LM-Chemistry Flash Cards

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**Change Log**

1. Bug fix: **“Don’t know” intent** caused error (“There was a problem with the requested skill’s response”)
2. Bug fix: **Answering a question by saying “The answer is {Answer}” – but not supplying the answer slot** – caused error (“There was a problem with the requested skill’s response”)
3. Bug fix: **“Help”** intent +“Would you like to keep playing?” **> “Yes” (or no**), caused error:  
   (“There was a problem with the requested skill’s response”)

**UX Enhancements**

1. Whilst playing game, **cards are produced on wrong answer only**, so user is carrying “don’t knows” in app for further study.
2. Card Content – **titles** adjusted to reflect two letter element or question that was asked. **Body copy** changed for easier review: “BA / barium” for example. Note: output required 3rd value in questions array, required for use case where audio clips are being played and audio file names obfuscate question/text.
3. **Vocal variety** added: a) confirmation SpeechOut on correct answer (“good, great, nice, outstanding, genius”); b) score summary