

COSC 310: Software Engineering SURVIVOR



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Presentation: 30/11/2012

Topic:

- ▶ Edwin, an acquaintance of the user, claims that he has escaped from a group of sahuagins
- ▶ The user can talk to him about his ordeal



How it works

- ▶ The program has eight states, including a super state and an initial state
- ▶ States: “Belief”, “Disbelief”, “crazy”, “lying”, “help”, “comfort”
- ▶ Each state has different outputs which it determines in its own code

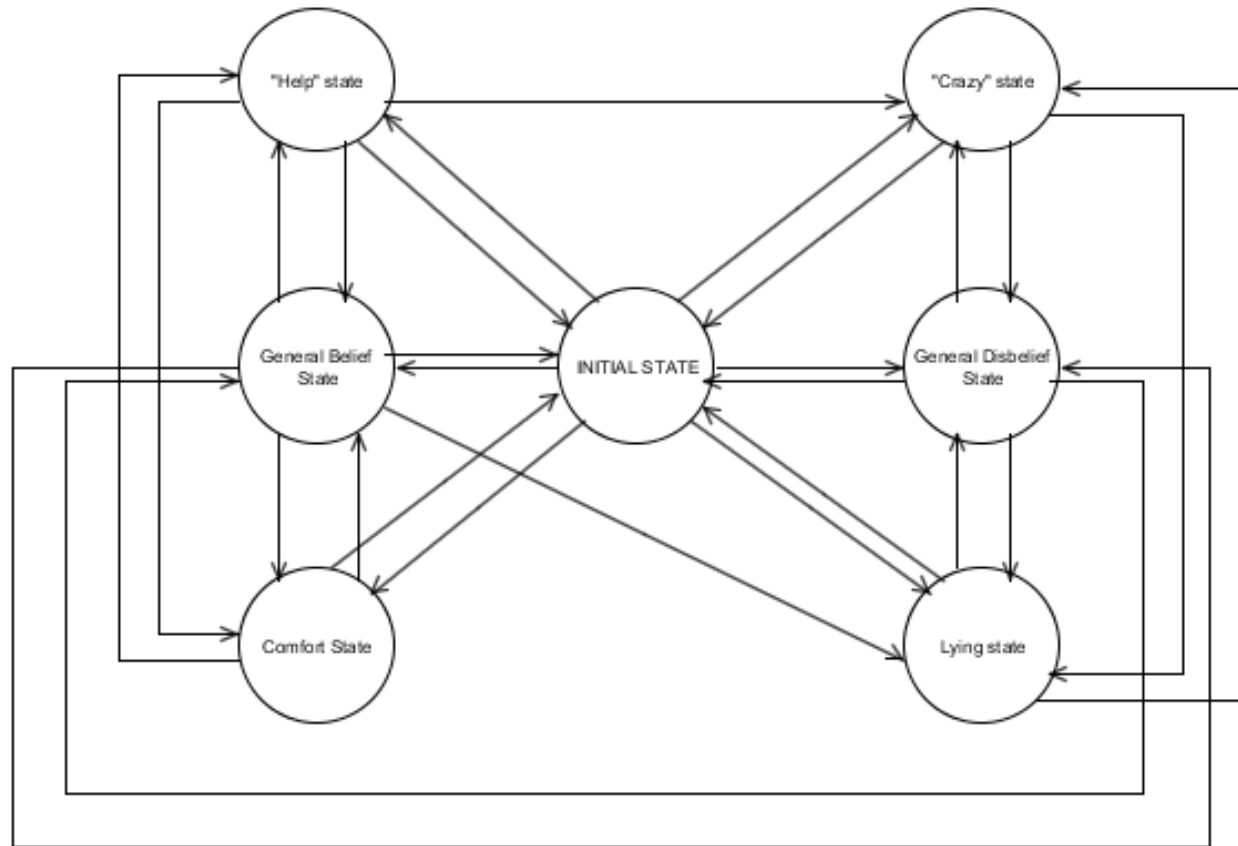


Key Words

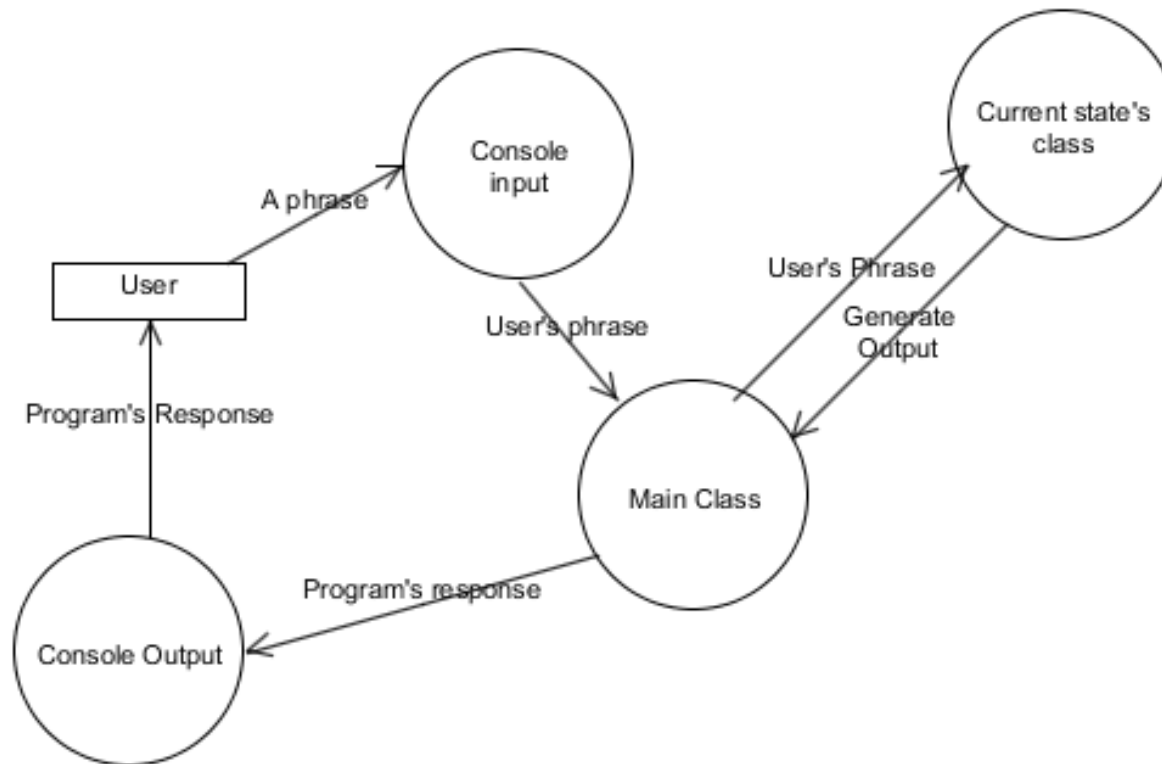
- ▶ Negations: “don’t”, “can’t”, “not” etc.
- ▶ Inquiries: “what”, “why”, “when” etc.
- ▶ State changing key words: “Crazy”, “nuts”, “pshychiatrist”, “mental” make it go to “crazy” state.
- ▶ “Full” is an interesting one, goes from belief to disbelief



