



Inspiring Excellence

CSE470: Software Engineering Project Report 2 Project Title:

Interactive Storytelling Platform

Group No-06, CSE470 Lab Section-13, Spring 24

ID	Name	Role	Development Roles	Status
23241085	Omor Bin Amjad Chowdhury	Scrum Leader	User Profile	Finished
21301080	Md Sayem Mottakee	Team Member	Menu	Finished
			Create Room	Finished
			Join Room	in Progress
			Chat	in Progress
21301016	Ariful Islam	Team Member	ChatBot	Finished
21301088	Md Muntasir Mahmud Amit	Team Member	ChatBot Join Room	Finished in Progress

Section No	Content	Page No
1	Introduction	3
2	Functional requirements	3-4
3	Progress Overview	4-5
4	Work Completed	5-8
5	Work in Progress	8-9
6	Reflection and Lessons Learned	9-10
7	Team Collaboration and	10-11
8	Communication Next Steps	11-12

2

Introduction

The **Interactive Storytelling Platform** aims to create an online community where users can create, share, and interact with storytelling content. The primary goal is to provide a collaborative environment for writers, readers, and other content creators. This project provides students with hands-on experience in software development, following Agile methodologies to build a fully functional software application from scratch.

Functional requirements

Functional requirements are divided into multiple modules:

Module-1:

1. Login
2. Signup/Registration
3. Password reset/Forgot password
4. Firebase connection with the project

Module-2:

5. [User Profile](#)
6. [ChatBot](#)
7. [Menu Bar](#)
8. [Create Room](#)
9. [Join Room](#)
10. [Chat](#)

3

Module-3:

11. First requirement
12. Second requirement
- 13.
- 14.
- 15.

Module-4:

16. First requirement
16. Second requirement
- 17.
- 18.

19.

20.

Progress Overview

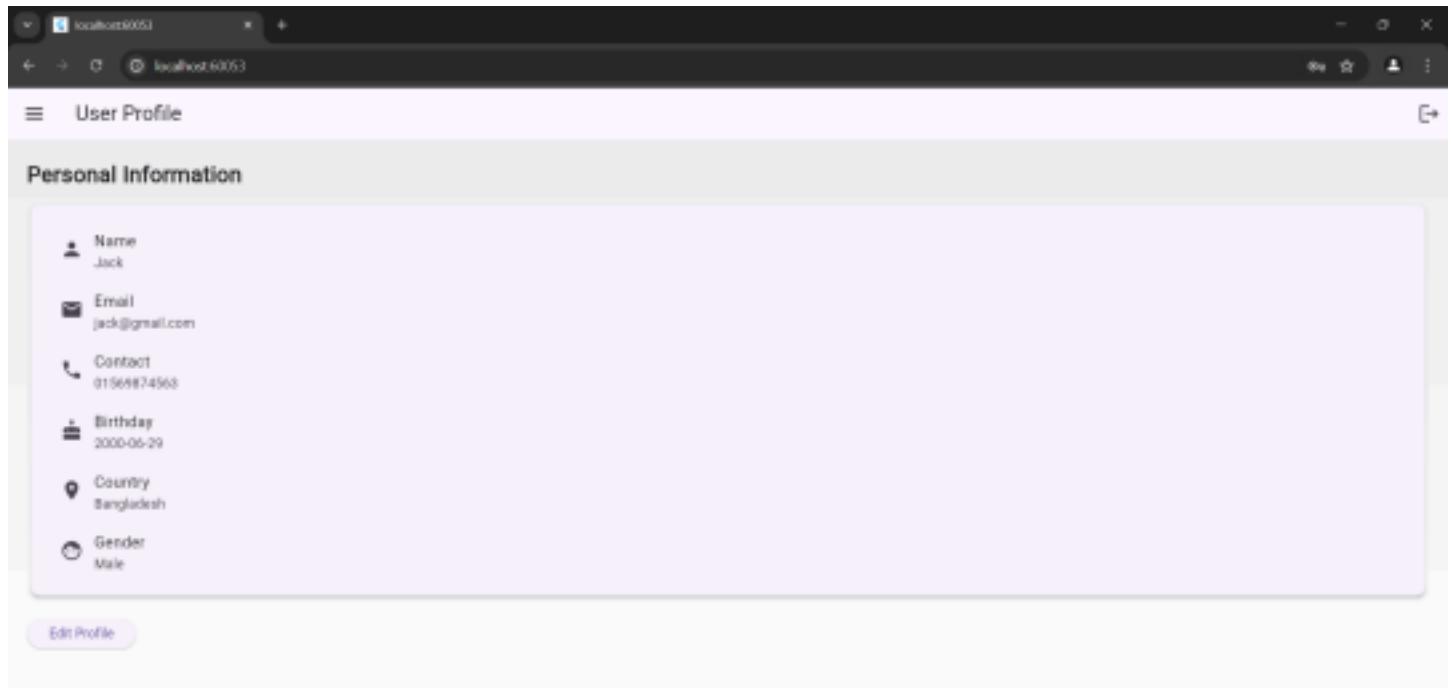
The Interactive Storytelling Platform has made significant progress across Module-1 and Module-2. Module-1 features including Login, Signup/Registration, Password Reset/Forgot Password, and Firebase integration are successfully implemented. In Module-2, completed features such as User Profile, ChatBot, Menu Bar, and Create Room enhance user interaction and functionality. Currently, efforts are focused on finalizing the Join Room feature to enable user participation in themed rooms and completing the Chat feature for seamless

