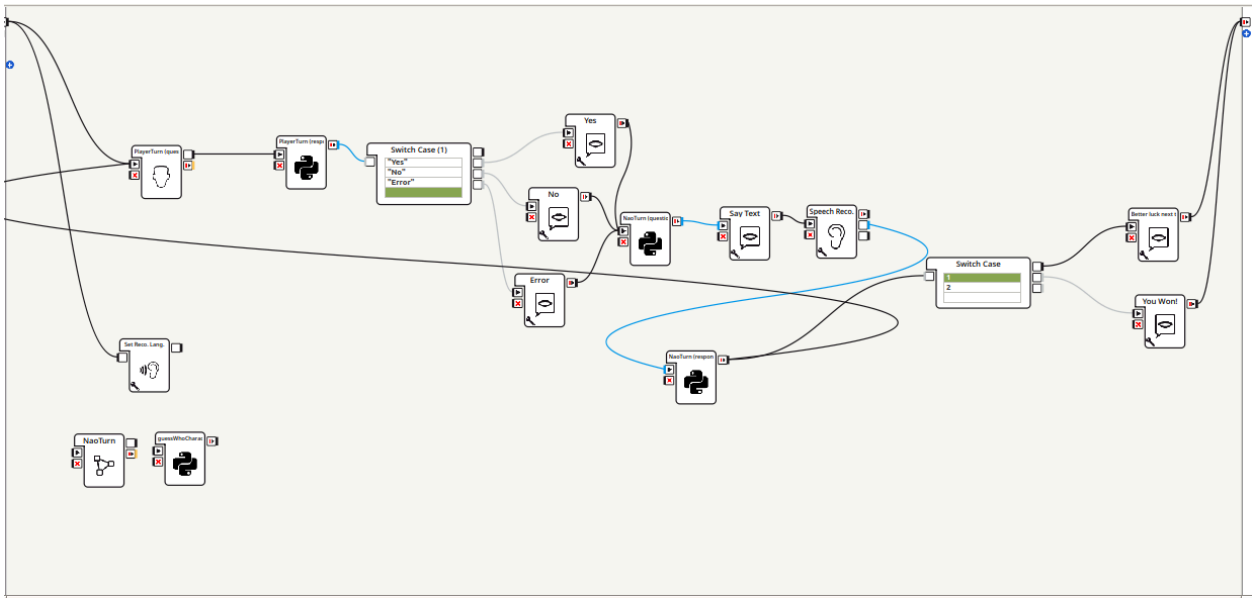

This Choregraphe file starts by initiating the player's turn in the playerTurn(question) box. This box runs a series of other boxes that have the player ask the Nao something about its character, have the player confirm that the Nao heard it correctly, and then store what the player asked into memory. The next box, playerTurn(response) has the Nao check what the player asked and compare it against the features of the character that it chose. This is then outputted to a switch case that checks if the Naos character has the feature asked about and has the bot say either yes, no, or error. This then starts the Nao's turn with the naoTurn(question) box. This box has the Nao randomly select a question from a predetermined pool and ask the player using the following "say text" box. After this a speech recognition box detects whether the player says yes or no to the Nao's question. Finally this goes to the naoTurn(response) box which takes the "yes" or "no" from the player and based on that eliminates characters from the pool of potential characters that it thinks the player could have. This then loops if there are more than one potential character that the Nao thinks the player could have. This whole loop continues until either the Nao or the player are able to guess the other person's character at which point a number is outputted to the switch case at the end and the Nao either tells the player that they win or they lose. All of the python scripts used in this project are in the Github with their own set of comments.