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**Major Development Project**

**Assignment 2 – Product Demonstration and Documentation**

Student number:570421

Submission Date:

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# Project Introduction

The document presented is the design document for Hull College chatbot. The document shows the considerations taken when developing and designing the whole project.

The project will be a chatbot that will be able to answer questions about the client (Hull College). The project will have the capabilities to be added to their existing systems with ease.

# Pseudo code

# Flowcharts

Flow charts have been made to show the process in how the system/ program will operate. The flow charts have been separated into four diagrams to show different aspects of the system, some of which will use predefined process form other diagrams.

## Text processing

The text processing allows the program to look at words that are stored in a data file. These words are stored from past questions, then each word is assigned a number 0 – 1, depending on if the word could be found. The text processing also uses stemming so a word it processes will be striped down to its route (eg. “programming,” “programmer,” and “programs” can all be stemmed down to program). Stemming is used withing the program in increase proficiency. The project will the use the text processing to aid its answer to the user.

The text processing is used throughout the system, if this section of the system needs to be down again it will be shown within a predefined system in other diagrams.

A diagram of a work flow

Description automatically generated

# Class diagram

# Visual elements

## Colour theory

The colours that were chosen are mixtures of green and blue. The reason these colours were chosen specifically is that green typically represents new growth and new beginnings. Green can also represent a calming atmosphere, in contrast to this blue also represents calming attributes such as the feeling of responsibility, friendliness and peace. The web app portion of the project will mostly use light blues and greens as they provide the most relaxed and calming environments. Considering the project will be used in an education environment, the developer thought these colours would invite students to use the system.

The system also uses a white that has a tint of blue to use for a background, as they allow for text to stand out. Text colours will widely depend on what colours the text is above, if the colour is a dark colour, then text will be white, then if text is a light colour, then it will be black. Have text colours like this will then help users who may struggle to read from different contrasts. Some elements may also use a dark shadow to make some elements pop up, but will not affect elements like text and buttons, this way users will still be able to take existing elements of the project.

A blue background with black text

Description automatically generatedAll colours and Hex codes are shown in the image below.

## Web Wireframes

Below are web frames that shows how the project will look to user once implantation. All web frames have a low-fi and a high-fi virent. The low-fi diagram shows a simple design that only shows the base design with elements the user may need to use. The hi-fi shows all colours and possible fonts that the colour. Both sets of wireframes show a demo page, the demo page will be used to demo parts of the project and will not be a part of the final system.

### Low-fi

A screenshot of a wireframe

Description automatically generated





A diagram of a picture

Description automatically generated

### Hi-fi



A diagram of a chat

Description automatically generatedA screenshot of a computer

Description automatically generated

# Use Case Diagram

The project has two users that will interact with the system; however, the use case diagram shows three. The third user is the machine learning AI. The reason the AI has been added is it acts like a user as it answers the user’s questions. The other two users are users within the client’s origination and the customer or students. For the purpose of simplicity, The diagram has narrowed users down to user/customer and client.

A diagram of a chatbot system

Description automatically generated

# Project structure diagrams

The project will complete many tasks by using multiple files in different orders. The diagrams below show how different users of the system will interact with it. The system has been split into sections of the program for simplicity.

## UI Structure

A diagram of a computer

Description automatically generatedThe Project has two different UI that users cab use. They both use the same Java Script files to retrieve the data from the app.py file (server). The smaller UI uses jQuery to access the UI files needed to display the chat. The project uses jQuery so the chatbot can be accessed on any page of the clients existing system. In the diagram below this is shown through index.html however in practise they can be any webpage that the client may have.

## Training model Structure

The project needs a way train the chatbot to recognize new responses as well as ensure that the chatbot will recognise responses over time. To do this the client will need to run the training program, then they will be able to start the chatbot app back up and all training data will apply. Files such as **intents.json , model.py, textprocessing.py** and **data.pth**. Files here are used else whereas the project follows the object ornated programming as functions, classes and data in them files are used elsewhere.

A diagram of a training model

Description automatically generatedThe training model will be only be ran server side and base users such as customer will not be able to see or run the code. The training model does not need to run in conduction with the chatbot and only needs to be ran when updating the chatbot, then the chatbot can be ran on its own

# Testing log

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Test Num | Test name | Data | Expected outcome | outcome | Success | Actions |
|  |  |  |  |  |  |  |

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Chapman, C. (2021). *Color Theory for Designers, Part 1: The Meaning of Color* [Online]. Available at:[*https://www.smashingmagazine.com/2010/01/color-theory-for-designers-part-1-the-meaning-of-color/#:~:text=Green%20(Secondary%20Color)%20%23&text=It%20can%20represent%20new%20beginnings,of%20the%20energy%20of%20yellow*](https://www.smashingmagazine.com/2010/01/color-theory-for-designers-part-1-the-meaning-of-color/#:~:text=Green%20(Secondary%20Color)%20%23&text=It%20can%20represent%20new%20beginnings,of%20the%20energy%20of%20yellow)[Accessed: 19/04/2024]