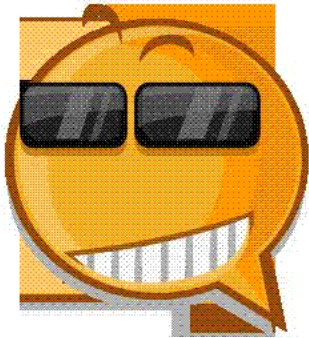


NES CHAT



-Jerry

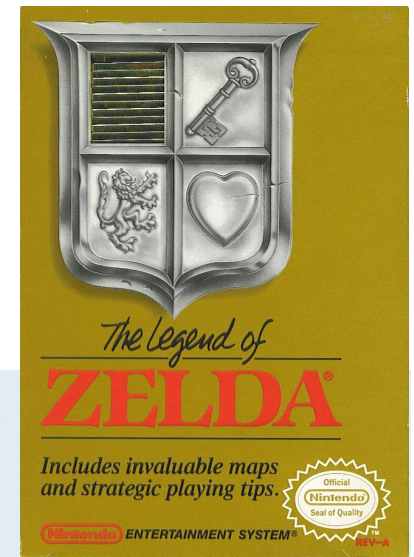


"A friend who loves NES games just as much as you do"



Nes Chat - what it does.

- Gives opinions about classic Nintendo games
- Responds to comments about games
- Asks for user's opinions about games
- identifies talking about non-nes games
- has emotional responses based on user opinion
- has different ways of expressing his thoughts



A+ Option - HCI

- Originally choose not to do one.
- Eventually began implementing HCI features.
- Created a GUI.
- Gave the agent emotional responses.

Working on

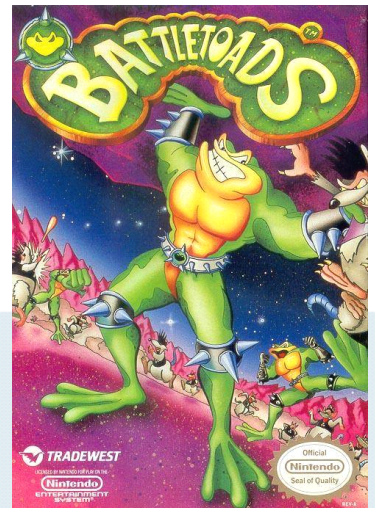
- smoother convo (AI initiates convo)



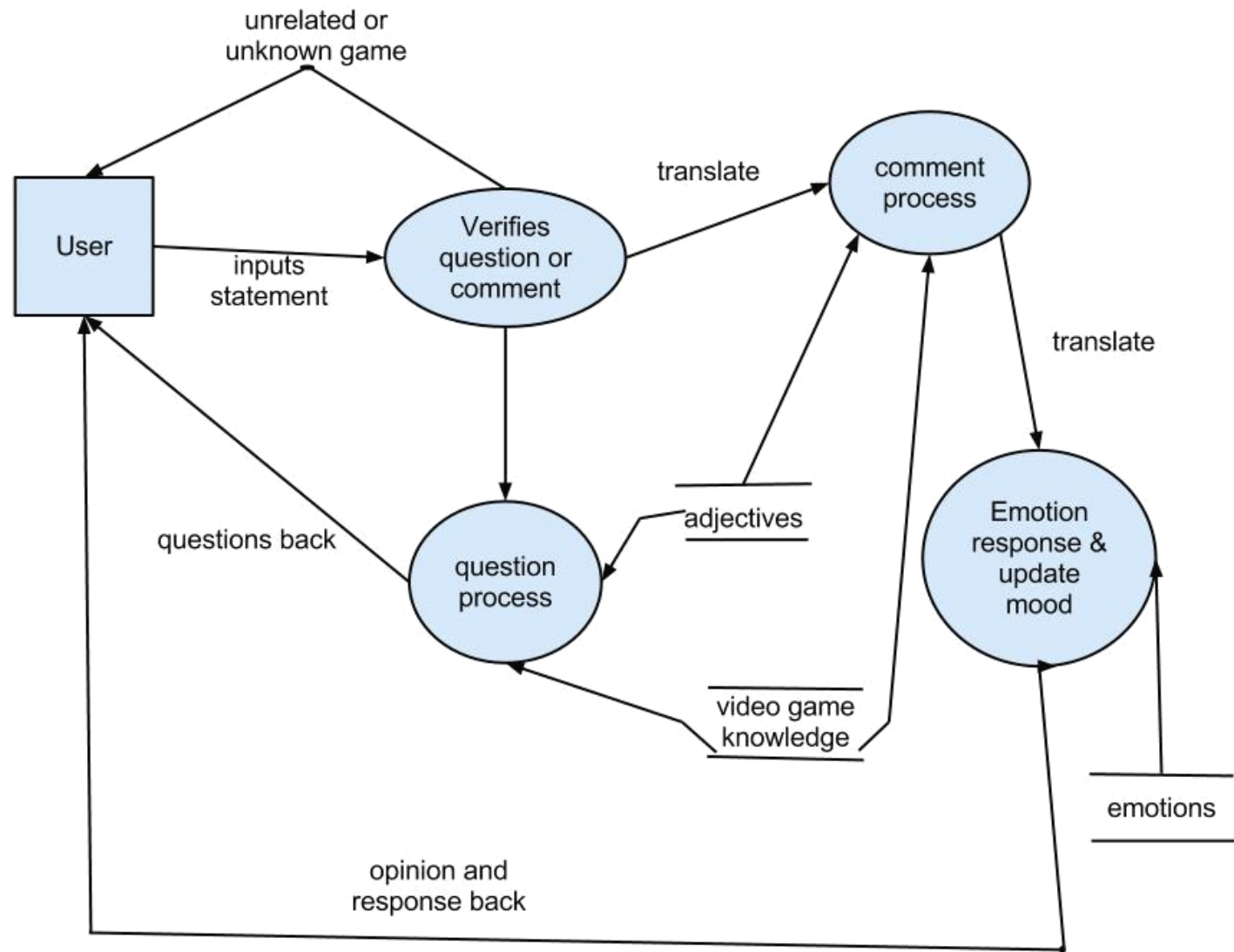
How it works:

