

COSC310 Assignment #2

Project Group #8

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**All detailed documentations at full size can also be found under the “documentations” folder in [Github Repository](https://github.com/COSC310-Project-Group-8/AssignmentTwo) (<https://github.com/COSC310-Project-Group-8/AssignmentTwo>), figures included in this document are merely meant as an overview.

[Presentation Link](https://www.youtube.com/watch?v=qOvMm_9t9D4) (https://www.youtube.com/watch?v=qOvMm_9t9D4)

Project Description

Our goal is to make a Gym Helpline agent. A user may have a variety of questions about a gym and we hope the agent may act as a supplement to a “Frequently Asked Questions” page. Information provided by the agent can be one of several simple topics, such as, available trainers, equipment provided, opening and closing hours and other services provided by the gym. This will allow the gym to provide answers to potential clients without having one or more human agents on call at times.

[Repository](#)

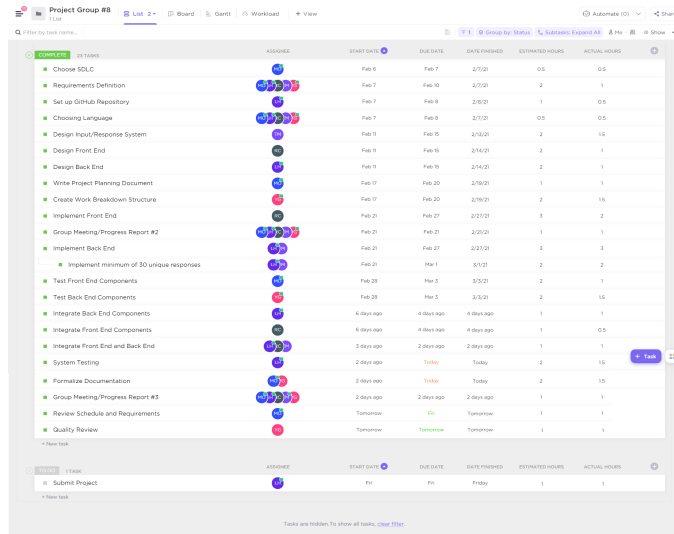
Software Development Cycle

We have decided to use the plan-driven Waterfall model for this project. If we had more time to build a more advanced chat-bot by introducing new features, then we would most likely use an agile strategy focusing around scrums. Since we are desiring to make the most complete version we can in the time allotted as well as the fact that we have a good idea of what our chat bot’s functionality will be before beginning development, we decided having a thorough plan and schedule ahead of development would be more productive and ensure we have the best final product.

