Chat4Me Final Presentation

Team 1
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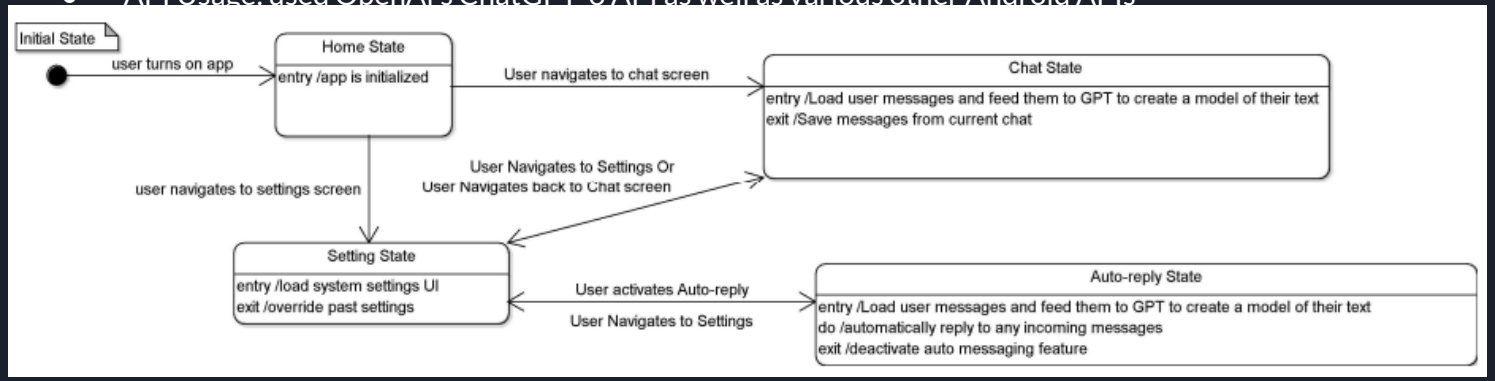
https://github.com/The-Chatastic-4-CSCD-350/Chat-4-Me

Problem Statement

- Maintain connectivity: Enhance the users' ability to connect and continue conversation when they are during periods of unavailability.
- Increase productivity: By automating responses, users can focus on other tasks without interruption.
- Create a better work-life balance: it helps users maintain a balance between work and personal life by managing their digital communications effectively.

Architecture and Design

- Modular architecture: Developed using modular components, making it easy to maintain and scale.
- Use of Completion Client: Uses OpenAI's GPT-3 model to read and complete conversations.
- UI Design: A user-friendly and intuitive design makes it easier for users to interact with the application.
- API Usage: used OpenAi's ChatGPT-3 API as well as various other Android APIs



Tools, Technologies, and Testing

- Tools

Android Studio Flamingo, Android Phone, Java version 17

- Tech

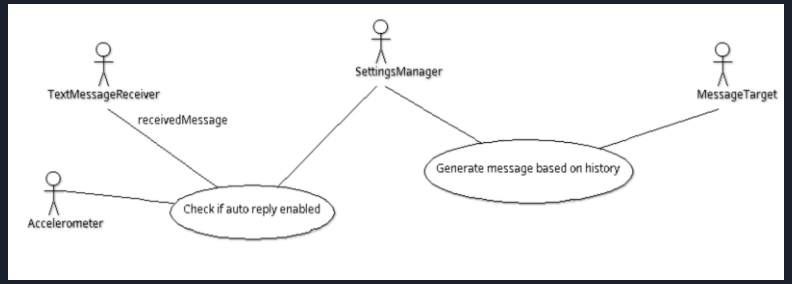
ChatGPT-3 API, Android SDK, GitHub

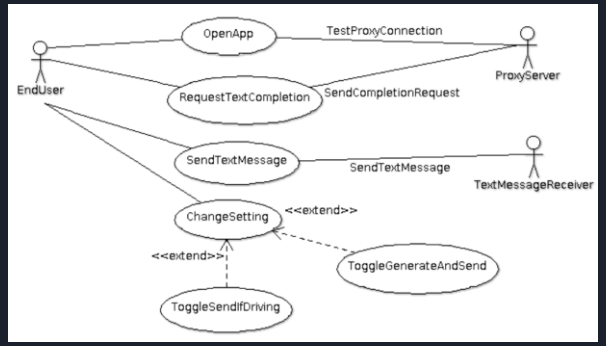
- Testing

Utilized white box testing fundamentals in order to make sure all methods were implemented correctly, also implemented UI Testing to validate user inputs and interface components. Load testing for completion request.

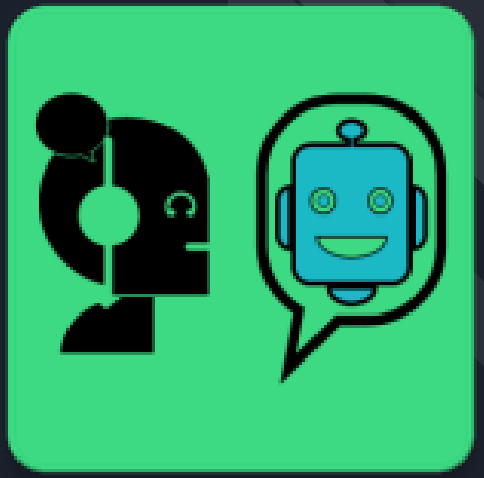
Operational Use Cases

- Automatic response generation when enabled
- Fetching and displaying conversations
- Sending and receiving SMS messages
- Interactive user interface
- Personalized replies



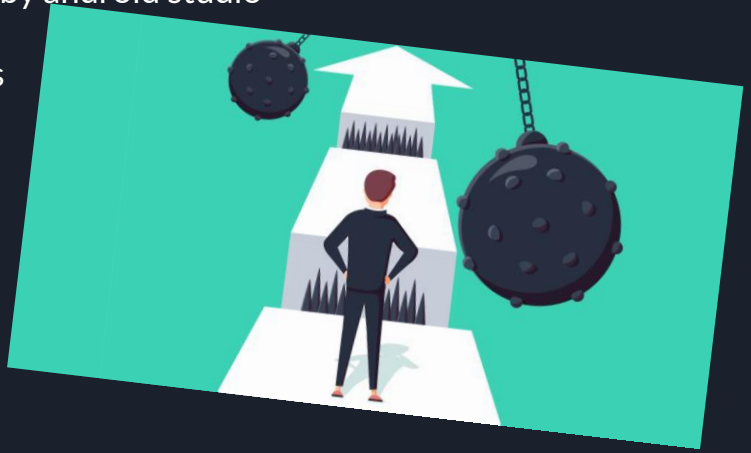


App Demo:



Challenges

- Understanding languages and syntax used by android studio
- Group collaboration and schedule conflicts
- Learning Mobile Development



Major Accomplishments

- Learning more about Mobile Development and the Development Process.
- App Functionality.
- Developed understanding code language and syntax.
- Greatly Improved communication and more familiarity with Version control.