

Project Proposal

COSC 4P02 Software Engineering II

Naser Ezzati-Jivan

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Brock University

Thomas Van Veen

tv15jl@brocku.ca

5937123

Yuvraj Sehgal

ys19rk@brocku.ca

6921795

Ralph Terte

rt19bu@brocku.ca

6911002

Antonio Belsito

ab19do@brocku.ca

6909543

Duc Nguyen Minh

dn19zf@brocku.ca

6877765

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Problem

PRJ1: Web Summarizer and Shortener – As suggested by Professor in project outline.

Objective

The objective of this project is to create a potentially shippable web application product. It will be a Website Summarizer & Link Shortener, a versatile tool designed to simplify the process of sharing web content by providing concise summaries and shortened URLs. Whether you're sharing an article or blog post, this tool streamlines the information-sharing experience.

Importance

The importance of this project is to create a useful tool with many features that can help users to save time by using the application to create a short summary of the webpage(s). The project will incorporate NLP or LLMs to create the required summary. It will have both free and through purchasing a “pro” account. This project has a practical application and can be used in a variety of applications, both in personal and commercial use. This project also lets us experience every component of an Agile-Scrum approach to software development and gives us a good understanding of the work and challenges involved in doing so.

Description

The web summarizer and link shortener are useful tools to shorten long URL's and provide a useful synopsis of the website having its link shortened. The tool we are creating, as per the slides, will have both pro and free features. While the features that will be available have not been finalized at the moment, some prominent ones will be shortened link creation, login and account creation with link history. As a “pro” level feature, the user may be able to customize the link generated, API access. The summarization should include a paragraph of text either directly from the link, or using a tool that can summarize key parts of the page. In addition to that feature, there may be different/customizable lengths of the summarization. As we progress, we will add new features and decide the pro version features that needs to be included.

Software Engineering Process

For our project we will adopt the Agile-Scrum approach in our software engineering process. This method enables us to segment the development into smaller parts (sprints), aiming to build the software in manageable increments. At each sprint's outset, we'll distribute and assign user stories among the developers. Throughout the spring, regular meetings after every two days will be held to review progress and pinpoint any issues. After a sprint is completed, our team will engage in a sprint retrospective to reflect on our achievements and areas needing improvement for the next sprint.

We believe this approach is well suited for this project as it offers flexibility while considering the needs of stakeholders. The sprint cycle structure promotes effective team collaboration, allowing our developers to concurrently concentrate on distinct software components. This not only streamlines the process but also minimizes potential conflicts during code integration.

The tools that will includes (but not limited to): IntelliJ, PyCharm, VSCode, GitHub, Java, Python, opensource LLM - to be decided, Database (OracleDB or PostgreDB), Maven, Junit, Frontend – to be decided,

Team Members

Team Member	Role
Thomas Van Veen	Product Owner
Yuvraj Sehgal	Scrum Master
Ralph Terte	Developer
Duc Nguyen Minh	Developer
Antonio Belsito	Developer

Thomas Van Veen and Yuvraj Sehgal will also work in the development team since there are only 5 members in the group project.

GitHub Repository

 <https://github.com/tv15jl/COSC-4P02-PROJECT>

Meeting Schedules

Sprint Size – 2 weeks.

Daily scrum meeting

After every 2 days at 5:15 pm (15 - 30 minutes) for progress and updates

Sprint Retrospective meetings: Biweekly

29 January 2024

12 February 2024

26 February 2024

11 March 2024

25 March 2024

8 April 2024

22 April 2024

26 January 2024 – Release Planning Document Submission.

27 February 2024 – 1st Progress report.

9 and 10 March – Meeting before 2nd report submission.

27 March 2024 – 2nd Progress report.

Contributions

So far, we have had the first 3 meetings regarding the schedule and sprint size discussion, product owner and scrum master selection. Thomas has set up the GitHub page which is being maintained by everyone. Currently we all are in the design phase where we are trying to design the overall application.