

HollowBot Report

System Description:

As far as NLP techniques are concerned, I mainly used Named Entity Recognition, term frequency measures, and general web scraping. I had scraped a number of documents to create the knowledge base for this bot from a list of lore documents related to Hollow Knight. I had to use NER to recognize names and grab relevant terms from user input to look up for my knowledge base. I use tf-idf to determine the most important terms in each of my documents so that I could find the most relevant document based on user input. Using locality of reference I grabbed sentences containing that term and surrounding sentences to pass as input for the model for the chatbot.

Logic:

The logic for the bot is relatively simple as it answers questions related to Hollow Knight. If it detects that the user has given their name, that name will be saved and will use their name from that point forward. Upon coming back to the model after a different session, if the bot sees the user is from a previous session, it will welcome them back and remind them of the last topic discussed. Then continue to answer questions the same as before.

Sample Interactions:

Hollow Knight LoreBot

Ask anything you want about Hollow Knight Characters and Lore

Chat with HollowBot

Hey it's Mike again

ClearSubmit

Reply

Welcome back, Mike! Last time we talked about the Lady from Hollow Knight.

Flag

Ask anything you want about Hollow Knight Characters and Lore

Chat with HollowBot

Hey Hollowbot, I'm Matt!

ClearSubmit

Reply

Hello Matt, it's nice to meet you! How can I assist you with your Hollow Knight queries today?

Flag

Ask anything you want about Hollow Knight Characters and Lore

Chat with HollowBot

Who's Ogrim?

ClearSubmit

Reply

Ogrim is one of the five Great Knights of Hallownest who is now known as the "Dung Defender". Ogrim was considered the most loyal of the Great Knights and was aware of the Pale King's plan to use vessels to seal the Radiance, which he considered a cruel means to stop the infection. Ogrim and Isma had a close relationship, and Ogrim seems to be protecting her grove specifically. Ogrim mentions the other Great Knights in his dream nail dialogue during a fight within his dreams. Ze'mer is the other remaining Great Knight besides Ogrim, and Dryya was tasked with guarding the White Lady before being overwhelmed by Mantis traitors. Isma's Tear, which Ogrim references, may have had multiple blessings given out by Isma, who had a connection to plants like the Greenkin. What else would you like to know mike?

Flag

Ask anything you want about Hollow Knight Characters and Lore

Chat with HollowBot

Who's Quirrel

ClearSubmit

Reply

The fate of Quirrel after the encounter at Blue Lake is unknown, but it is more likely that he died based on his character's background and dialogue, the fact that he leaves his nail behind, and the sprite name for his nail. Quirrel's age and awareness of the dangers in Hallownest also make it unlikely that he simply wandered off. What else would you like to know matt?

Flag

Knowledge Base Appendix:

Documents scraped and used for the knowledge base.

https://docs.google.com/document/d/1KdenmYHRdO_zNFIAIDNoPwtMmNKp6jwW50SLhG-2xP

[Q/edit#](#)

charms

section: created by death

this category is pretty self explanatory, bug dies and charm is made.

baldur shell

protects its bearer with a hard shell while focusing soul.

the shell is not indestructible and will shatter if it absorbs too much damage

created from the death of the eldur baldurs in their den in the howling cliffs.

dashmaster

bears the likeness of an eccentric bug known only as 'the dashmaster'.

the bearer will be able to dash more often as well as dash downwards.

perfect for those who want to move around as quickly as possible.

the statue of the dashmaster has the dream nail dialogue, |

"...dash faster...

dash further...

dash forever..."

the mask maker

why the mask maker?

first of all the mask maker is a creature npc found within the confines of deepnest, but you
if you didn't, none of this will make much sense.

now why have we decided to make such a long and tedious informative essay on the mask maker?

well, they're a bardeen-class npc (an npc with a hell of a lot of lore), however unlike bard

additionally unlike bardoon or white lady who each have dozens of lines of coherent understa

on the nature of the mask maker:

the exact nature of the mask maker is cryptic and vague, its dialogue only mentions that:

Sample User Model Appendix:

The user model is just a dictionary keeping track of names and the last topic the user was interested in.

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{'': '', 'mike': 'ogrim', 'matt': 'quirrel'}
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Overall Evaluation:

Overall the chatbot can answer questions about Hollow Knight fairly well. Due to the limitation of my model and my method for grabbing relevant information, the bot doesn't hold context well at all. Personalization is weak, but my bot does have a lot of niche knowledge from the knowledge base. Another weakness is that the bot needs to be specifically inquired about a topic, it can't just give random information if asked for it. It does best with short inquiries. It's more or less a glorified information lookup of niche topics, but it's supposed to be focused on lore anyways.