**Bot**

StartState: int – id of the starting state

States: list of objects – states constituting this bot

**State**

* Id: int
* Title: string
* Universal: bool
* Output: list of objects
  + Type: string – text, card or herocard
  + Value: string
  + HCValue: object – used only if output type is herocard
    - Title: string
    - SubTitle: string
    - Text: string
    - Images: list of objects
      * Url: string
      * Alt: string
      * Tap: action object – specific implementation depends on channel
        + Type: string – imBack or openUrl
        + Title: string
        + Image: string
        + Text: string
        + DisplayText: string – displayed in chat
        + Value: string – message sent to VA, or the link to open
    - Buttons: list of action objects
    - Tap: action object
  + Required: list of objects – prerequisites for displaying this output object
    - Key: string – context entry to be checked
    - Requirement: string – set, unset, =, !=, >, >=, <=, <
    - Param: string – if requirement is a comparison, param goes on the right side
* Prompt: list of output objects
* Links: list of objects
  + Id: integer – state to link to
  + Transfers: list of objects
    - Intents: list of strings – what intents can trigger this transfer (joined by OR)
    - Entities: list of objects – what entities are necessary in input to trigger this transfer (joined by AND)
      * Key: string – entity key
      * Values: list of strings – valid entity (normalized) values, empty list means any
    - Priority: integer – determines order in which transfers are checked
    - Required: list of objects – as detailed at Output
    - Context: list of objects – what will be saved to context
      * Key: string – identifier, if has been set before, will be overwritten
      * Type: string – string, int, float, date, bool or void; void will cause any existing value to be removed
      * Value: string – if starts with @ will be considered to be entity Id and only saved if that entity was found in input in this state, the normalized value for the entity will be saved; if starts with # will be considered to be existing context Id and copied to the specified Key
    - Output: list of output objects