

Insert ideas here, and we can organize them on Sunday.

- 1) Introduction (Birizibe)
  - a) Subteam Intro
  - b) Topic of our presentation
- 2) What is NLP? ( Brief Recap) (Birizibe)
- 3) What is Conversational AI? (Birizibe)
  - a) Sentiment Analysis
- 4) [Different Approaches to building Conversational AI](#) (Birizibe)
  - a) Rule-Based
  - b) Retrieval-Based
  - c) Generative Methods
  - d) Ensemble Methods
  - e) Grounded Learning
  - f) Interactive Learning
- 5) History/Development of Conversational AI (Emily)
  - a) How it was created, how it came to be.
  - b) Research that led to where we are now
- 6) Current/Everyday Usage of NLP & Conversational AI (Emily)
  - a) Examples that we've seen in everyday life (Siri's, Echo, etc)
- 7) Conversational UI specifically in Games (Emily)
- 8) What we're doing (Vibhu)
  - a) Rule Based Approach
  - b) Retrieval Based Approach
- 9) Advantage of Rule-Based Approach for us (Vibhu)
  - a) How we're using it
  - b) Usage in other games?
- 10) Advantage Retrieval-Based Approach for us(Vibhu)
  - a) How we're using it
  - b) Usage in other games?
- 11) Example of how we're using it with our Enemy 1 Character ( Alex)
  - a) what we're doing with rule-based
  - b) what we're doing with retrieval-based