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COSC 4P02 Progress Report

1- Write the name of the group and the list of your group members.

Group Name: Bluesprint.

Group Members: Harmandeep Mangat, Owen Bryan, Hossam Ibrahim, Muditaa Annauth, Nimish Mahajan, Ridwaan Toure, Peter Hrynuik and Waqas Qurban.

2- Include a brief list/description of the features (subsystems) you planned to implement in each sprint and whether or not you accomplished them.

Sprint Backlog:

Sprint 1:

Backend features:

- Chatbot: The main chatbot system was created, which can respond to greetings and simple questions. (Harmandeep)
- Scraper: Creating the Django Python framework to build the scraper as well as getting Key/value pairs to use for URL. Estimated a working parser but fell short. (Ridwaan)

Frontend features:

- Text box and clear button: The text box, where the user will type his query, was built. A clear button was built, which clears the text box of any input the user has made. (Owen)
- Spinning effect: A spinner class was implemented, which will appear when the user has submitted his query and is waiting for a response. (Muditaa)
- Home page: A home page was created for the Niagara Games 2022. (Peter)
- Chat display: On the chatbot page, the user's queries and the chatbot responses can be scrolled through (the area for this has been assigned). (Waqas)
- Chatbot display: The chatbot display, before any conversations occur, has been created. (Hossam)
- Help button: A help button was created, which currently leads to an empty page. (Nimish)

Sprint 2:

Backend features:

- Scraper: Transitioned from original python scraper to using selenium, added XPATH's and was able to get data from webpage, successfully. (Ridwaan)

Frontend features:

- Send button: The send button (which will work with the text box from Sprint 1) was built. The user will be able to submit the queries through it. (Waqas)
- Integrate all frontend components: The individual frontend components from Sprint 1 (except for the spinning effect) were put together, along with the send button mentioned above (Owen, Hossam, Muditaa)
- Brock University chatbot page: A button to link to the Brock chatbot (Nimish)
- Brock University chatbot main page: A home page was to be created (with Brock logo and colors) (Peter)

The first 2 sprints have been successfully completed, but the frontend features for the Brock University chatbot have not been added yet. The team members focused on completing the Niagara Games 2022 chatbot before moving on to the next one.

3- Include a brief list of features (subsystems) that you plan to implement in the following sprints.

Sprint 3:

Backend features:

- Scraper/Database: The database, for holding information about the different components of the Niagara Games 2022, is to be created (relationships between player, location, game and contingent to be established).
- Scraper/Chatbot: The chatbot and the scraper will be added together, for queries and responses to be specific to what the user is looking for.
- Scraper/Website: The chatbot and the website will be integrated, as the chatbot is currently being operated through a console (JSON communication)

Frontend features:

- Mobile/Computer usage: The website should be working both on mobile phones and desktop browsers.

Sprint 4:

Backend features:

- Scraper for Brock University chatbot will be created.
- Chatbot for Brock University will be built.
- Testing for the Niagara Games 2022 chatbot with test cases created for this specific chatbot.

Frontend features:

- Conversation viewing option: A button for the user to be able to view the conversation between him and the chatbot in a text file format (with no text display output).
- Implement the button for the frame rates.
- Polish the frontend features.

Sprint 5:
Backend features:

- Merge the Brock University chatbot and its corresponding scraper.
- Merge the Brock University chatbot and its website.
- Testing for the Brock University chatbot with specific test cases.

Frontend features:

- Help button: The button's link (on the main page) will lead to help documentations (written explanations, videos and email to discuss any issues with the chatbot creators directly).

4- Include screenshots if you have a working version of the system.

