

Conversational Interfaces - Assignment 3

Deadline: 11 December 09:59 AM

Introduction

This week you will get to make your own chatbot using AIML. We will be using [Pandorabots](#) to do this. Create an account or log in with an existing account and create a new bot. If you feel like you need more information about AIML or Pandorbots, feel free to look into the [documentation](#). There is also a really helpful guide that shows you how to add sets and maps to your bot, which can be found [here](#).

Assignment

The assignment is to create a chatbot about a domain of your choosing in English. You are free to come up with any domain that you like, but make sure you will be able to implement all the elements that are required for this assignment. A bot that answers questions about football or a bot that gives music suggestions are both good examples.

The bot should at least be able include the following elements:

- the `<aiml>` tag
- wildcards and the star tag
- variables and the `<set>` and `<get>` tag
- maps and sets (defining classes and mappings between them)
- the `<topic>` tag
- the `<random>` tag
- the `<that>` tag
- the `<think>` tag
- the `<condition>` tag

One of the goals here is to make sure the bot is fun to chat with: it should be able to respond to the most logical follow-up responses, and take the lead in the conversation. Preferably, people should be able to chat with it for a bit without having to look at your code to see what it can handle. You can be as creative as you want!

Submitting

When your bot is done, you can export it as a single .ZIP archive. When in the code editor, expand the file menu. One of the options should be downloading the bot as a .ZIP archive. Name the zip file according to the following pattern:

`firstname_lastname_s1234567_assignment_3.zip`.

Do not forget to change the student number to your actual student number. Hand the file in for on Brightspace.