4
communication. Future plans include implementing admin controls, user settings, and refining existing features to ensure a cohesive and engaging user experience throughout the platform.

Work Completed

Omor Bin Amjad Chowdhury:

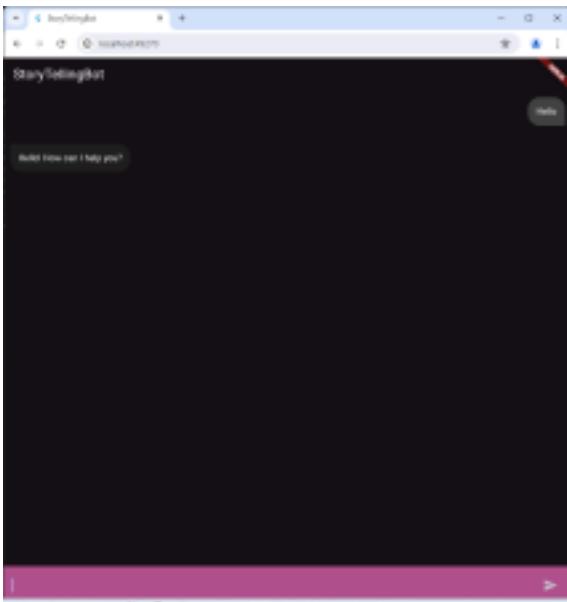
User Profile:



The User Profile interface presents a clean, user-friendly design . Users are greeted with a prominently displayed profile picture at the top of the screen. This visual element adds a personal touch to the user's account and helps in quick identification.

Below the profile picture, the interface displays the user's name in large, along with other information in clear text. This ensures that users can easily confirm they are viewing their own profile.

Ariful Islam & Md Muntasir Mahmud Amit:
ChatBot:



This chatbot is a software application that simulates human conversation through text interactions. It responds to user queries, provides information, or performs tasks. For an interactive storytelling platform, a chatbot enhances the user experience by engaging readers in dynamic, conversational narratives. It can guide users through the story, respond to their choices, and adapt the plot based on user interactions, creating a personalized and immersive storytelling experience.

