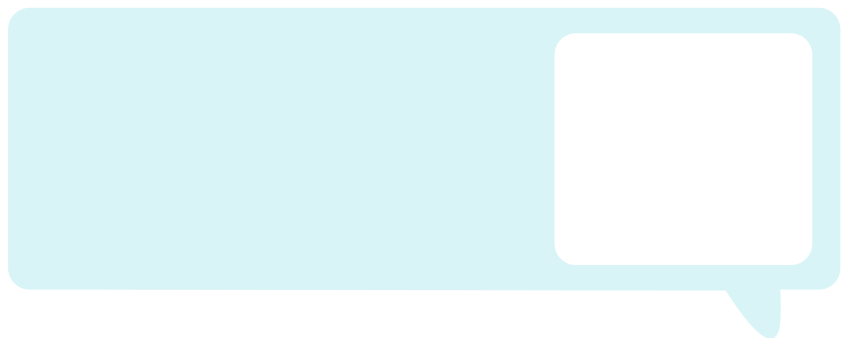
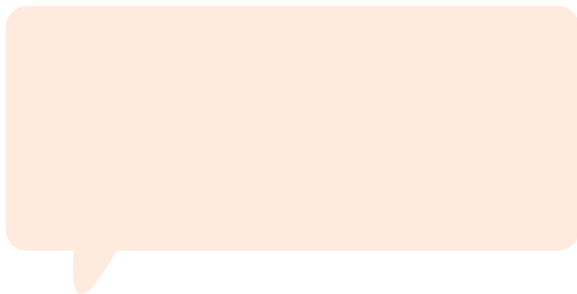
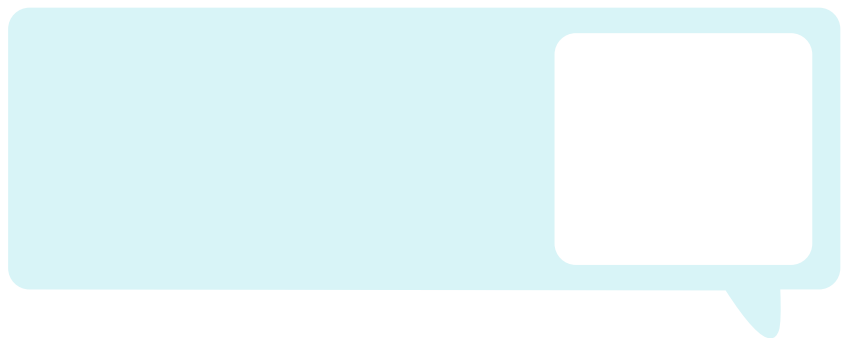
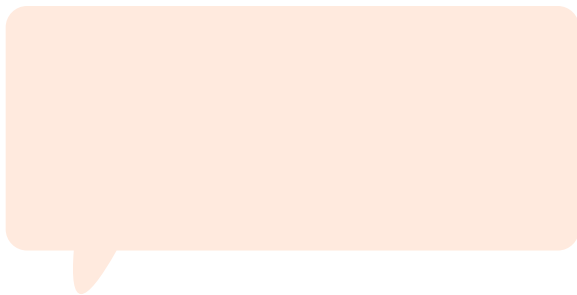
