# System description

Wuntoothree is a rule based chatbot made mainly to demonstrate more NLP techniques than it is to be a convincing chatbot. It mainly searches for specific questions within a prompt which cause specific behaviors focused on demonstrating NLP techniques. If I can’t find a prompt it can recognize, it uses sentiment detection of the phrase to decide what the reply is next.

## NLP Techniques

### Wikipedia

The bot uses the Wikipedia module to look for information when given a prompt.

### Sentiment

Sentiment detection is used to find out if an inputted statement that is not one of the prompts is positive or not, then gives a reply depending on its sentiment

# Dialogue tree

Diagram

Description automatically generated

# Sample dialogue interactions

Hello! I'm Wuntoothry, who are you? (Just type your name please.)

>Abe

Hello Abe! Glad you're back!

>who am i?

You are Abe.

You are interested in obama, pain and trump.

>tell me something interesting

Paint is any pigmented liquid, liquefiable, or solid mastic composition that, after application to a substrate in a thin layer, converts to a solid film. It is most commonly used to protect, color, or provide texture. Paint can be made in many colors—and in many different types.

>thank you

Glad you feel that way!

>goodbye

Goodbye Abe, and hello new user! Could you tell me your name?

>John

Hello John! Nice to meet you!

>what is love

I'm sorry but I cannot find information about love.

# Strength & Weakness Analysis

## Strength

Easy to understand completely.

## Weaknesses

* Can’t give more complicated replies
* User information has to be inputted directly

## Crowd collected analysis

3 non-team participants were supposed to be asked to rate qualities of the chatbot from one two ten and optionally give each an explanation on why they gave those ratings. These rating are Ease-of-use, Naturalness, and Enjoyment. Unfortunately due to poor planning, I wasn’t able to do this.

# Appendix A (Knowledge bases)

## User pickles

Python pickling is used to save information about the users. The information stored in the pickle is listed below.

### Name

A user’s name. Used for identification when logging in. Helps computer “remember” who is logging in.

### Interests

A list of search terms used that is stored whenever a user asks the bot about a specific topic. If the user prompts the bot to tell them something interesting.

# Appendix B (Example User models)

* User wants to know about certain subjects.
* User is not having a good day.
* User is a returning user and wants to hear something interesting about their old subjects