- Takes user input - generates an ArrayList
- Removes "junk" words.
- identifies question / comment,
- identify unknown game, or unrelated subject.
- verifies which game your talking about
- checks what kind of adjectives you use
- generates an response based on adjectives used on a "good" or "bad" game

[all data stored in arrays]



DFD

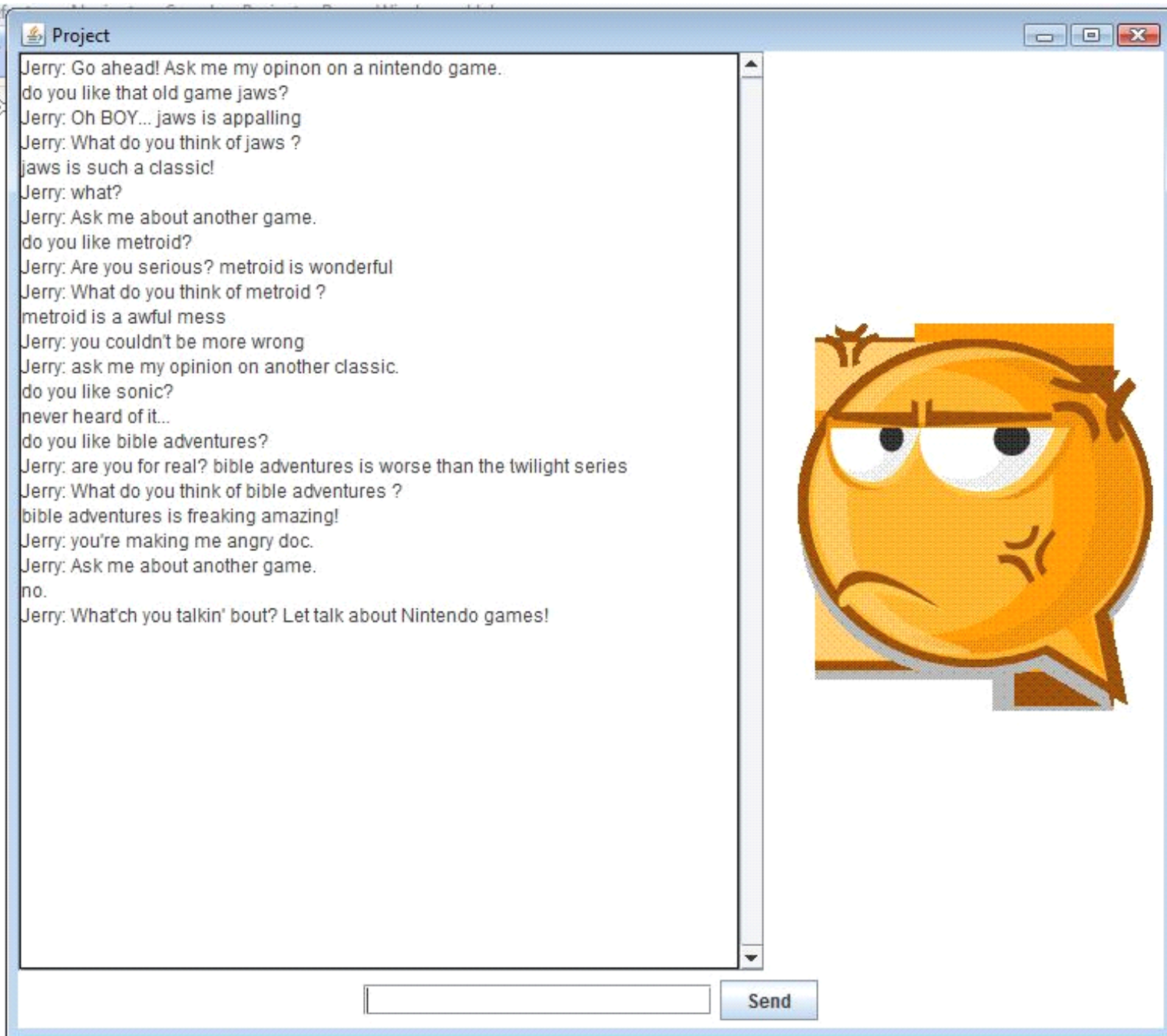


Project

Jerry: Go ahead! Ask me my opinon on a nintendo game.
what do you think of bionic commando?
Jerry: are you for real? bionic commando is amazing
Jerry: What do you think of bionic commando ?
bionic commando is great!
Jerry: That's interesting! I feel the same.
Jerry: ask me my opinion on another classic.
do you like metal gear?
Jerry: you kiddin me bro? metal gear is magnificent
Jerry: What do you think of metal gear ?
metal gear kinda sucks to be honest..
Jerry: what?
Jerry: what's an impression of another game?
i think bubble bobble is awesome
Jerry: You read my mind..
Jerry: Ask me about another game.
