



The user is the person who is having the conversation with the agent. The system will verify each input and chose how to respond to each.

i] A user can **input a question about a game**, in which the agent will verify it's in fact a Nintendo game. The agent will then **generate a somewhat unique response** (using randomness) about the game the user asks about. If will finally ask back what the user thinks of the game mentioned earlier.

ii.] A user can **comment on a game** where the agent will verify if the comment was good or bad. The agent will then execute a **emotional response** that could have a effect on the current mood of the system. Here the emoticons will be adjusted dependent on the systems "life bar". (A variable used to measure the system's mood). The agent will also generate another **unique way to express how he replies**.

iii.] A user can wait for a agent response if he/she can't think of any games to talk about.

iv.] A user can **input an unrelated subject**. The agent will then generate a **neutral response** directing the user back on topic.