



The user will input a statement that gets passed into **verify question or comment**. If it's an **unrelated subject** or an **unknown game**, the response will go back to the user. If it's a question the data is brought to the **question process**. The question process will access its **video game knowledge** by searching each game, and whether it's good or bad. It attaches an **adjective** to the good or bad game and returns its response back to the user with a question on what the user thinks about the game.

If input is identified as a comment, it goes to the **comment process**. The comment process will check what **adjectives** were attached to the good or bad **game**. That information is passed into the **emotional response** where the agent will respond based on the adjectives attached to the game of discussion. The emotional response will **update its mood** by add or subtracting to a variable called "life" that is a measurement of the agents mood. The **emoticon** will adjust accordingly. The agent will then generate its response and pass that back to the user.