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**Final Project Proposal**

My project is going to be a question/answering system about Minecraft Java Edition 1.15. When a user inputs a question about any of the mechanics of Minecraft, the system will determine what information the user is asking for and then consult a knowledge base to return a full correct answer.

This project is actually part of a larger project I’ve been working on. My overall goal is to create a smart assistant bot in Minecraft that will follow you, do things for you, such as fight mobs, mine, and craft, and answer any questions about the game mechanics instead of having to Google it. The bot will be interacted with completely through the in-game chat, so NLP will be required not only for the question/answering, but also for the task commands.

The system is split into two parts: the question recognition and then information retrieval from the knowledge base. The data for training and testing the question part of the system will be various questions that can be asked about Minecraft’s mechanics. This data can be scraped online from sites that have questions and answers about Minecraft, such as Quizlet or GameFAQs, as well as server chat logs. For the knowledge base part, information can be retrieved from the answers to the questions as well as various Minecraft wikis. I plan to structure the knowledge base with an ontology to define entities, their properties, and their relationships between each other.

Vision Statement: Given a question from a user about any of the mechanics of Minecraft Java Edition 1.15, the system will give a full correct answer to their question.