The chatbot will be based off of The Witcher 3. The Witcher 3 is a video game with complex lore where the primary goal is killing various monsters. These monsters will usually have a set of weaknesses which can be exploited by the player to kill that monster more easily.

System requirements:

* The chatbot should allow for some general conversation such as greetings
* The chatbot should allow the user to ask for a description all of the different monsters
* The chatbot should allow the user to ask for a list of things that a particular monster is weak to
* The chatbot should be able to answer some basic questions about The Witcher 3 and the Witcher series
* The chatbot should allow the user to exit the program by saying goodbye

AI techniques:

One of the AI techniques that will be employed is Rule based. I will use an AIML file to define patterns for user input. When the user input matches that pattern, there will be a defined template to decide what the output should.

Another technique that was used was TF.IDF