Progress Report 6

Decision Table Editor

ECSE 458 D1/D2: Capstone Project

Fall 2023 / Winter 2024

Group 50

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Meetings

- ➔ Friday February 16th 2024 (Online)
  - ◆ Meeting to complete progress report 5
  - ◆ Planning and grooming tasks and stories for sprint 7
- ➔ Saturday February 17th 2024 (Online)
  - ◆ Progress update with supervisor
  - ◆ Discussion of mid-project presentations and availability
  - ◆ Grooming of tasks and user stories
- ➔ Wednesday February 28th 2024 (In person)
  - ◆ Final preparation for mid-project presentation
  - ◆ Rehearsal and fine-tuning of mid-project presentation

Recent Progress

Between the progress report 5 and now, most of our team's work has been focused on the planning and preparation of the mid-project presentation. The mid-project presentation was held on Thursday, February 29th. Each team member was responsible for a specific point of discussion and the related slides: Lucca was in charge of presenting the overview and motivation of the project, Julien was responsible for the technical progress and functionalities implemented, Justin prepared a live demonstration of the latest version of the product and finally, Yazan was in charge of presenting the details of task distribution and management. We then reviewed together the content and flow of the entire presentation, making sure the timing and cohesion was on point before Thursday.

After the iteration of Sprint 6, we also did a complete overhaul of the structure of the source code, to improve modularity and clarity. We divided the code into 4 logical parts: main, table, UI, and utils. With this structure, each component is responsible for a single, focused aspect of the system, which helps for maintainability and prepares us well for the next features to be implemented as discussed below.

Future Plans

Our future plans for the period until the next report is due are divided into two phases. The first phase is sprint 7 (we are currently in this sprint) which will end on March 6th and our tasks to be completed during this phase are four user stories divided equally among each group member. These four user stories are focused on adding features that improve the logic reduction of rules.

For the second phase, it will entail the duration of sprint 8 which begins on March 7th and ends on March 27th. The next report due will be during the last week of this phase and the tasks we aim to complete are three user stories which will be divided as one user story each for two members and one shared user story between two members as the latter is expected to be more challenging. These three user stories are focused on general logic reduction algorithms similar to the user stories in the first phase.

Ethics and Equity

We did not encounter many ethical issues working on our project. Since it is a software project that relies one hundred percent on user input and relies on their own decision making to come up with a result, ethical issues that can arise are very minimal. The main issue that comes to mind when undertaking a project like this one is data security. Lots of apps nowadays secretly mine data to get a better understanding of their users and this data can be sold to a number of other parties which is a major violation of ethics. Our app does not do this at all, in fact, our app also uses local persistence, the user's desktop, to save any decision table related files therefore on our end there is nothing that can be of any security issue on our end. Our product is one that users can feel safe about using without having the overhead stress of worrying about their data.

In terms of a topic such as intellectual property, the entire app was made from scratch and did not reference any pre-existing products thus this is not an issue either. Every decision made was either from us or from our supervisors in an attempt to do this.

For another popular issue such as user consent, our app, as mentioned beforehand, relies on all decisions and inputs to be made by the user thus they are not pressured to do anything that they are not willing to do. One of the goals of our project was to make something that can be used by anyone of all walks of life. In order to do this we needed to think in terms of accessibility. We used terms that could be understood by anybody, not just software engineers. We also aimed to make the app user friendly and easily navigable thus someone with very little experience with computers would still have an easy enough time getting around and using it.