission; all materials were ready on time.
<i>Solutions to problems found</i>	• Not applicable, as the process went smoothly.
<i>What was learned</i>	• Having a single point of collection (the CIO) helps streamline submission and reduces the risk of missing materials. • Early preparation and keeping track of deadlines ensures timely completion of all tasks.
<i>What was done</i>	• All team members submitted their assignments to the CIO. • The CIO collected all materials and prepared them for upload on Lexue, ensuring that everything was complete and correctly formatted.
<i>Next step</i>	• Continue improving the interactive learning system as planned. • Confirm that all assignments are successfully uploaded on Lexue. • Make all the necessary preparations for the 3rd Stage.

Individual Contribution



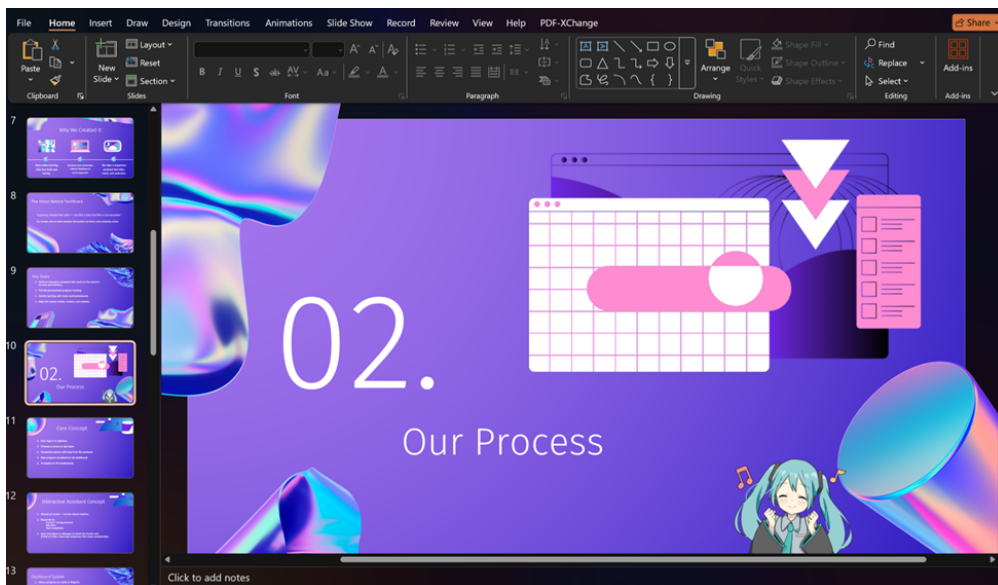
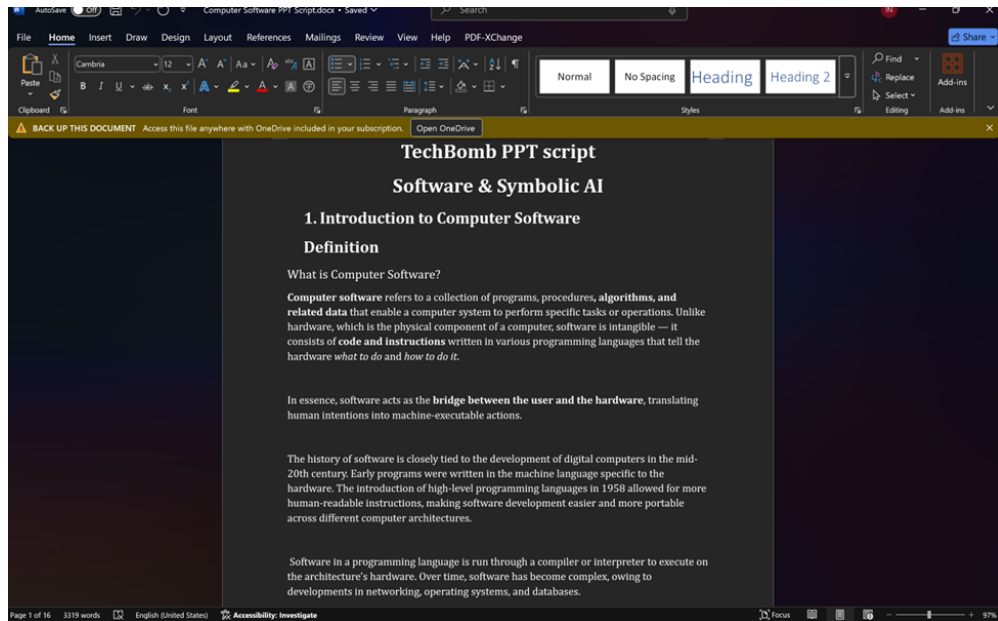
<i>Name</i>	<i>Contribution</i>
<i>Batyr 巴特</i>	The CEO actively participated in all team meetings, providing guidance and hands-on support to keep the project on track. He assisted with problem-solving for the status report, presentation materials, and interactive learning system, coordinated task completion among members, and helped ensure that all work was accurate, organized, and submitted on time.
<i>Tilek 泰龙</i>	The CIO perfectly managed all the responsibilities that were assigned to him, completing tasks on schedule and ensuring timely submission of all documents. He was responsible for creating the team's video and preparing the quizzes for the study guide. Additionally, he contributed valuable research and provided direct support to teammates, helping improve the quality and accuracy of the team's work.
<i>Deniss 丹尼</i>	As the CTO, he was responsible for creating and maintaining the interactive learning system and preparing the PPT presentation for it. He also contributed effectively to research tasks and successfully completed all assigned responsibilities.
<i>Aldiyar 迪亚</i>	The QA/Tester was responsible for designing the PPT and executed it excellently, selecting the best templates and visuals. He also completed his role effectively by preparing necessary documentation and actively verifying data accuracy.
<i>Roma 罗曼</i>	The Designer was responsible for designing the entire study guide and completed the task successfully. He also oversaw the overall project design, providing creative input and guidance to support his teammates.
<i>Ibrahim 罗卡姆</i>	The Writer was responsible for drafting the scripts for the status report and the PPT presentation. He also managed the project log, carefully recording all activities and progress, and ensured that all work was accurate, well-organized, and proofread for clarity.

