

1. When creating the webcrawler, my intention was to scrape information specific to a completed fighting game (meaning that it wouldn't receive any future updates, requiring to constantly re-update and scrape the page again.) The future intention is to make a chat bot that will provide frame data when asked for a certain move a character performs, and to make some calculations based on that frame data. This future knowledge base would be made in SQL because I imagine taking from some SQL database would streamline requests at least just a bit, and it would look better on a resume. For this assignment though, I just pickled things for simplicity's sake. Here, I took strictly alphabetical terms to populate the primitive knowledge base because that's kinda what the assignment specified at first and for ease of completing the assignment, as the chatbot knowledge base and bot construction is going to need a lot more behind the scenes work that I hope to complete over spring break. I printed out the top 25 terms, which is a highlight of both knowledge bases I constructed but pickled away.

TF for Chararacter Directory:

guard: 0.5418151464354886

bar: 0.3564390623128852

hit: 0.35305189455515756

damage: 0.27914191365339286

frames: 0.2593998330859097

active: 0.25164605461617

frc: 0.23553406116471276

recovery: 0.23050829841443812

startup: 0.22633900188755002

level: 0.20101902365642182

window: 0.19507513325228962

opponent: 0.1921046167229647

invuln: 0.1833613532020422

proration: 0.1799193471538454

onblock: 0.1749059942236114

na: 0.17312268620595606

total: 0.16817836892191632

air: 0.16740900869669947

requires: 0.1618067729188863

3: 0.16132284031527494

tabber: 0.15971983539074336

function: 0.1566653358896915

javascript: 0.15550979332645998

move: 0.12163457092728057

6: 0.12059183414226067

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javascript: 0.15550979332645998
move: 0.12163457092728057
6: 0.12059183414226067
TF for External Directory:
wiki: 0.5682483832611313
dustloop: 0.5114285714285715
•: 0.25662366925326274
enable: 0.25274725274725274
javascript: 0.21428571428571427
gear: 0.19872241579558653
guilty: 0.1876190476190476
r: 0.1872938443670151
xx: 0.1815795586527294
core: 0.18138121546961325
accent: 0.18
run: 0.14788897950916763
keep: 0.14752433570113127
need: 0.14669614073869391
acpr: 0.14285714285714285
replaysyou: 0.14285714285714285
app: 0.14285714285714285
enabled: 0.10989010989010989
please: 0.10989010989010989
mediawiki: 0.09650398564877442
youtube: 0.09530386740331492
勝利台詞: 0.08710801393728224

character: 0.08644688644688645
doc: 0.07692307692307693
browser: 0.07692307692307693
wiki: 0.5682483832611313
dustloop: 0.5114285714285715
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2. What I want to have the chatbot interaction look like looks something like this.

- “Tell me about Anji’s 6p”
- Bot gives overview of 6p, according to dustloop subtitles and frame data. So something like: “Anji’s 6p is a great all around anti-air, being particularly useful against air dashes. Startup frames: 18, active frames: 4, recovery frames: 16. On block: -1”
- The conversation could go on to talk about what interactions would trade and if that would benefit the user or the opponent in that hypothetical situation.

There’s a lot of jargon here, so I’m sorry for that but this all seems really cool for me to implement so if I ever present this to the class I will take hours presenting it.