Automatic Contextual Bug Report Modeling - Work Plan (Andrei-Mihai Nicolae, 2147392)

Work Products and Deliverables	Duration (Months)	Year 1						Year 2						Year 3					
WP1 - Inspection and analysis of bug report models for popular projects *D1.1 - Mining tool that can scrape a project and store all the bug reports in a database for analysis* *D1.2 - List and characteristics of bug report models that popular open/closed source projects, preferably as many as possible, use*	4																		
WP2 - Measure effectiveness for different bug report models *D2 - Collected data on how effective different bug report models are for the project (i.e. help the developers solve the open bugs as fast as possible) using the data available in D1.2*	6																		
WP3 - Identity specific components that influenced bug report model effectiveness *D3 -Map of specific components (e.g. summary, steps to reproduce) to project's context characteristics (e.g. technologies used, size of development team) that influence effectiveness the most*	6																		
WP4 - Automatically design bug report models optimized per project *D4 - Tool written in Go that, based on a project's specific characteristics (e.g. technologies used, is it open or closed source), would automatically create the most efficient bug report model to be used in the project's issue tracking system*	10																		
WP5 - Evaluation *D5.1 - Collected data that shows the efficiency of the tool from D4 which ran on multiple open/closed source projects; tool will be continuously evaluated as it is under development* *D5.2 - Feedback from the projects' triagers if the bugs reported using the designs generated by tool from D4 are more helpful for the developers*	12																		
Final Deliverables *DF - Final Project report along with the software developed throughout the process*	6																		