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UNDEFINED

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Process

Scrum

GitHub

https://github.com/d3v3lopingCod3/Cosc4p02ChatbotProject

Importance

A chat bot is important for Canada games because it can provide easy access to information for the fans of the Canada games whether they are seeking information on the athletes and their events, tracking current medal count, or trying to get to know more about Canada games themselves.

Objective

Create a chatbot that takes scraped input from a website to generate answers to frequently asked questions. This will involve scraping webpages for frequently asked questions and caching them in a database to be retrieved later; directly scraping websites in response to a question is undesirable as this will contribute heavily to the latency and length of time for a response since the information must be found and used to train the chatbot before returning the answer to the user.

Problem

The problem sought to be solved by this application is one where a user can, in plain English, asks a question and receive an automated and accurate response dictated by data on an arbitrary website.

Technology Stack

Front end: React.js
Back end: Node.js with Socket.io
Database: SQL or MySQL or Firebase?
Scraping: Selenium

Overall Time Plan

Product Backlog: Monday 24th Jan by 23:59

Sprint Backlog: Monday 24th Jan by 23:59

Scrum Meetings: Monday (4:30 – 6:00)

Sprint Review:

1. Friday January 28th (4:30 – 6:00)
2. Friday February 11th (4:30 – 6:00)
3. Friday February 25th (4:30 – 6:00)
4. Friday March 11th (4:30 – 6:00)
5. Friday March 25th (4:30 – 6:00)
6. Friday April 8th (4:30 – 6:00)

Progress Reports:

1) Monday 28th Feb by 23:59
2) Monday 28th March by 23:59

Final Presentation: Monday April 18th - Sunday April 30th