- Team Name
  - The Simpletons
- Project Team
  - Marcus Reese, developer
  - Zac Kruger, developer
  - Steve Cahill, project manager
  - Shared tasks: design, testing, technical writing
- Project Sponsor
  - Roger West, UIS
- Problem Statement
  - English is a complex language, and deciphering word meaning is a tough undertaking. A recent Harvard University/Google joint study pointed to a count of words in the English language at over 1,000,000, and that the size of the language has more than doubled in the last 100 years. Given that the average vocabulary for a native speaker is between 5,000 and 10,000, and the vocabulary for a non-native English speaker is much lower, participants in this language will frequently encounter words that must be simplified in order to improve understanding.
- Project Goals
  - This project seeks to develop an English language simplifier, where one can input English text, and then receive output of a simplified version of that text.
  - The simplification will occur using some defined lists of words, their synonyms, and properties such as "reading level." Some of these lists already exist, such as "Simplified English," the "Oxford 3000," and "Common 5000."
  - Stretch Goal: branch into some sections of grammatical simplification. This may pose too large of a problem to tackle in a one semester project, as it requires heavy knowledge of sentence syntax and linguistics.
- Communication Plan
  - The project team will meet as a group at least once weekly to discuss progress and next steps. These meetings will likely be via Skype, but we'll play this by ear.
  - Between meetings, the project team will stay abreast of each other's progress via email.
  - Decisions will be made collaboratively, but each team member will have leeway to fulfill their objectives as they see fit.
- Project Deliverables
  - Project Plan
  - Programmer's Manual
  - User documentation
  - Final Product (publicly released via license [gnu gpl v3, mit, or bsd])
- Software Boundaries
  - Platform: web-browser-based user interface, focusing on compatibility with recent versions of Google Chrome. Time permitting, we'll include other modern HTML5 browsers.
  - Interaction with other software: the language simplifier will interact with some natural language processing software, such as stemmers, part-of-speech taggers, and chunkers, and will use pre-defined databases of word lists such as Wordnet to enact the substitution.
  - Programming languages: some combination of JavaScript, PHP, C#, HTML5. We won't know until we get further into the design phase.
- Tentative Schedule
  - Submit Scope Statement: Feb 10
  - Receive Project Approval from Roger: Feb 11
  - Brainstorm Product Backlog (list of features, requirements, high-level design): Feb 12-Feb 20
  - Design: Feb 21-Feb 27
  - Sprint 1: Feb 28-Mar 13 (release dev version 1 with programmer's manual)
  - Sprint 2: Mar 14-Mar 27 (release dev version 2 with programmer's manual)
  - Sprint 3: Mar 28-April 10 (release dev version 3 with programmer's manual)
  - Sprint 4: April 10-April 17 (usability, bug bash) reduce this by one week
  - Alpha Testing (classmates): April 18-April 24 (begin developing user documentation here)
  - Release To Beta: April 25
  - Beta Testing (friends/family): April 26-May 2
  - Code Complete: May 3
  - Programmer's Manual Complete: May 3
  - User Documentation Complete: May 3
  - Project Due: May 6