

Slack Gamebot

Hack Upstate VII

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Problem?

- Too much work is getting done in Slack!
- Companies think:
 - Slack = Productivity
 - Channels = Stay on Topic

Planning

Hide Seek

@ bot Hide
↳ channel

@user: @Not/Found/you! |

! (bot: Try again: ghost:

Play 5 in winter

(a) Set $A \cap C$

edit pls -> help

Ghost

Get Users Sort random

guess a letter

forests

End name ^{eb} + network
Poll users

Math (channel)

plasma strength (me)

help () before the ... 229

114

175-491) *P. minor*

6. Sliss. unica T/F

Tech

- Javascript / Node.js / ES2015
- Slack Real Time Messaging / Botkit
- Github
- Docker / Docker Hub
- Docker Cloud

Deployment

- Push to Github
- Trigger Docker Hub Build
- Docker Cloud Deploys latest to node

Games

Slack \leftrightarrow Bot \leftrightarrow Game

RTM

API

Hide and Seek

- To start the game use the command '@botname play Hide and Seek'
- The bot will then announce the game has started
- Any player is free to find the bot by saying its name in a channel
- A player finds the bot if they are the first to say its name in the correct channel
- The player with the most "finds" at the end of the rounds wins!

Math Challenge

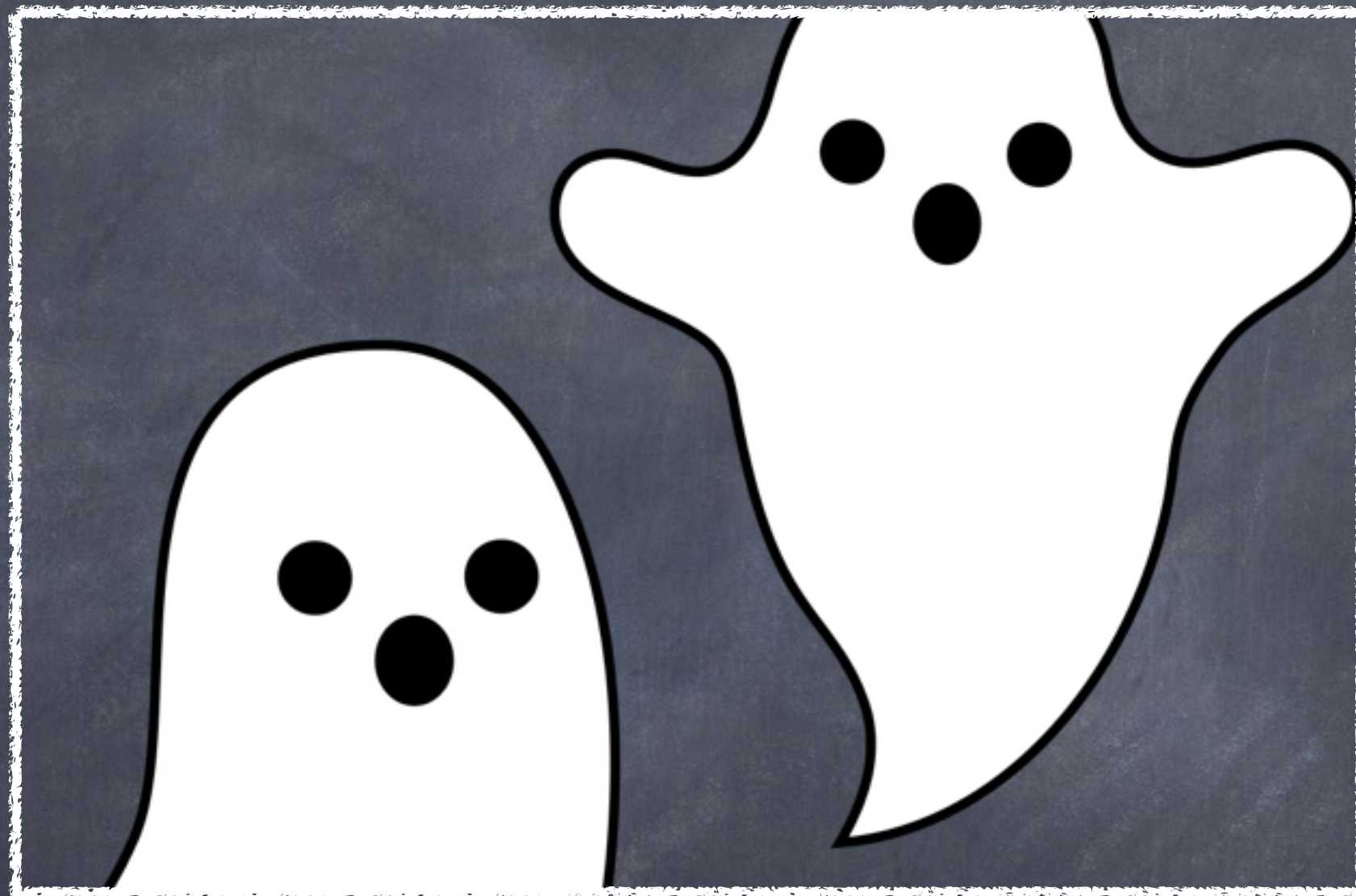
- To start the game use the command '@botname play Math'
- The bot will ask how many rounds you wish to play. Anyone can answer.
- The bot will begin asking increasingly longer math questions.
- To answer, just say the correct number in the channel.
- The player with the most correct answers at the end of the rounds wins!

What did we learn?

- Simple is fun!
- Math is hard!
- Docker can be automated!
- We <3 Slack API Documentation
- Sleep Deprivation = Competitiveness

Links

- GitHub: <https://github.com/shaunburdick/gamebot>
- Docker Image: <https://hub.docker.com/r/shaunburdick/gamebot/>



THANK YOU!

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