**Project Plan – COSC 310 Assignment 2**

Team 31

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Project Description:

The project consists of a chatbot built in Electron; the chatbot comes with a generic visual interface to ensure simplicity of use and understanding. (Apparently this is extra credit for the next assignment, which we weren’t aware of until it had been implemented.) The chatbot takes on the role of a doctor, who can be asked questions about different symptoms and describe the likely illness and remedy. Thus, the user takes on the role of a patient.

GitHub repository can be found at: <https://github.com/cosc310-project/chatbot-app>

Software Development Lifecycle (SDLC): **Waterfall**

Rationale:

With a smaller project such as this one, we found it reasonable that we would be able to use the waterfall model. While in principle it can be hard to accommodate change once a phase is finished, the project is on a relatively small scale, and we agreed that we would be able to finish the phases without much difficulty.

SDLC Phases: (at least two tasks need subtasks)

* Establish requirements
  + Determine programming language and IDE
  + Determine roles of user and agent
  + Determine topic of discussion
  + Establish and set up GitHub repository
    - Add members to GitHub repository
    - Create GitHub project
    - Add tasks to GitHub project
* System and software design
  + Study requirement specifications (from prior phase)
  + Specify system requirements
  + Define system architecture and tools
* Implementation and Unit Testing
  + Begin development in units
  + Test units
  + Fix units
  + Repeat 1-3 until units are finished
* Integration and Testing
  + Integrate units into main system
    - Push units to GitHub
    - Ensure no conflicts in integration
  + Ensure team members all up to date
  + Test system for faults/failures

Work Breakdown Structure (WBS):

[[chart goes here]]

Gantt chart:

[[chart goes here]]

Program Limitations:

* Limitation 1
* Limitation 2
* Etc…

Sample Output:

(30 turn dialogue with good/feasible conversation)

Improper Handling:

(2+ short dialogues where agent cannot handle conversation properly)