Figure 1: Main menu page for Niagara Games 2022 chatbot (with the official logo)

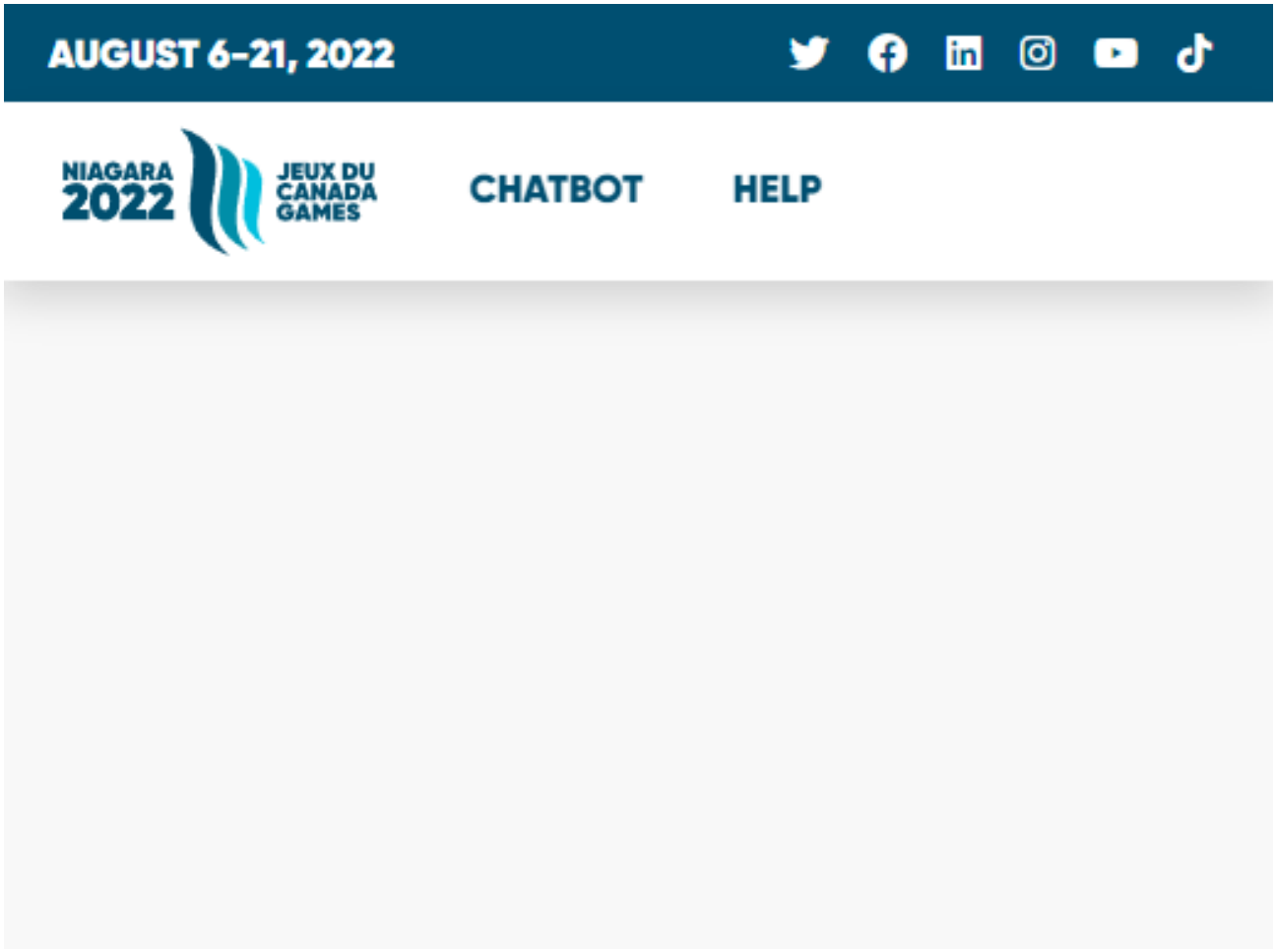

Figure 2: Niagara Games 2022 chatbot option in the official Niagara Games 2022 website. (https://niagara2022games.ca/). This is to show how the chatbot option can be implemented into their website.