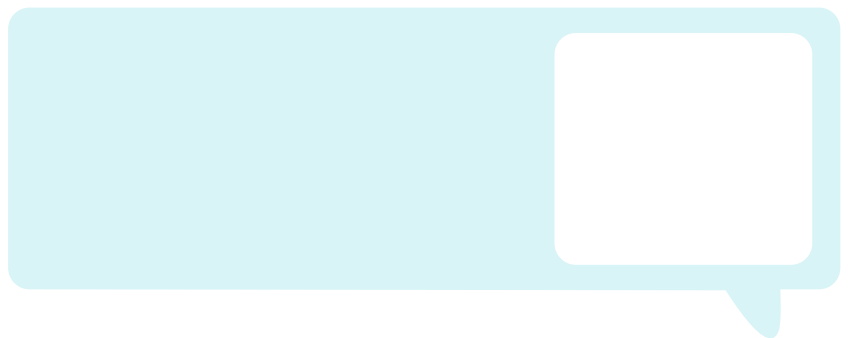
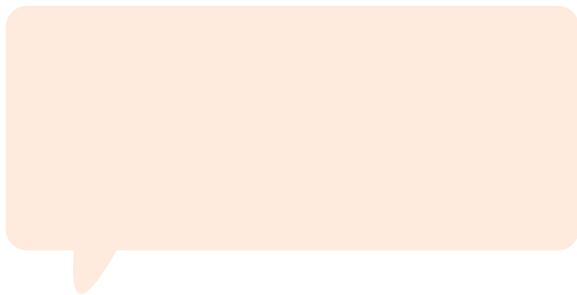
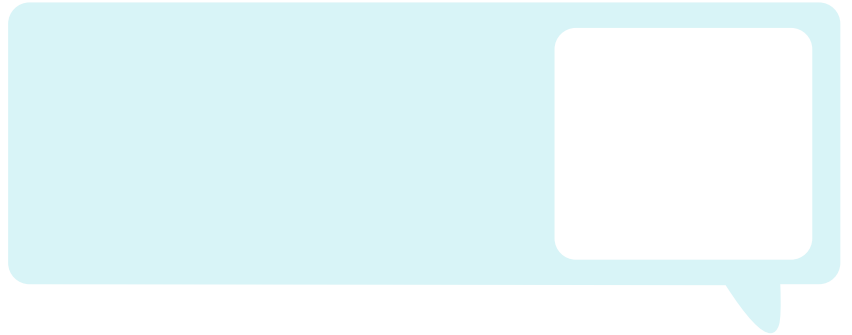
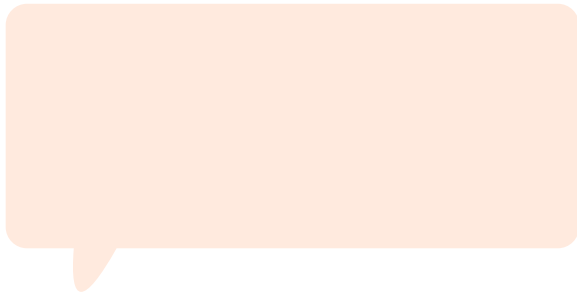


