

FUNCTION**COMMENTS****COMPLETENESS****Functional Requirements**

The system must respond to any input given.		100%
The system will consider every input as hostile, friendly or neutral.		100%
Agent will have accurate responses determining a question, comment, and irrelevant subjects.		100%
When the system receives too many hostile inputs, it will shut down, and declare the user as “dead”.	Program will not shutdown, but a special emoticon is displayed.	90%
The system will generate different response through randomness.		100%
The system must access a domain of knowledge.	Needed for the system to analyze input and generate responses. (Stored in multiple arrays.)	100%

Non-Functional Requirements

The system shall have a clear and simple GUI.		100%
Agent will change emotional states with a display of emoticons.	Emoticons range from Happy - Anger.	100%
Agent will respond if user is idle for too long.		100%
A conversation log, so the user can access previous conversations.	Did not implement	0%
An audio response from the system.	Did not implement.	0%
The system shall respond to every Nintendo game.	Only a small collection of classics are within the domain of data.	50%