AI V2 Documentation

# Introduction

Hank / Roberto (AI V1) is an AI that was conceptualized in a very basic form while on holiday in a small python file that executes basic functions.

The purpose of AI V2 is to expand upon this functionality in a more advanced way, including the use of more advanced features in the chosen language.

# Section 1 – Specification / Requirements

## 1.1: Interaction with the user

AI V2 needs to have a better interaction with the user that had been achieved in V1. In V1, the responses are predefined and only accept a small range of responses, all of which are hard coded into the program. To improve upon this, dynamic conversations with the user could be implemented so that it doesn’t seem repetitive / samey in the responses given

## 1.2: Accessing / updating of data

This is a very important requirement fundamentally if AI V2 is going to have user interaction. If the AI doesn’t have a proper way of storing relevant user information, then it won’t be very good. Similarly, (as in V1) the code needs to access data to proceed accordingly with a function that has multiple cases

# Section 2 – Analysis of possible methods

There are several methods which can be employed to make V2, and some of them have been showcased in the legacy code of V1, however not to great lengths.

## Option 1: Python

Python is what V1 was originally coded in because it of the ease of use of the language and the customisability of it.

Some of the main drawbacks to coding the app in Python would be that the language isn’t really designed for Object Oriented Programming, making it difficult to do some of the more advanced things

## Option 2: C#

C# is a very diverse language, and allows the creation of many different types of app. Some of the possibilities in this area are:

* MVC App
* Console App
* UWP App