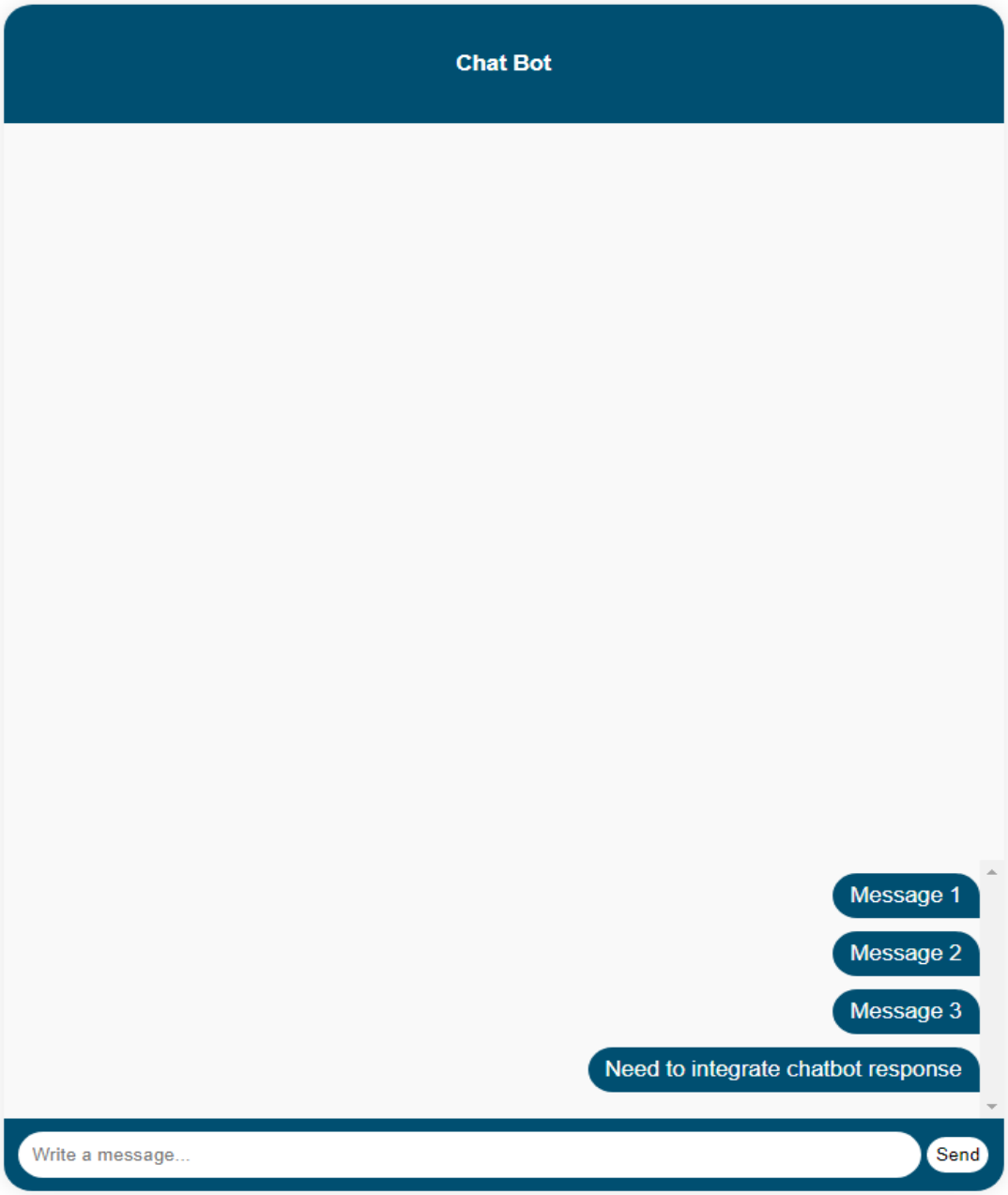

Figure 3: Niagara Games 2022 chatbot

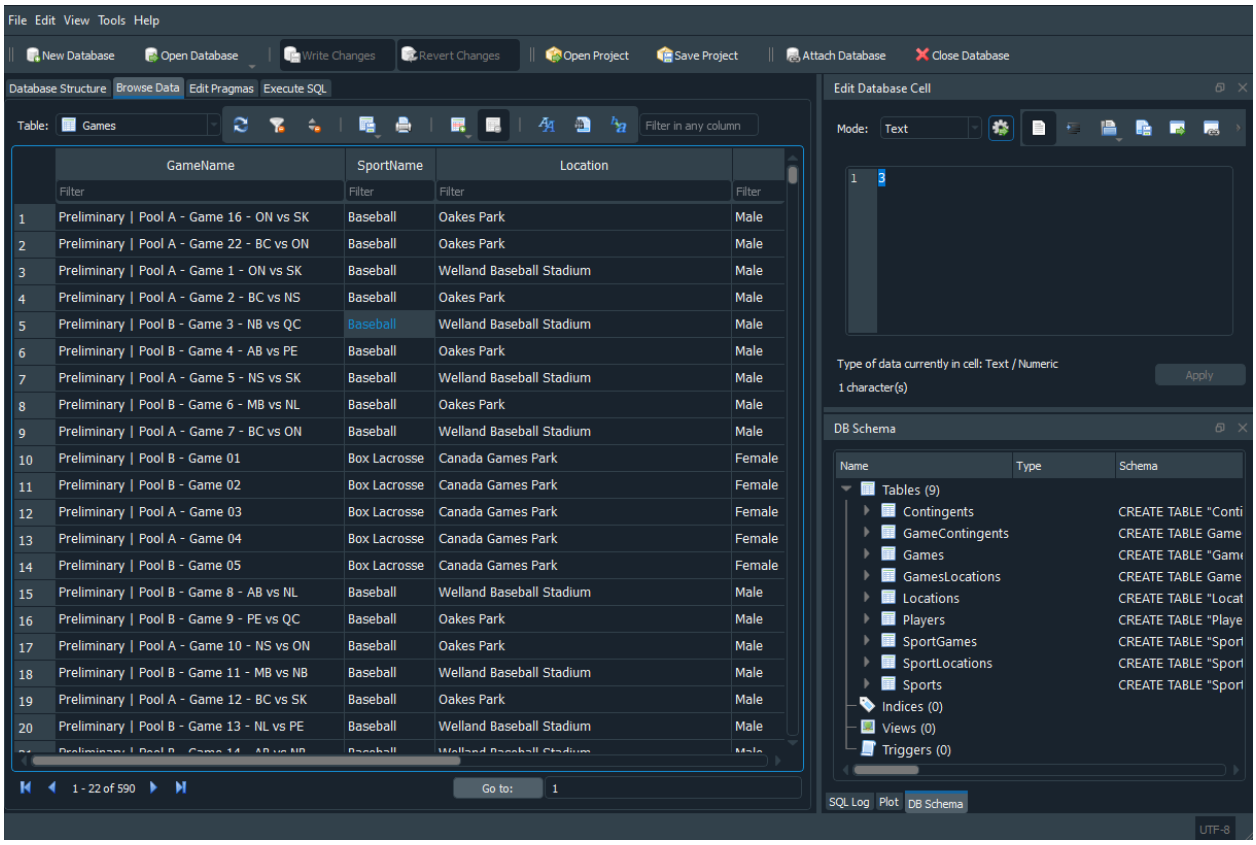

Figure 4: Database for the website

5- Mention any issues you encountered.

Harmandeep: I have encountered no issues.

Hossam: I had trouble centering the navigation menu to the center of the top bar. The solution was to center the text alignment.

Owen: I have no issues currently.

Nimish: I have no issues.

Waqas: Formatting all the components of the style sheet for the chat display took me time to figure out.

Ridwaan Toure: Lack of database, Original Python Url scraping method was inadequate so switched to Selenium.

Muditaa: I have not faced any issues for the first 2 sprints.

Peter: Everything is going as expected.

6- Describe the contributions and achievements of each member of the group.

Names beside the backlog indicate who has or is working on that component.

7- And anything else you would like to add.

There are no further issues to be discussed by the team members.