

# Introduction

• Pizzaland is a chatbot that allows users to:

- □ Order pizza
- ☐ Modify their order
- ☐ Track their order status
- ☐ Cancel an order
- ☐ Get store hours and delivery estimates

#### KEY FEATURES

- Order Pizza (Specify type & size)
- Modify Orders (Add/remove toppings)
- Track Orders (Real-time status updates)
- Cancel Orders
- Store Hours Information
- Weather in real-time
- Error Handling for Unexpected Inputs

### EXAMPLE CONVERSATIONS

Scenario 1: Ordering a Pizza

User: I want to order a pizza

**Bot:** What kind of pizza would you like?

User: A large Pepperoni

Bot: Your order for a large Pepperoni pizza

has been placed!

Scenario 2: Tracking an Order

**User:** Where is my pizza?

Bot: Your order is being prepared and will

be delivered in 30 minutes.

# CHALLENGES & SOLUTIONS

- Challenge 1: Bot Repeating the Same Question Solution: Fixed issue in stories.yml where the bot would ask the user for pizza details multiple times. Adjusted rules and action handling to prevent duplicate prompts.
- Challenge 2: Custom Actions Not Executing
  Solution: The bot initially failed to execute action\_confirm\_order.
  The problem was traced to a missing endpoints.yml configuration.
  Fixed by correctly setting up the action server.
- Challenge 3: User Input Not Being Understood Solution: The bot struggled with variations like "Can I add toppings?" vs. "I want mushrooms." Improved the nlu.yml file by adding more diverse training examples.
- Challenge 4: Weather API Not Responding Solution: API errors caused the bot to crash when fetching weather data. Implemented a **try-except block** in actions.py to return a default response if the API failed.
- Challenge 5: Incorrect Order Modifications
  Solution: The bot sometimes treated "Remove olives" as an addition instead of a removal. Fixed action\_modify\_order logic to properly distinguish between adding and removing ingredients.

# FUTURE IMPROVEMENTS

- ☐ Add user authentication & order history
- ☐ Integrate with **restaurant POS system**
- ☐ Improve NLU & conversational flow