

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: @ bot / Found you!

! @ bot: Try again: ghost

Play 5 min winter

@ bot: Play (game)

@ bot: play -> help

Ghost

Get Users Sort Random

guess a letter

forest

End game
poll users
e but not word

Math (Channel)

plans: (math) (time)

help ()

now using panels

1+4

12+4

class: unique

class: name

class: name

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

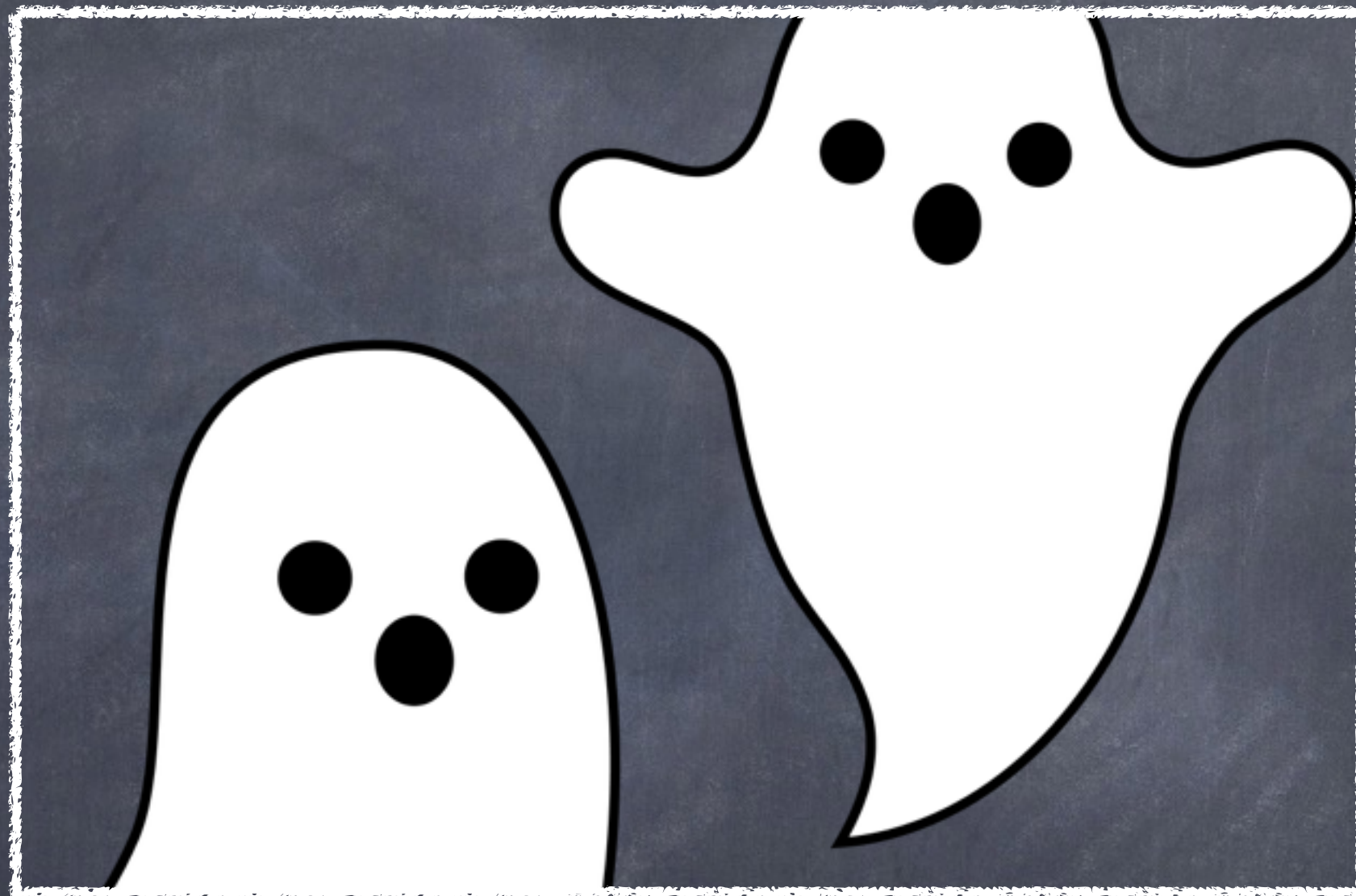
- To start the game use the command '@botname play Hide and Seek'
- The bot will then announce the game has started
- Any player is free to find the bot by saying its name in a channel
- A player finds the bot if they are the first to say its name in the correct channel
- The player with the most "finds"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

Links

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



THANK YOU!

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