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

Tech

- Javascript / Nodejs / 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 <-> Bot <-> Game
RTM   API

Get Ready to Play!

#hugamebot
#hugamebot-test-1
#hugamebot-test-2
#hugamebot-test-3
#hugamebot-test-4

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

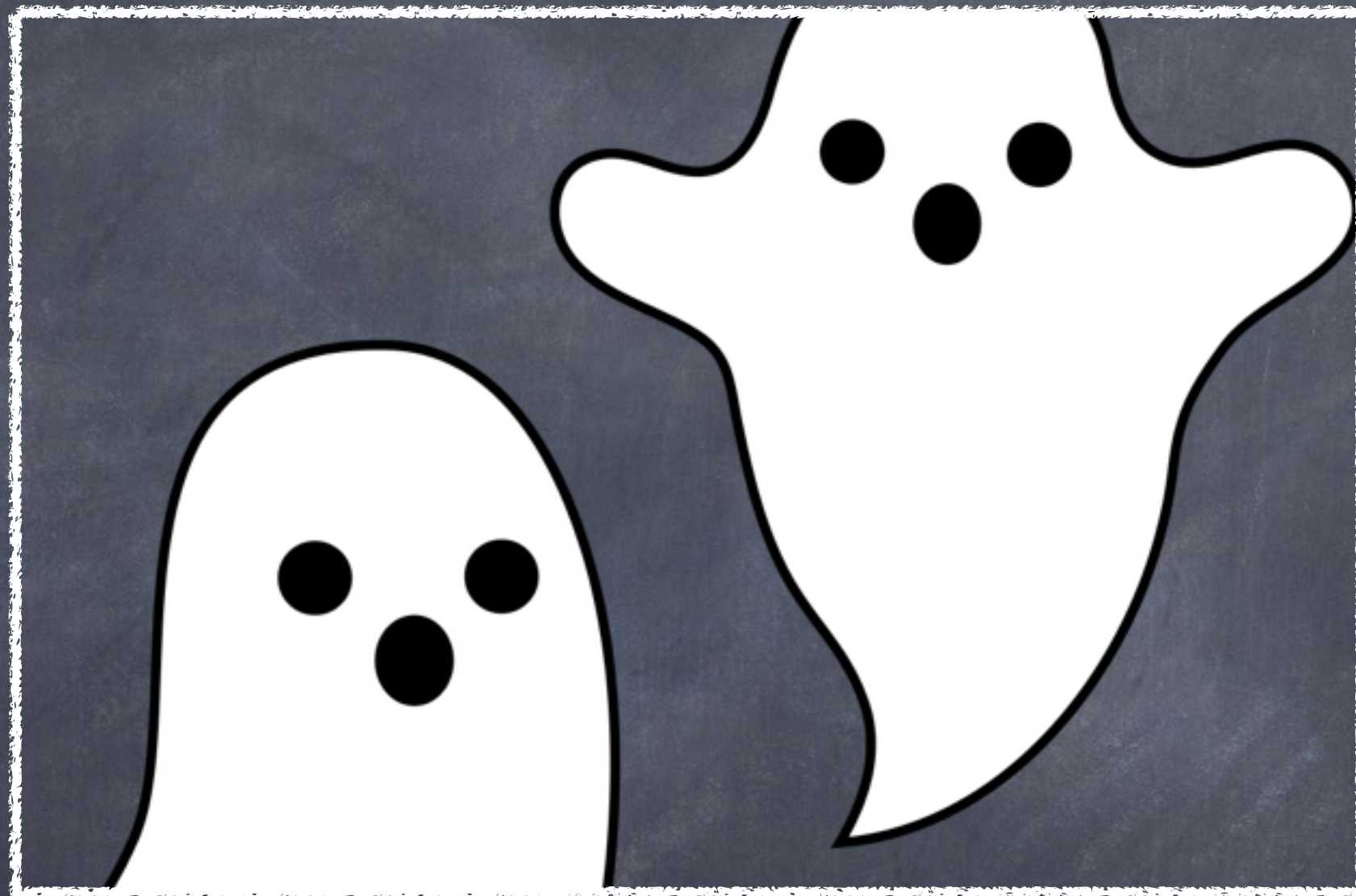- The player with the most "finds" at then end of the rounds wins!

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 then 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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