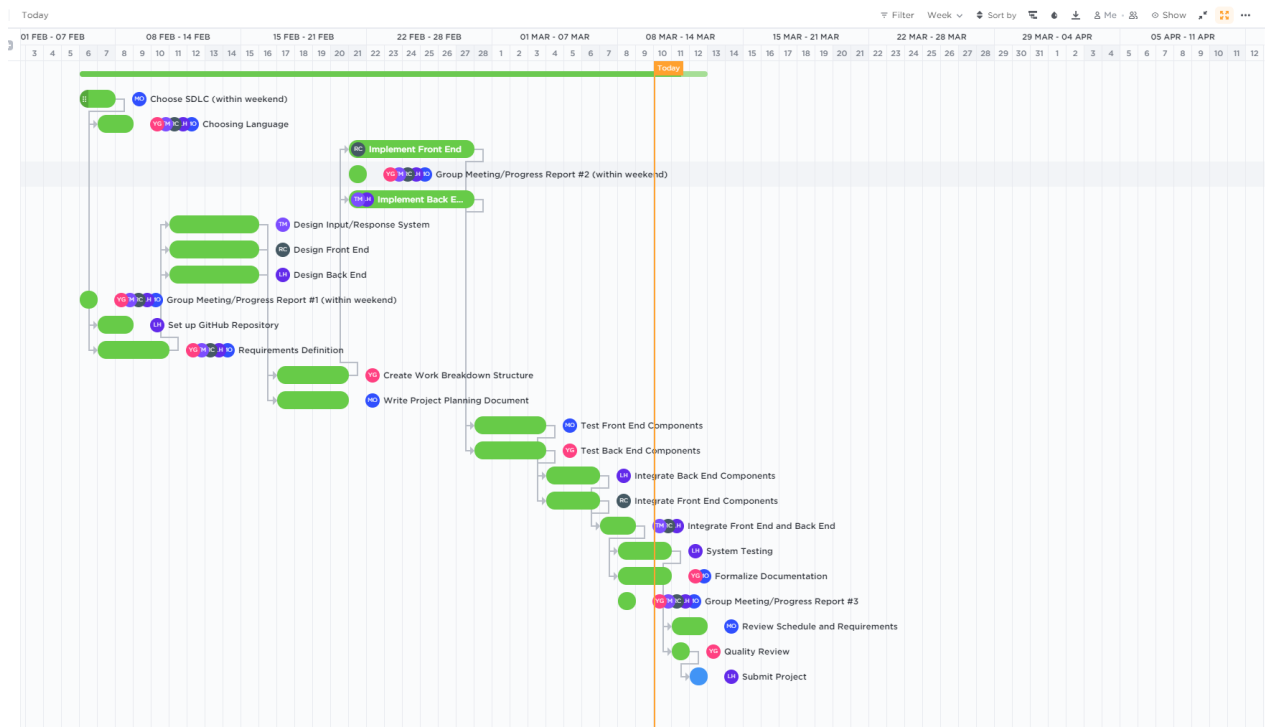
Software Development Cycle Phases

1. Requirements Definition:
 - a. Deciding context of use
 - b. Deciding on areas of response
 - c. Defining general interface
2. Software and System Design:
 - a. Designing Back End
 - i. Dialogue Structure
 - ii. Input and Response
 - iii. (At least) 30 Responses
 - b. Designing Front End
 - i. Designing interface for input and output
 - ii. Designing triggers for response/responses
3. Implementation and Unit Testing:
 - a. Implement Front End
 - b. Implement Back End
 - c. Testing of backend components
 - d. Testing of library of inputs/outputs
4. Integration and System Testing:
 - a. Integrate backend components
 - b. Integrate Front and Back end
 - c. Test System
5. Operation and Maintenance
 - a. Review Schedule and Requirements
 - b. Quality Review
 - c. Post-Review Activities
 - i. (If necessary/if time allows) Design and Implement missing functions
 - ii. Otherwise, take lessons and finish.

Work Breakdown Structure



Gantt Chart



Gantt Chart and WBS Source

Role Assignments

(Refer to [Gantt Chart and WBS Source](#))

Hour Estimation and Actuals

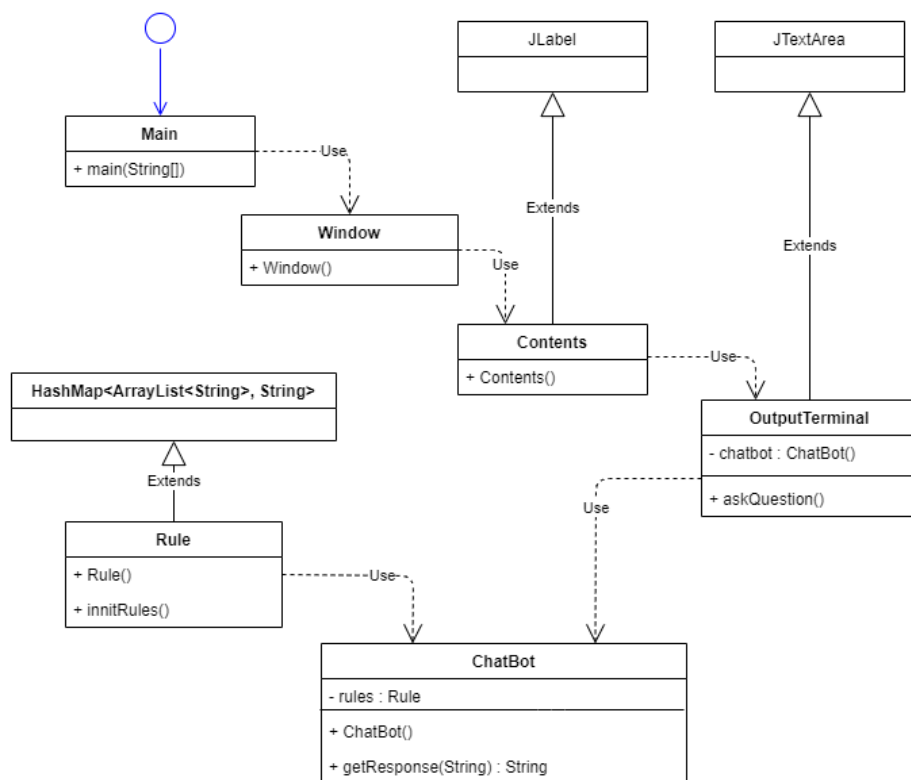
(Refer to [Gantt Chart](#))

Project Meetings

(Refer to [Gantt Chart](#))

System Documentations

Class Hierarchy



Class Description

In general, our system can be divided into a UI component (Window, Contents, OutputTerminal) and core ChatBot functionality (ChatBot, Rule).

Main class:

- Our entry point, containing `void main(String[] args)` method. It creates an instance of a `Window` class with dimensions 800x800.

Window class:

- `Window` class sets up a `JFrame` object to keep all our UI components.
- It also instantiates the `Contents` class and adds it to frame.

Contents class:

- Sets up everything displayed on the screen, including input/output windows, button, scrollbar, etc.
- Extends `JLabel` to perform Swing library functionality.

OutputTerminal class:

- Makes up the output window containing all “human” questions and “bot” responses.
- Uses `ChatBot` to generate the responses.

ChatBot class:

- Generates responses according to keywords registered in `rules`.
- Matches the user input with a pattern of common keywords.
- Uses a default response if no keywords found.

Rule class:

- A hash map that is used by chatbot to access all preset keywords
- It preloads the keywords from a file “word.txt”
- Each list of keywords (key) corresponds to one response (value)

System Limitations

1. The chatbot only have fixed answers for each topic, different question containing different keyword of the same topic is likely to result in the same response from the chatbox
2. Enter button activatable only by clicking it, some user may attempt in using “enter” key on keyboard
3. No learning function, chatbox can only respond to pre-determined keywords, and can only respond with fixed responses. It cannot automatically detect and add additional keywords and responses

4. Chatbot often will prompt users to visit other external resources such as the gym website, however chatbot does not contain a function to automatically redirect users to desired external resources.
5. Chatbot does not keep records of individual user's questions, returning users will not be able to see records of previous chatbot conversation.