



Anemone

Design Report
Hypermedia Applications
A.Y. 23/24

Crippa Dario	10529288
Foley Harry	10864980
Ghane Sanaz	10817676
Zhuang Yan	10869697

Demo	https://anemone-ten.vercel.app
Repo	https://github.com/yan-2/Anemone

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1 Abstract

This project is about designing and implementing the website of a nonprofit organization called Anemone, whose purpose is to assist women who are abused or in need of assistance. The design process, as outlined in this document, comprised four main stages :

- **Conceptual Design**

In this initial phase, the fundamental functionalities of the website were delineated, encompassing both *in the large* and *in the details* levels. A website tree was delineated in accordance with the IDM specifications, accompanied by a definition of the content organization within the pages.

- **Visual Design**

The visual design process involved the creation of low-fidelity wireframes to facilitate a shared understanding of the final page layout and to streamline the implementation phase. Following this, high-fidelity mock-ups were created to demonstrate the page content as well as its interaction capabilities.

- **Interaction Scenarios**

Multiple use case scenarios were then defined in order to demonstrate the website's structural and design integrity across the majority of its pages.

- **Database Design**

Lastly, we furnish the Entity Relationship diagram and the relational tables of the database, enhancing comprehension of the backend structure of the implemented website.

2 Conceptual Design

2.1 CIDM Diagram

The general structure of the website was defined using the C-IDM in the large notation. This method ensures that particular attention is paid to the relations among topics within groups and their cardinality, which is defined as the expected minimum and maximum number of instances of a topic or relation.

A detailed preview of the page content was crafted using the C-IDM in the small notation, presented as Content Tables.

Topic : Contacts	
Title	Text Contacts
Subtitle	Text max 64 chars
Phone Number	Text max 64 chars
Email	Text max 64 chars
Address	Text max 128 chars
Map	Interactive Map

Kin of Topic : Person	
Name	Text (max 64 chars)
Picture of Person	Image
CV	Text (max 200 words)
Activities Responsible for	List of [Links(Activity Name)]

Kin of Topic : Project	
Project Name	Text (max 64 chars)
Picture of Project	Image
Short Description	Text (max 200 words)
Person Responsible	Link (Person's Name)

Kin of Topic : Service	
Service Name	Text (max 64 chars)
Picture of Service	Image
Short Description	Text (max 100 words)
Key Benefits	Text (max 100 words)
Person Responsible	Link (Person's Name)
Practical Information	Text (max 100 words)
Testimonial	Text (max 100 words)

Topic : Centre	
Title	Text (max 64 chars)
Description	Text (max 100 words)
Practical Information	Text (max 100 words)
Map	Interactive Map

Topic : FAQ	
Title	Text max 32 chars
Description	Text max 576 chars

Group : People	
Title	Text (max 64 chars)
Description	Text (max 64 chars)
Persons	List of [Name, Profile Image, Role]

Group : Projects	
Title	Text (max 64 chars)
Description	Text (max 64 chars)
Projects	List of [Name, Project Image, Description]

Group : Services	
Title	Text (max 64 chars)
Description	Text (max 64 chars)
Services	List of [Name, Service Image, Description]

2.2 Mapping

The content tables in the preceding section have the same name as the pages they represent. The following section presents the manner in which they are connected.

2.3 PIDM Diagram

The P-IDM notation was used to define the navigation capabilities of the website. This resulted in a tree-like structure with the homepage as the root, from which every page is eventually reachable.

3 Chatbot

3.1 Chatbot Introduction

This section of the report details the chatbot implementation, prompting engineering and testing.

3.2 Chatbot Requirements

As a requirement for the project the website is required to have a custom chatbot. The chatbot should be implemented using an LLM through the chatGPT API and embed into the website. The chatbot should have a specific goal use prompt engineering. The chatbot should not give inappropriate responses nor should it facilitate out of context conversations.

3.3 Chatbot Purpose

It was decided to design a chatbot that would serve as a virtual counsellor. This virtual counsellor would be capable of providing a user initial basic psychological counselling. The specific goal of the chatbot is to support women who are potentially victims of abuse who are seeking guidance. The chatbot also has a more general secondary purpose to serve as an information point for the Anemone centre and website, allowing a user to ask questions on what is available at both centre and on the website.

3.4 Prompting Engineering

this is a subsection about tech