Individual Score

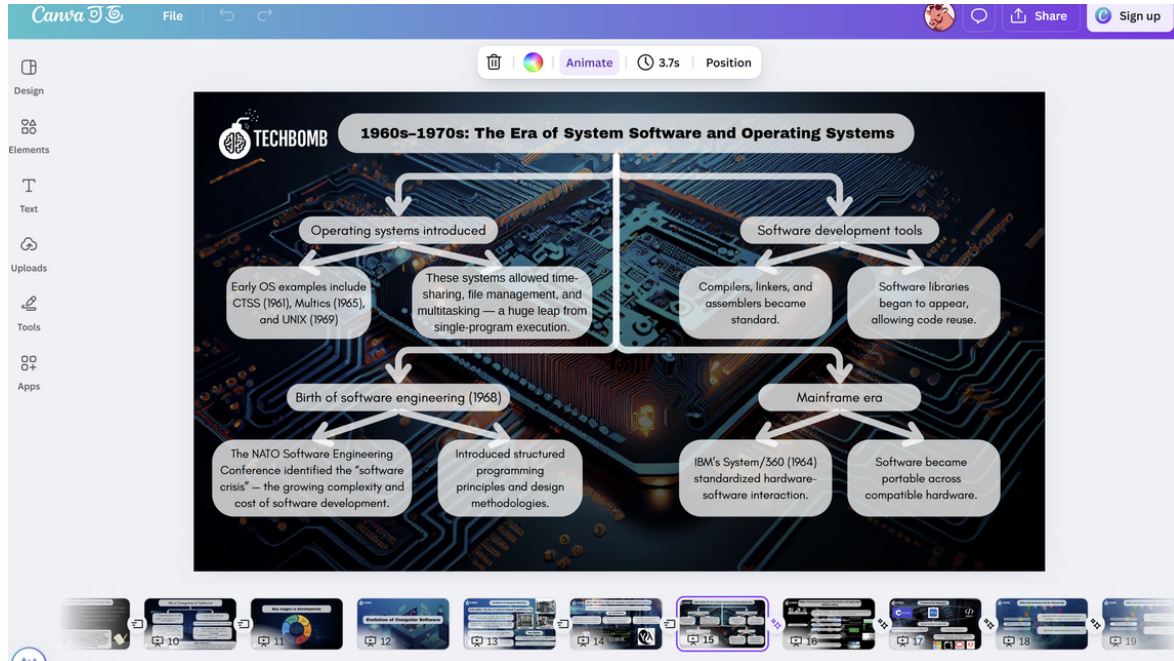


Name	Score
Batyr 巴特	100
Tilek 泰龙	100
Deniss 丹尼	100
Aldiyar 迪亚	100
Roma 罗曼	100
Ibrahim 罗卡姆	100

Proof of work



Proof of work



TECHBOMB QUIZ: SOFTWARE AND SYMBOLIC AI

True / False Questions:

1. Software is a collection of instructions that tell a computer what to do.
2. Hardware and software perform the same function in a computer system.
3. System software includes operating systems like Windows and Linux.
4. Application software is designed for specific tasks such as editing videos or managing data.
5. The Software Development Life Cycle (SDLC) defines the process of designing, developing, and maintaining software.
6. The Waterfall model is more flexible and iterative than Agile.
7. Agile focuses on continuous feedback and small, rapid iterations.
8. DevOps integrates software development with IT operations for faster deployment.
9. Software architecture defines how components of a system are organized and interact.
10. A monolithic architecture is highly modular and easy to scale.
11. Microservices architecture allows different components to run independently.
12. Software scalability means a system can handle increased load without performance loss.
13. Debugging is the process of creating new software from scratch.
14. Testing ensures the reliability and correctness of a software system.
15. Expert systems are based on Symbolic AI principles.
16. Symbolic AI uses logic and rules to represent knowledge.

Proof of work