State Diagram



Dataflow Diagram



A sample convo where things went well

- ▶ Hey. I'm guessing you already heard...a few days ago I was attacked by a bunch of...well, the best way I can describe them is "sahuagins".
- ▶ Oh really?
- ▶ I guess you believe me then.
- ▶ Actually, I think are full of dancing pandas
- ▶ I guess you don't believe me then.
- ▶ Why were you there?
- ▶ I was just relaxing. It's been a busy week.
- ▶ What did these things look like?
- ▶ Look, I don't know if that's what they were really called. I looked the description up online and this is what I found.
- ▶ What did they look like though?
- ▶ They looked like fish men. They were ugly, green scaly and had fins everywhere.
- ▶ They were an making that incessant hissing noise
- ▶ Okay, I believe you.
- ▶ I guess you believe me then.
- ▶ Were you hurt?
- ▶ It was a pretty close call but I'm fine now. They didn't touch me.
- ▶ You know, these creatures may be dangerous
- ▶ You're right. Somebody could get seriously hurt.
- ▶ We should do something
- ▶ Something definitely needs to be done. Of course, the're's not a heck of a lot we can do when when nobody believes us
- ▶ maybe we are just crazy
- ▶ Well that's just great. You hear what I have to say and just assume I've gone bonkers.
- ▶ or maybe you're lying
- ▶ I'm not lying!



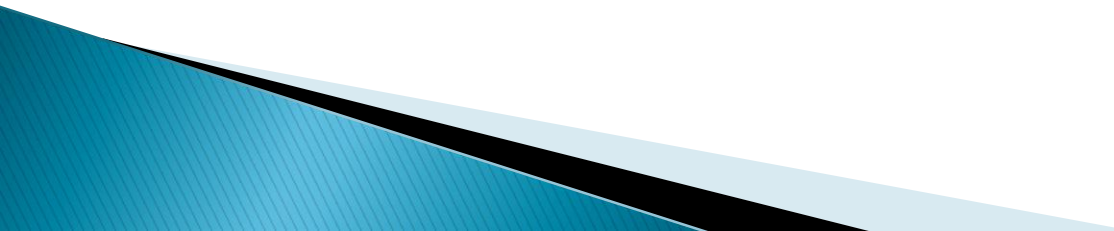
A really bad one...

- ▶ Edwin: I guess you believe me then.
- ▶ User: no youre crazy
- ▶ Edwin: Well that's just great. You hear what I have to say and just assume I've gone bonkers.
- ▶ User: yes you have
- ▶ Edwin: You think I'm Crazy??
- ▶ User: yes
- ▶ Edwin: You think I'm Crazy??
- ▶ User: god damn it yes
- ▶ Edwin: You think I'm Crazy??
- ▶ User: yes
- ▶ Edwin: You think I'm Crazy??
- ▶ User: youre crazy
- ▶ Edwin: Well that's just great. You hear what I have to say and just assume I've gone bonkers.
- ▶ User: kill me now
- ▶ Edwin: You think I'm Crazy??
- ▶ User: no
- ▶ Edwin: You think I'm Crazy??
- ▶ User: as a friend yes



Different Outputs for different states:

- ▶ Edwin: Hey. I'm guessing you already heard...a few days ago I was attacked by a bunch of...well, the best way I can describe them is "sahuagins".
 - ▶ User: How did you escape?
 - ▶ Edwin: Basically I just ran. They were pretty clumsy out of water.

 - ▶ Edwin: Hey. I'm guessing you already heard...a few days ago I was attacked by a bunch of...well, the best way I can describe them is "sahuagins".
 - ▶ User: You are full of obese chickens.
 - ▶ Edwin: I guess you don't believe me then.
 - ▶ User: How did you escape?
 - ▶ Edwin: I ran like hell! I think they tried to catch me, but...I don't know, maybe they just aren't very fast on land and it was like, ten degrees below zero so that might have slowed them down
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SDLC

- ▶ Started doing waterfall, hated it
- ▶ Went with an agile approach
- ▶ Next time, I would have done more planning and interviewed more people early on to find out what they would say to my program




Challenges & Rewards:

▶ **Challenges...**

- ▶ Waited too long to start coding
- ▶ Much of the planning I did initially was scrapped
- ▶ Ended up not planning enough, making my code very messy
- ▶ Should have used a database
- ▶ It is very difficult to come with outputs that make sense and keep the user on track

▶ **Rewards...**

- ▶ It was fun to see my program work (which was not very often)
 - ▶ I now have a better idea of how to handle projects like this
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Questions?

- ▶ Do you folks have any questions?

