AIDI 1001 Conversational AI – Week 12 Activity: Pet Match

# Activity Overview

For this assignment are to use Alexa Conversations to create a non-linear conversational experience for our users.

# Parameters

Following the steps outlined in Labs 3-5 the Pet Match Alexa Tutorial make the modifications listed below.

<https://developer.amazon.com/en-US/docs/alexa/workshops/build-multi-turn-skills/create-skill/index.html>

* Change the application to anything you would like.
* Modify the welcome to suit your new application (2m)
* Instead of using a dog. Use the table below based on the last 2 digits of your student number to find your animal.
* Research at least 3 types of your animal and 2 at least features that align with your animal.
* ie) types (Snowy Owl, Barn Owl, barn Owl)
* features - colour (white, brown, grey)
  + size (small, large)

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 00 | bee | 20 | coyote | 40 | goat | 60 | moose | 80 | seal |
| 01 | antelope | 21 | crab | 41 | gopher | 61 | mouse | 81 | shrew |
| 02 | ape | 22 | crocodile | 42 | gorilla | 62 | musk-ox | 82 | sloth |
| 03 | bat | 23 | crocodile | 43 | guinea pig | 63 | muskrat | 83 | snake |
| 04 | bear | 24 | crow | 44 | hare | 64 | opossum | 84 | squirrel |
| 05 | bison | 25 | deer | 45 | hippopotamus | 65 | orangutan | 85 | starfish |
| 06 | boar | 26 | dog | 46 | hog | 66 | otter | 86 | steer |
| 07 | buffalo | 27 | platypus | 47 | jaguar | 67 | owl | 87 | tiger |
| 08 | bull | 28 | eagle | 48 | kangaroo | 68 | ox | 88 | toad |
| 09 | bunny | 29 | elephant | 49 | kitten | 69 | panda | 89 | turtle |
| 10 | camel | 30 | ewe | 50 | lamb | 70 | panther | 90 | vicuna |
| 11 | canary | 31 | fawn | 51 | lemur | 71 | parakeet | 91 | walrus |
| 12 | chameleon | 32 | ferret | 52 | leopard | 72 | parrot | 92 | warthog |
| 13 | chicken | 33 | finch | 53 | llama | 73 | pony | 93 | weasel |
| 14 | chimpanzee | 34 | fish | 54 | lovebird | 74 | prairie dog | 94 | whale |
| 15 | chinchilla | 35 | fox | 55 | lynx | 75 | pronghorn | 95 | wolverine |
| 16 | coati | 36 | frog | 56 | meerkat | 76 | raccoon | 96 | wombat |
| 17 | colt | 37 | gazelle | 57 | mink | 77 | rat | 97 | yak |
| 18 | cougar | 38 | giraffe | 58 | mongoose | 78 | rooster | 98 | zebra |
| 19 | cow | 39 | gnu | 59 | monkey | 79 | salamander | 99 | zebu |

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Submission

To submit your assignment for marking click on the Build tab in the Alexa Skills Console, then click the Interaction Model from the left menu, and JSON Editor. Copy the JSON file contents into a file call InteractionModel.json. Next, click on the Code tab in the Alexa Skill Console, then click Download skill. This will produce a zip file. (It may take a few minutes) Upload this zip file and your InteractionModel.json to Teams using the assignment submission provided