

TWITCH IRC BOT

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SYNOPSIS:

INTRODUCTION:

A chatbot is a computer program that is designed to simulate conversations with humans.

AIM:

To Build a chat bot on twitch stream chat such that it gives certain predetermined responses to given statements and questions.

If answer isn't known, answer can be entered during run time dynamically and the bot learns it immediately for the next session.

Concepts used:

- Looping constructs
- Functions
- Socket library to connect to the server
- Pickle library for binary file handling (reading and writing objects)
- Classes
- Twitch platform- receiving authorisation token and making an account with username and password.
- Sending information to the server.
- Exception handling – for EOFError



FUNCTIONS NEEDED:

- function to send message
- function to open socket.
- Function to join chat room
- Function to get message and user entered text.
- While loop functions to print and send the message to the server using IRC.
- Functions to retrieve and return question and answers of the objects belonging to the class.

USE:

Automated responses to aid the streamer while he is streaming as he will not be able to reply to the messages by himself