

Socrates Sim: A User Simulator to Support Task Completion Dialog Research

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Abstract

The main objective of this project is to ...

Acknowledgements

I would like to thank ...

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Chapter 1: Introduction

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1.1. Prior Work

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1.2. Project Goals

...

Chapter 2: Design

2.1. Introduction

...

We defer discussing the implementation details until the Implementation chapter (Chapter 3).

Chapter 3: Implementation

We presented the design of the system in the Design chapter (Chapter 2). This chapter describes how we implemented it.

3.1. Implementation Overview

Chapter 4: Development

This chapter discusses the tools and methodologies employed in the code development of this system.

4.1. Development Tools

For this project we used Subversion (?) as the version control mechanism.

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4.2. Development Methodologies

...

and Test Driven Development (TDD) (?).

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Chapter 5: Summary and Conclusions

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In conclusion, I ...

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5.1. Lessons Learned

There are many lessons learned from the project.

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5.2. Limitations and Known Issues

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References

Appendix A: Application Code