

THE CHATBOT PROJECT

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I. PROJECT PHASES AND OBJECTIVES

A. PROJECT OVERVIEW

The ChatBot project aims at developing a basic chat robot web application based on the QnA (Question and Answer) chat process.

It also aims at bringing together a group of individual developers to work as a team and instil the habits of collaboration, continuous learning and partnership.

The timeline for the project, from inception to deployment is two months (60 days).

B. PHASES AND OBJECTIVES

1. PHASE ONE – INFORMATION GATHERING (3 DAYS)

This aim of this phase is to create a solid understanding of the following:

- PURPOSE

The purpose this project is to bring together a group of individual developers to work as a team and instil

the habits of collaboration, continuous learning and partnership.

- GOAL

The goal is to develop a basic chat robot web application based on the QnA (Question and Answer) chat process while strictly adhering to the above stated purpose.

- TARGET AUDIENCE

The group itself and possibly a small crowd of users.

- CONTENT

The specific line of chat for the chatbot to follow, additional project information and resources needed.

2. PHASE TWO – PLANNING (10 DAYS)

Using the information gathered from phase one, the objectives in phase two are thus:

- PROJECT MAP

This is composed of a list main topic areas of the project, as well as sub-topics. This serves as a guide to what content will be used in the project, especially

developing an easy to understand (for newbie developers) and extendable project plan.

- TECHNOLOGIES

Also, the technologies and in what capacity are to be clearly stated in this phase

3. PHASE THREE – DESIGN (7 DAYS)

- LOOK AND FEEL

This is determined from the information gathered above.

- USER INTERFACE PROTOTYPE

On the conclusion of the above, the UI prototype is to be made and concluded on.

- BACKEND PROTOTYPE

- CONCLUSION ON OVERALL DESIGN/PROTOYPE

4. PHASE FOUR – DEVELOPMENT (20 DAYS)

- SUMMING UP OF ALL RESOURCES FROM PROTOTYPE

- DEVELPOEMENT OF SHELL/LANDING PAGES

- REVIEW OF PHASE TWO AND PRESENT
DEVELOPMENT STAGE
- VALIDATION OF PREVIOUS STEPS OF CURRENT PHASE
- FINAL DEVELOPMENT STAGE
- REVIEW OF ENTIRE PHASE

5. PHASE FIVE – TESTING AND DEPLOYMENT (10 DAYS)

- UI TEST
- FUNCTIONALITY TEST
- PERFORMANCE TEST
- COMPATIBILITY TEST
- VALIDATION TEST
- OPTIMIZATION
- UPLOAD OF FINAL PROJECT FILES

6. PHASE SIX – MAINTENANCE

- CONTENT UPDATE
- CODE MAINTENANCE
- FILE BACKUPS
- ADDITIONAL PLUGIN INSTALLATION (OPTIONAL)

II. TEAM LISTING AND OBJECTIVES

A. FRONT-END TEAM

The objectives of this team are thus:

- UX (USER EXPERIENCE) DESIGN
- UI (USER INTERFACE) DESIGN
- UX AND UI DEPLOYMENT

B. BACK-END TEAM

The objectives of this team are thus:

- DB (DATABASE) DESIGN
- SERVER-SIDE SCRIPTING

C. INTEGRATION TEAM

The objectives of this team are thus:

- RESOLUTION OF CONFLICTS BETWEEN FRONT-END AND BACK-END
- VALIDATION OF TECHNOLOGIES USED
- CODE VALIDATION
- UPHOLDING DESIGN PRINCIPLES
- TASK SCHEDULING

III. CURRENT TEAM MEMBERS AND TASKS

A. FRONT-END TEAM

1. JO
2. MADU
3. FAITH
4. EKPO.D
5. MOYO
6. PATRICK
7. BASHIR
8. SHENKY
9. ABAYE

B. BACK-END TEAM

1. DOLANI
2. OZAZ
3. PETERS
4. OSAZ
5. BIGGIE

C. INTEGRATION TEAM

1. EKPO.D
2. OZAZ
3. OSAZ

IV. REFERENCES

A. HOW TO BUILD AN APP IN TEN STEPS, from -

http://www.htmlgoodies.com/tutorials/getting_started/how-to-build-an-app-in-ten-steps.html

B. WEB APPLICATION DEVELOPMENT PROCESS, from -

<http://www.comentum.com/web-application-development-process.html>

C. 6 PHASES OF THE WEBSITE DESIGN AND DEVELOPMENT PROCESS,

from - http://www.idesignstudios.com/blog/web-design/phases-web-design-development-process/#.Vsi5_FnWNaU