# Dialog Worksheet

Intents and Slots



EXAMPLE UTTERANCE



- enter what the user says to receive this response -

SITUATION

- enter what the user says to receive this response -

REQUEST NOTES

- What request type is  
- Intent, slots, etc, are used  
- What logic is used to determine the situation  
- if you’re usinf the SDK, this card represents a handler and the top half of the card is a chanHandle.

CHANGES

- describe any changes to the content -

RESPONSE

- enter the prompt in the response that drives the conversation forward -

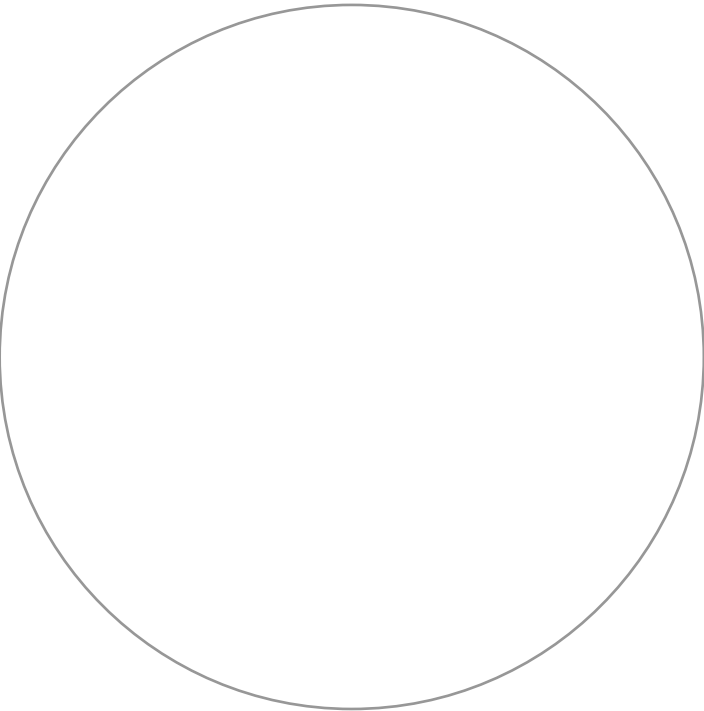
PROMPT



- enter the prompt in the response that drives the conversation forward -

RESPONSE NOTES

- enter how to respond to the user’s utterance, with placeholders for any dynamic slot values and required SSML.  
- enter the promot in the response that drives the conversation forward, with placeholders for any dynamic slot values and required SSML.  
- If you’re using the SDK, this top half of the card is the handle.



SCREEN NOTES

- Describe any notes about how your APL document works.

## EXAMPLE UTTERANCE

- enter what the user says to receive this response -

## SITUATION

- enter what the user says to receive this response -

## REQUEST NOTES

- What request type is
- Intent, slots, etc, are used
- What logic is used to determine the situation
- if you're using the SDK, this card represents a handler and the top half of the card is a chanHandle.

## CHANGES

- describe any changes to the content -

## RESPONSE

- enter the prompt in the response that drives the conversation forward -

## PROMPT

- enter the prompt in the response that drives the conversation forward -

## RESPONSE NOTES

- enter how to respond to the user's utterance, with placeholders for any dynamic slot values and required SSML.
- enter the prompt in the response that drives the conversation forward, with placeholders for any dynamic slot values and required SSML.
- If you're using the SDK, this top half of the card is the handle.

## EXAMPLE UTTERANCE



- enter what the user says to receive this response -

## SITUATION

- enter what the user says to receive this response -

## CHANGES

- describe any changes to the content -

## RESPONSE


- enter the prompt in the response that drives the conversation forward -

## PROMPT



- enter the prompt in the response that drives the conversation forward -

EXAMPLE UTTERANCE



- enter what the user says to receive this response -

SITUATION

- enter what the user says to receive this response -

MUSIC & SFX

[Play Music & SFX]

REQUEST NOTES

- What request type is

- Intent, slots, etc, are used

- What logic is used to determine the situation

- if you’re usinf the SDK, this card represents a handler and the top half of the card is a chanHandle.


CHANGES

- describe any changes to the content -

RESPONSE

- enter the prompt in the response that drives the conversation forward -

PROMPT



- enter the prompt in the response that drives the conversation forward -

RESPONSE NOTES

- enter how to respond to the user’s utterance, with placeholders for any dynamic slot values and required SSML.

- enter the promot in the response that drives the conversation forward, with placeholders for any dynamic slot values and required SSML.

- If you’re using the SDK, this top half of the card is the handle.

SCREEN NOTES

- Describe any notes about how your APL document works.

## EXAMPLE UTTERANCE

- enter what the user says to receive this response -

## SITUATION

- enter what the user says to receive this response -

## MUSIC & SFX

[Play Music & SFX]

## REQUEST NOTES

- What request type is
- Intent, slots, etc, are used
- What logic is used to determine the situation
- if you're using the SDK, this card represents a handler and the top half of the card is a chanHandle.

## CHANGES

- describe any changes to the content -

## RESPONSE

- enter the prompt in the response that drives the conversation forward -

## PROMPT

- enter the prompt in the response that drives the conversation forward -

## RESPONSE NOTES

- enter how to respond to the user's utterance, with placeholders for any dynamic slot values and required SSML.
- enter the prompt in the response that drives the conversation forward, with placeholders for any dynamic slot values and required SSML.
- If you're using the SDK, this top half of the card is the handle.

## EXAMPLE UTTERANCE



- enter what the user says to receive this response -

## SITUATION

- enter what the user says to receive this response -

## MUSIC & SFX

[Play Music & SFX]

## CHANGES

- describe any changes to the content -

## RESPONSE

- enter the prompt in the response that drives the conversation forward -

## PROMPT



- enter the prompt in the response that drives the conversation forward -

# Intent

## UTTERANCES

-

## SLOT TYPES

-

## DYNAMIC ENTITIES

-