what do you think of golf?
Jerry: dude...golf is awful
Jerry: What do you think of golf ?
golf is a piece of garbage
Jerry: You're a pretty cool cat...you know that?
Jerry: Ask me about another game.
do you like halo?
never heard of it..
i like to cook food
Jerry: What'ch you talkin' bout? Let talk about Nintendo games!

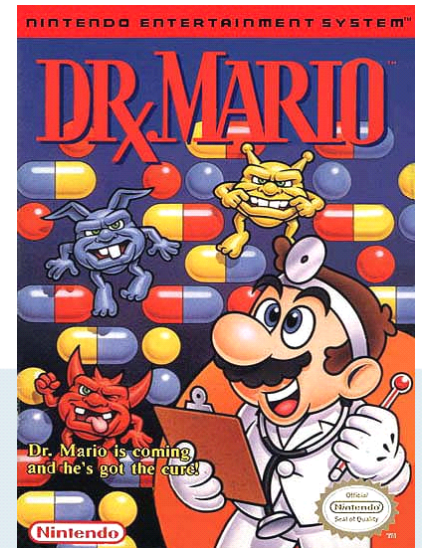


Send



SDLC Used:

- Originally planned with Waterfall.
- Ended up doing Agile/XP development
- waterfall didn't work out - had to keep going back to design/requirement phases.
- Planning out what to work on each week
- frequent user testing
- requirements are changing constantly

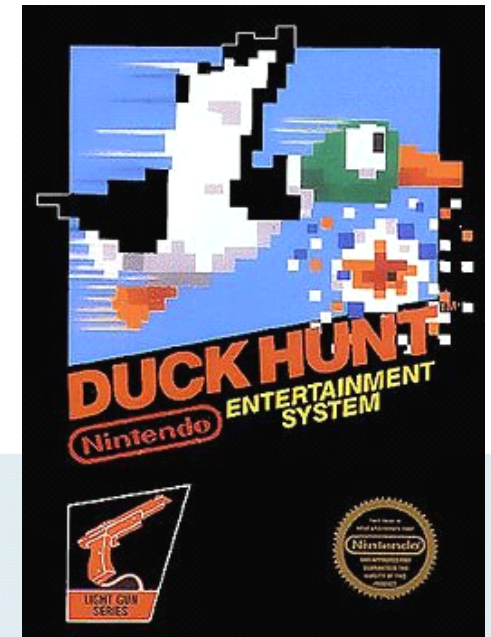


Challenges and Rewards

- Time consuming
- No team
- Ending up having fun programming.
- Creating something is a good feeling.

Future: Try and get it working online
More dynamic conversations
GUI improvements - fonts/colors?

next time: use a database. data mining.



Questions

- Do you have any questions or comments?

