

Brock University Chatbot Project Proposal

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1. Proposal Introduction & Overall Description

Brock University is home to thousands of students and academics from all over the world, with more and more students and resources being added year after year. Through the rise of the Covid-19 pandemic, it is imperative that students and faculty members can access information in an extremely quick and controlled fashion.

Ideally, the goal of our group and in turn this project is to create a chat-bot that will be able to provide users, such as Students, Faculty, and Canada Summer Games visitors, with accurate information in an extremely quick and efficient way, in regards to various aspects of Brock University along with the 2022 Canada Summer Games.

2. Problem Statement

The problem to be solved, highlighted by the rise of the pandemic, is that there is a complete lack of ability to look for information in a remote way that is both easy and efficient.

3. Objectives

The objective of this project is to create an all-encompassing virtual chat-bot experience that allows all types of users, whether it be students, faculty, or visitors to access information quickly and easily, all while providing a memorable experience for the user. The chatbot will be made to provide accurate information through a variety of platforms in an easily accessible and efficient manner, while also providing a degree of cost reduction through the process of automatization of basic customer interactions.

4. Importance

The project can be viewed as important for a multitude of reasons, the first of which boils down to the Pandemic itself. (Brock University/Summer Games) does not at the moment have a one-stop information center for providing users with critical information. Through the rise of the pandemic, it is critical for safety and security for users of all types. This includes those that may be immunodeficient among others, to be able to access information just as quickly and easily. The development of this chatbot will allow every type of user to have a common experience of excellence in which they can have access to resources such as, Course/Program information, Faculty information, Clubs/Mental health resources among various others.

5. Code Version Control

The software will be developed and maintained using Git and a Github repository. This will be used to develop and maintain the software within increments. This repository will include various attributes, including group reports along with the code for various types of product versions throughout the development process. This repository will also include a README file which will include basic information on the Chatbot being created, along with basic information on the Project development team.

Github Link: <https://github.com/jakobshortell/COSC4P02Chatbot>

6. Software Engineering Process

The Software Engineering process that we have decided to use when developing for this project is the use of SCRUM methodology, which focuses on managing iterative development. The reason for this is that although the major requirements are already known, there is a possibility of changes within the requirements, so using this methodology will not hold up progress. Through the use of daily scrum meetings, the product's (the chatbot) development can be broken down into manageable chunks. It allows everyone in the team to have complete visibility of the project along with being able to have the ability to develop with a communication-centered mentality when working towards set goals. This methodology will allow for the reviewing of work at the end of the sprint so that the Product owners can review the functionality for the developed implementation of the current sprint, which allows for future changes to be addressed.

The sprints should be limited to about one to two weeks long at the maximum with a 2 week period being the desired timeline. This is due in part to the constrained timeline that we are working with. Keeping things short will allow the software development team members to address problems that have been left behind from previous cycles along with testing different aspects of the system promptly.

7. Weekly Meetings (Tentative)

Daily Scrum Meetings: Every Tuesday at 6:30 PM EST Starting 3rd Week

Every Friday at 6:30 PM EST Starting 3rd Week

8. Timetable

Week	Objective
Week of January 10th (Due Jan 17th)	Work on the Project Proposal
Week of January 17th (Due January 24th)	Finalize the Product Backlog and Sprint Backlogs
Week of January 24th	Begin 1st Development Sprint
Week of February 7th	2nd Development Sprint
Week of February 21st (Due February 28th)	Work on First Progress Report
Week of February 28th	3rd Development Sprint
Week of March 14th	4th Development Sprint
Week of March 21st (Due March 28th)	Work on Final Progress Report & Continue Development Sprint
Week of March 28th	Final Development Sprint
Week of April 4th	Designate team members to work on Presentation and Reports
Week of April 11th	Continue to work on Presentation and Final Report
Week of April 18th onwards	Present Final Product and Reports (Date TBA)