

1.1a-Start-NewCactus

CUSTOMER

Alexa, Start My Cactus; yes

CONTEXT

Player has 0 cacti; launches skill or agrees to start new

<audio src="soundbank://soundlibrary/video_tunes/video_tunes_07"/>

ALEXA

Your shelf is empty, but don't despair
I'm here to pair you with the right prickly pear
Water, food, and light is what it needs
Treat this succulent well, and they'll reward your good
deeds!

PROMPT

To choose just the right cactus that needs your
assistance, tell me: If you could go anywhere in the
world, where would you visit?

...

1.1b-Start-AssignCactus

CUSTOMER
[any response]

CONTEXT
Player has 0 cacti; assign random cactus type

<audio src="soundbank://soundlibrary/video_tunes/video_tunes_10"/>

ALEXA
I found the perfect cactus for you. Meet [RANDOM NAME]. They need water, food, and sunlight to thrive. They're just a sprout right now, but keep them happy and they'll grow a little each day.
 You can ask me to water your cactus – but not too much! Or you can ask me to open and close the blinds – [name] needs lots of sun, but they'll get chilly at night if you don't close them!

CONTEXT
Player has 1 cacti; cache cactus type & name, set status to "sprout" (level 1); set health to POOR

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2.2-Status-Neutral

CUSTOMER

Alexa, ask My Cactus how it's doing/how's it going

Alexa, Start My Cactus; open My Cactus

What can I do?

CONTEXT

Player has cacti; Cactus has 1 need, is NEUTRAL health

DAY <audio src="soundbank://soundlibrary/animals/amzn_sfx_bird_forest_01"/>

NIGHT <audio src="soundbank://soundlibrary/animals/amzn_sfx_wolf_howl_02"/>

+ SEASONAL AUDIO

ALEXA

[Cactus name] is feeling OK. Their health is [#]%

STATUS MESSAGE [DYNAMIC]

[He/she]'s/They're thirsty.

[He/she]'s/They're a bit chilly.

[He/she]/They could use some sun.

>>

3.2-CarePrompt

CONTEXT

Player has cacti; has heard status; OR has just completed an action; OR asks what they can do; Cactus HAS needs

OPTIONS [DYNAMIC]

- Do you want to water [cactus name]?
- Do you want to open the blinds?
- Do you want to close the blinds?
- You can water [cactus name], or open the blinds. Which do you want?
- You can water [cactus name], or close the blinds. What'll it be?

...

4.1a-Water

CUSTOMER

Water; water my cactus; Alexa, ask My Cactus to water my cactus

CONTEXT

Player has cacti; Cactus needs water

WATER <audio src="soundbank://soundlibrary/household/water/pour_water_01"/>
+PLUS
SLURP <audio src="soundbank://soundlibrary/human/amzn_sfx_drinking_slurp_01"/>

THANK YOU MESSAGE [RANDOMIZED]

Ah! That’s refreshing.
That water is refreshing stuff.
Ah. That hit the spot.
... ETC (see doc)

2.1-Status-Healthy

CUSTOMER

Alexa, ask My Cactus how it's doing/how's it going

Alexa, Start My Cactus; open My Cactus

CONTEXT

Player has cacti;

Cactus has NO needs, IS Healthy

Share randomized status message.

DAY <audio src="soundbank://soundlibrary/animals/amzn_sfx_bird_forest_01"/>

NIGHT <audio src="soundbank://soundlibrary/animals/amzn_sfx_wolf_howl_02"/>

+ SEASONAL AUDIO

ALEXA

[Cactus name] is healthy. Their health is [#]%

STATUS MESSAGE [RANDOMIZED]

I have everything I need right here for now.

>>

3.1a-CactusIsm-NoGame

CUSTOMER

What can I do?

CONTEXT

Player has cacti; has heard status; OR has just completed an action; OR asks what they can do; Cactus has NO needs; No game available

EVENT MESSAGE [RANDOMIZED]

Today I watched dogs out the window. It made me glad that I don't live near the sidewalk.

>>

5.1b-Exit-Afternoon

CUSTOMER

No, I'm done, that's all, no thanks, I'd rather not ...
Quit, stop, leave, go away, stop

CONTEXT

Player reaches end of session; cactus IS in neutral to good health; is 11:01 am-5 pm (afternoon)

MESSAGES [RANDOMIZED]

See you later alligator!
Bon voyage!
Until next time! Bye!
Nice talking to you!
Don't forget to stop and smell the roses! Bye!
Good chatting with you. See you later.
Thanks for visiting!
Hasta la vista, baby!
It was lovely seeing you, as always!
Have a splendid afternoon. Bye bye!

...

9.1-Badge-NewParent

CUSTOMER

Alexa, start My Cactus; Alexa, ask my cactus how it's going?
Tell me about the New Parent badge; What's the new parent badge?

CONTEXT

Player has cactus; Player HAS earned a new badge OR
player asked about awarded badge OR taps on awarded
badge for more info; Badge is [New Parent; Adopted a new
cactus]

<audio src="soundbank://soundlibrary/musical/amzn_sfx_trumpet_bugle_03"/>

MESSAGE

You've embarked on a journey under your control,
A quest to take care of this delicate soul.
[Cactus name] is a friend I'm sure you'll enjoy,
Congratulations on your new bundle of joy!

You've collected the "New parent" badge for starting a
new cactus. How exciting!

X