Experience Report

We designed the system with three intents: Add, Remove, and Empty. We used one for each of the different methods we wanted to implement. Add and remove are pretty self explanatory as they add and remove things from the shopping cart. We added Empty because we thought it would be a nice additional feature to remove all the items from the shopping cart at one time. Both the Add and Remove intents contain a slot called "item", the reason being that we needed a way to capture the name of the item being added or removed from the shopping cart. Slot "item" is of SLOT type "AMAZON.Food" to help it better recognize common groceries that a user might want to add to a shopping cart.

Some example conversations to test the system are as follows. The user says "Alexa start shopping cart". Alexa responds with our greeting. The user can then say "Add apples to the shopping cart" and Alexa will reply "Apples have been added to the shopping cart". If the user wants to remove an item from the cart the could say "Remove apples from the cart" to which Alexa would reply "Apples have been removed from the cart!". If the user wanted to remove all of the items currently in the shopping cart the user can say "Clear the cart" and Alexa will respond with "All items have been removed from the cart." One example of what we considered a failed conversation would be if the user says something like "Add my favorite cheese to the cart" Alexa will respond with "My favorite cheese has been added to the shopping cart". This is because of the way we set up our utterances. In this case the utterance is "Add {item} to the cart" and what happens is she takes everything in between "Add" and "to the cart" as the item that you want to add to your cart no matter how ridiculous it sounds. We were unable to fix this problem.

The biggest challenge we faced while developing this skill was learning the new terminology. It took us a while to wrap our heads around what an intent and a slot was, but once we realized that an intent was basically a method and a slot was a variable the rest the development went quite smoothly.

In order to test the other groups project we would try using as many different utterances as we could think of, and if they had Alexa try to confirm if we wanted to do something we try responding both yes and no to see if she responded properly.