

Project Proposal

Objective

Brock University is a post-secondary institution located in St. Catharines, Ontario with a student body exceeding 19,000 students. Every year students from around the world attend Brock to study under one of its seven diverse faculties. Often these students need guidance and help to navigate the campus, find relevant course information, and make general queries about the Brock experience. Much of this information can be found on the Brock website, however, this information is not always easily accessible. The goal of this project is to develop a chatbot to make this information more easily accessible to current and future Brock students. The chatbot will be a web based application where students can quickly and easily ask questions. The chatbot will then either provide an answer, or a general suggestion based on identified keywords.

In the summer of 2022 the Canada Games will be hosted by the Niagara region in Ontario, Canada. This will bring significant tourism to the region, and by extension Brock University. Especially considering that Canada Games Park, a community and athletics complex that will serve as the central site for the 2022 Canada games, has been built on Brock's main campus. Accordingly, the chatbot developed for accessing University information will ideally have a flexible design that allows it to accommodate an additional information database for and serve a second function as a Canada Games-informative Chatbot.

The development team will use the Scrum framework. Scrum development is completed in increments where a set amount of work towards a feature is designed, developed, and tested during a ~2 week sprint. At the conclusion of each sprint, a potentially shippable iteration of the product should be available. Scrum is highly collaborative and involves frequent meetings within the team to manage the workload. It utilizes reviews and retrospectives to improve and grow the collaboration within the team. When the product backlog is exhausted and all sprints are completed, a finished product will be presented.

Development Team

Greg Pogue 4583993 (Team Leader)

Joel Jacob 6603245

Madeline Janecek 6436620

Sam Langdon 6180137

Brendan Park 6541288

Kylee Schram 6131726

GitHub page

<https://github.com/janecekm/COSC4P02Project2022>

Timetable

January 17, 2022 - Project Proposal submitted

January 24, 2022 - Product and Sprint backlog submitted (Design complete)

February 28, 2022 - Progress Report 1 (40% of Product Backlog complete)

March 28, 2022 - Progress Report 2 (80% of Product Backlog complete)
April 18, 2022 - Project Completion

Scrum meetings will be held twice weekly at 4:30pm Monday and 4:30pm Friday
Sprint reviews will be held biweekly at 4:30pm Monday
All meetings will be held online with meeting notes available