Artificial Intelligence
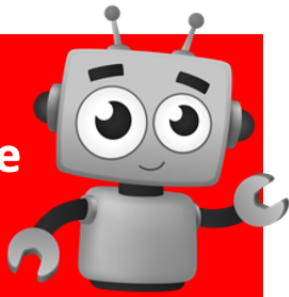
The Sentimental Jellyfish

Cheer up the sentimental jellyfish with kind words.

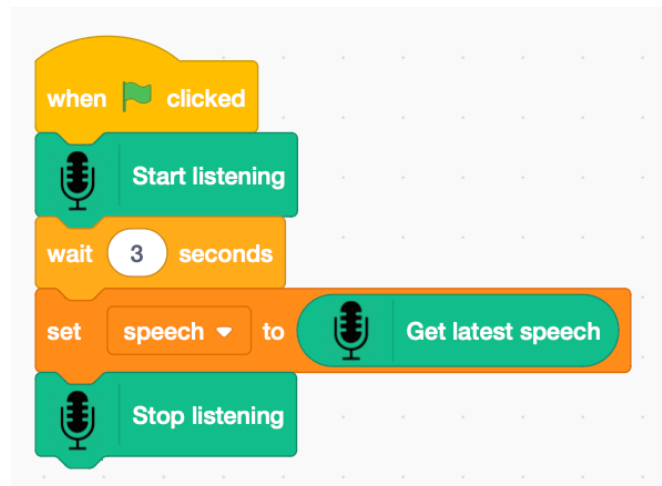**Open https://codelab.cognimates.me (you can't login like normal Scratch)**

The jellyfish has a range of expressions from sad to happy.

- Create a new jellyfish sprite (or create your own set of sad to smiley faces).
- Select the costumes tab and arrange the costumes from the saddest first to happiest last.

Use 'speech to text' to capture what your say.

- Create a variable **speech** to store what you say.
- Add code to that **starts listening** to you when you click the **green flag**. What you say is stored in the **speech** variable.

```
when [flag] clicked
Start listening
wait (3) seconds
set [speech v] to (Get latest speech)
Stop listening
```

Press the green flag and speak (you have 3 seconds). Does it hear you?

*The sentiment of your words can be **positive** (kind), **neutral**, or **negative** (unkind).*

- Add a variable to store the **sentiment**.

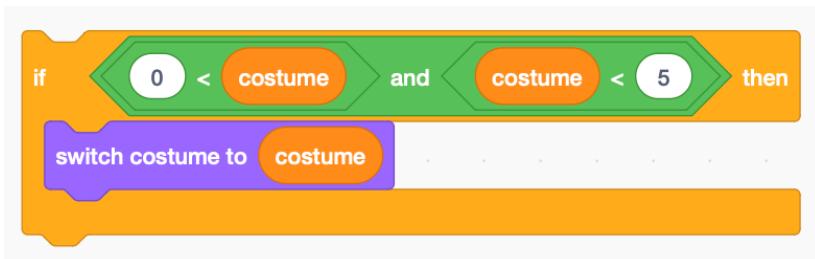- Add code that works out if the **feeling** is positive or negative.

set sentiment to ❤️ What is the feeling of the text: speech ?
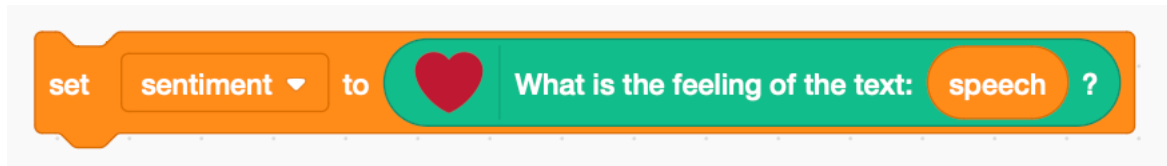
*Press the **green flag** and say something kind to the jellyfish.*
What is the sentiment?

Change the costume according to the sentiment, positive words make it happier, negative words make it sadder.

- Create a new variable to store the **costume** number.

- Add code to **set costume** to the current **costume number**.

set costume to costume number
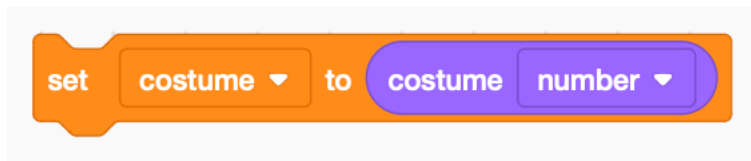
- If the **sentiment** is positive increase the costume number, making the jellyfish happier. Otherwise decrease it, to make it sadder.

if sentiment = positive then
  change costume by 1
else
  change costume by -1

if 0 < costume and costume < 5 then
  switch costume to costume

- Finally, **switch costumes**. The jellyfish has 4 costumes, so only do this if the costume number is in the range 1 to 4.

*Your code isn't saved to Scratch. **Save it on a USB drive.***