The screenshot shows the Dialogflow console interface. On the left, there's a sidebar with various project settings like 'Dialogflow essentials', 'Intents', 'Entities', 'Events', 'Training phrases', 'Validation', 'Metrics', 'Analytics', 'Predictions', 'Inventories', and 'Logs'. The 'Intents' tab is selected. In the main area, there's a search bar at the top with 'Who created you?' typed in. Below it, there are sections for 'Contexts', 'Events', and 'Training phrases'. A yellow warning box says: 'Template phrases are deprecated and will be ignored in training soon. Learn details'. It explains that users can now add expressions directly to the intent. There are two training phrases listed: 'What is Storytelling Platform?' and 'who is your creator?'. At the bottom, there's a section for 'Action and parameters' with a button 'Extract the action and parameters' and a note about parameters being specific values extracted from a user's request. A 'Save' button is visible at the top right.

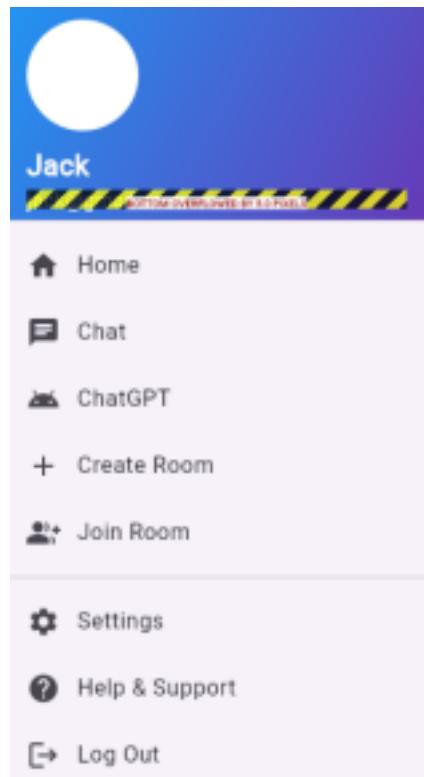
6

The chatbot's interactions are managed using Dialogflow for our interactive storytelling platform. Dialogflow allows users to create sophisticated conversational experiences by defining intents, entities, and contexts, which guide the chatbot's responses based on user input. This enables the chatbot to engage users in dynamic and

adaptive storytelling, responding to their choices and driving the narrative forward in an engaging way.

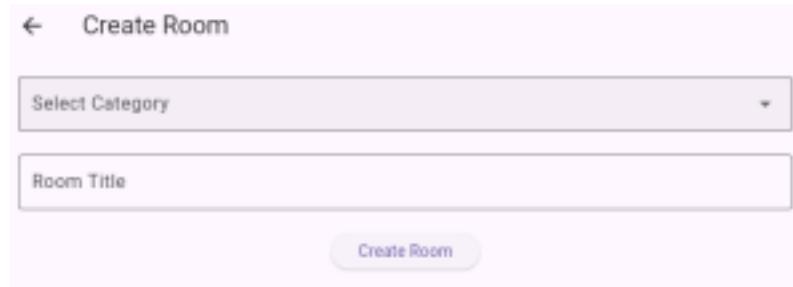
Md Sayem Mottakee:

Menu:



The menu in the Interactive Storytelling Platform includes options for navigating to the user profile (Home), viewing the chat list (Chat), interacting with the chatbot (ChatBot), creating new rooms (Create Room), and joining existing rooms (Join Room).

Create Chat Room:

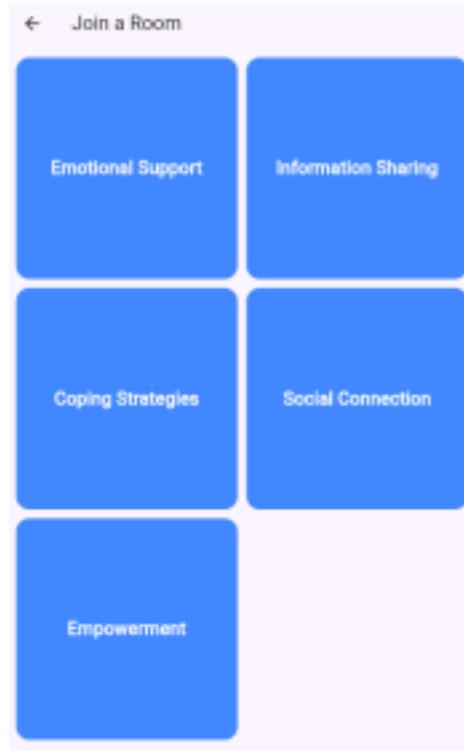


The screenshot shows a 'Create Room' form. At the top left is a back arrow icon and the text 'Create Room'. Below it is a dropdown menu labeled 'Select Category'. Underneath is a text input field labeled 'Room Title'. At the bottom right is a blue 'Create Room' button.

