

My system is a simple system-initiative pizza ordering system. It revolves around three questions about what kind of pizza the user wants to order. At the end of the program, it repeats back the order to the human and confirms if it is correct or not. In an actual pizza system, the 'yes' confirmation is where you would probably place the order. This system is easy to use and some of the built-in features of Voxeo make it much stronger. The default vxml platform is able to parse sentences for input as well as handle barge-ins by the user. Because those features were already built out, I did not need to add any code for them. Nevertheless, this system was quite difficult to implement.

Dialogue #1:

System: Hello! I am a Pizza ordering service implemented by Sam Thacher. What size pizza would you like? Please say either small, medium, or large.

User: Can I get a small

S: You chose small as your size.

S: Your topping choices are sausage, pepperoni, bell peppers or spinach.

U: I want spinach.

S: You chose spinach as your topping.

S: Your accompanying drink choices are coke, pepsi, or 7 up.

U: Can I get 7up

S: You are getting a small pizza with spinach as your topping. Your drink is 7up. Is this correct?

U: No (input is correct but the user has changed their mind).

S: Ok. Please call back the system to restart.

Dialogue #2:

System: Hello! I am a Pizza ordering service implemented by Sam Thacher. What size pizza would you like? Please say either small, medium, or large.

User: Large

S: You chose large as your size.

S: Your topping choices are sausage, pepperoni, bell peppers or spinach.

U: sausage.

S: You chose spinach as your topping.

S: Your accompanying drink choices are coke, pepsi, or 7 up.

U: pepsi

S: You are getting a small pizza with spinach as your topping. Your drink is 7up. Is this correct?

U: Yes.

S: Great. your order will be delivered shortly

How to call my system: (800) 289-5570 then PIN: 9990516014

The name of the file is pizzatime.xml (yes that is a spiderman reference).