The Create Room feature allows users to initiate new chat rooms by selecting a category (Emotional Support, Information Sharing, Coping Strategies, Social Connection, Empowerment) and providing a title for the room, thereby creating a space for specific types of interactions and discussions.

Work in Progress

Md Sayem Mottakee & Md Muntasir Mahmud Amit:
Join Room:



Information Sharing Room

Scam by phising link
Room ID: Go0AU0FoDWkMaFE6lrUY

The Join Room feature enables users to find and join existing chat rooms by selecting any one of the five categories. Users can view the list of available rooms in their chosen category; however, the functionality to join these rooms is not yet complete, as users can currently only see the room list without being able to join.

Chat:



The Chat feature allows users to see all the chats they are connected with. However, this feature is not yet finished, and currently, no chat list is being displayed.

Reflection and Lessons Learned

1. Modular Development Approach: The team has successfully implemented a modular approach to development, breaking down the project into distinct features. This has allowed for parallel development and clearer task allocation among team members.

2.Importance of User Interface Design: The completed features, such as the User Profile and ChatBot, demonstrate a focus on user-friendly interfaces. This suggests the team has recognized the importance of good UI/UX design in creating an engaging platform.

3.Agile Methodology in Practice: The project's progress shows evidence of an agile approach, with some features completed and others in progress. This iterative development process allows for flexibility and continuous improvement

4.Challenges in Feature Integration: The ongoing work on features like Join Room and Chat indicates that integrating complex, interactive features can be more time-consuming than initially anticipated. This highlights the importance of realistic time estimation in project planning.

Balancing Feature Development: The team has made progress on various aspects of the platform simultaneously (user management, chat functionality, room creation). This balanced approach ensures the platform develops cohesively rather than being skewed towards one particular aspect

5.Technical Skill Development: Working with technologies like Firebase for backend integration and Dialog Flow for the chatbot has likely enhanced the team's technical skills in these areas.

Team Collaboration and Communication

The Interactive Storytelling Platform project is being developed by a team of four members, each assigned specific roles and responsibilities. The team structure includes a Scrum Leader and three team members, indicating the use of Agile methodologies in project management.

We maintained communication within the team through regular meetings, potentially including daily stand-ups to discuss progress and roadblocks. Our collaboration on technical aspects of the project is evident in the shared work on features like the ChatBot, which was implemented by two team members of our group working together. This suggests effective knowledge sharing and pair programming practices within the team. The clear division of tasks among team members, as shown in the development roles, indicates good task allocation and resource management. This structure allows each team member to focus on specific areas while contributing to the overall project goals. We maintain documentation of our progress, as evidenced by this detailed project report. This practice helps in keeping all of our team members informed about the project's status and future plans.

Next Steps

Completion of Current Tasks:

- Finalize the implementation of Menu Bar, Create Room, and Join Room functionalities. •
Conduct thorough testing to ensure all features meet performance and usability standards.

Development of Admin Controls:

- Initiate planning and implementation of admin control features.
- Define roles, permissions, and management tools to oversee user interactions and content within the application.

Implementation of Settings and Customization:

- Integrate settings options for users, including profile management and preferences.
- Enhance user experience through customizable themes and notification settings.

Preparation for Module-3:

- Outline objectives and requirements for the subsequent project phase.
- Align development priorities with stakeholder expectations and project goals.

Feedback and Iteration:

- Solicit feedback from stakeholders and end users on Module-2 functionalities.

- Incorporate feedback to refine features and enhance overall application usability. 12