Ai Use Case: concept of the sports Results Chatbot

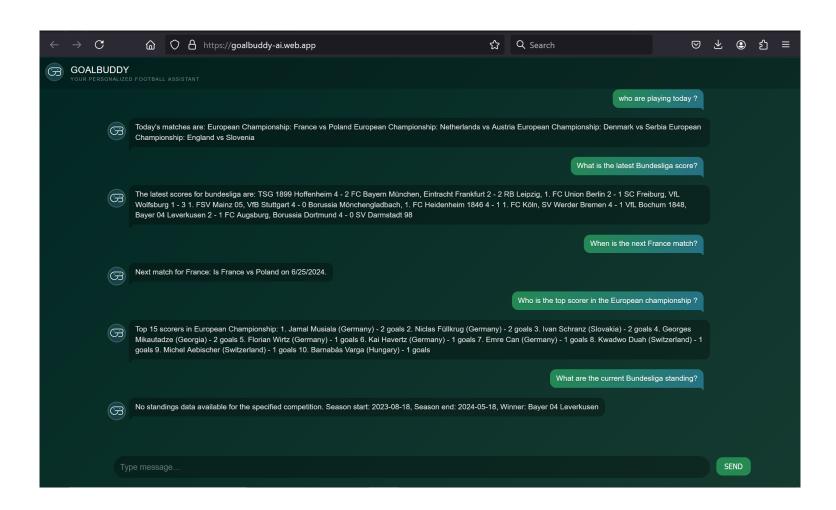
GoalBuddy – Your Personalized Football Assistant

Clement kanku

introduction

GoalBuddy is an application we've developed to make life easier for soccer fans, by enabling them to easily track competition scores and rankings. This project was carried out as part of our studies in artificial intelligence. The application is built using modern technologies such as React, Node.js and Wit.ai, creating a simple and pleasant user experience. You can discover and test **goalbuddy** at the following link: https://goalbuddy-ai.web.app/

GoalBuddy Features



Technologies Used

List of frameworks and tools:

React https://reactjs.org/:

Role: React allowed us to build the app user interface. It allows us to create reusable components and efficiently manage application state.

Description: Thanks to React, the application offers a responsive and dynamic interface where users can easily view the scores, standings and upcoming matches of their favorite teams.

Node.js https://nodejs.org/en :

Role: Node.js is the server technology used for our backend. It allows JavaScript to be executed on the server side, making it easier to manage requests and responses between the frontend and the databases.

Description: Node.js handles user requests, interacts with the soccer API to retrieve the necessary data, and returns that data to React for display.

Wit.ai https://wit.ai/:

Role: We used Wit.ai for intent recognition and natural language understanding (NLP). It allows the application to understand and interpret user queries in natural language.

Description: Thanks to Wit.ai, our web app can understand questions like "What is France's next match?" and provide appropriate responses by querying the Football API.

Football-data.org https://www.football-data.org/:

Role: Football-data.org provides necessary football data, such as match scores, league standings and match schedules.

Description: The football-data.org API is essential for obtaining the up-to-date information that our app ddisplays to users. It allows you to retrieve precise and reliable data on football competitions.

Firebase https://firebase.google.com/:

Role: We used Firebase to host the frontend application. It offers a reliable and scalable hosting solution for web applications.

Description: With Firebase, we deployed and hosted our application with ease, ensuring optimal availability and performance for all users.

Heroku https://dashboard.heroku.com/apps:

Role: We used Heroku to host the backend server of our application. It makes it easier to deploy and manage Node.js applications.

Description: Heroku allows us to deploy our backend server quickly and reliably. It also manages application updates and scalability.

Visual studio code https://code.visualstudio.com/:

Role: Visual studio code is a simple, flexible code editor with an easy-to-use interface, it allowed us to implement and compile the code of our application

Description: it was with visual studio code that we were able, from our terminal, to launch the "create-react-app goalbuddy" command for the base of our application.

Environment Configuration

Preparing the development environment for building our web ap

Description: To start working on a web app, it is essential to configure our development environment correctly. Here are the detailed steps to prepare our environment and start the project on our local machine.

Installing Node.js



Installing dependencies:

```
C:\Users\ocura\Desktop\sport-chatbot\goal-buddy> npm install
                   inflight@1.0.6: This module is not supported, and leaks memory. Do not use it. Check out lru-cache if you want a good and tested way to coalesce async reques
           value, which is much more comprehensive and powerful
                  @babel/plugin-proposal-json-strings@7.18.6: This proposal has been merged to the ECMAScript standard and thus this plugin is no longer maintained. Please use
                  @babel/plugin-proposal-dynamic-import@7.18.6: This proposal has been merged to the ECMAScript standard and thus this plugin is no longer maintained. Please u
@babel/plugin-transform-dynamic-import instead.
                  @babel/plugin-proposal-numeric-separator@7.8.3: This proposal has been merged to the ECMAScript standard and thus this plugin is no longer maintained. Please
se @babel/plugin-transform-numeric-separator instead
                  @babel/plugin-proposal-optional-chaining@7.9.0: This proposal has been merged to the ECMAScript standard and thus this plugin is no longer maintained. Please
use @babel/plugin-transform-optional-chaining instead.
                  @babel/plugin-proposal-nullish-coalescing-operator@7.8.3: This proposal has been merged to the ECMAScript standard and thus this plugin is no longer maintain
 Please use @babel/plugin-transform-nullish-coalescing-operator instead
                  @babel/plugin-proposal-class-properties@7.8.3: This proposal has been merged to the ECMAScript standard and thus this plugin is no longer maintained. Please
               -transform-class-properties instead.
                   move-concurrently@1.0.1: This package is no longer supported
                  stable@0.1.8: Modern JS already guarantees Array#sort() is a stable sort, so this library is deprecated. See the compatibility table on MDN: https://develope
                US/docs/Web/JavaScript/Reference/Global_Objects/Array/sort#browser_compatibility
                   source-map-url@0.4.1: See https://github.com/lydell/source-map-url#deprecated
                  flatten@1.0.3: flatten is deprecated in favor of utility frameworks such as lodash
                  @hapi/topo@3.1.6: This version has been deprecated and is no longer supported or maintained
                  @hapi/bourne@1.3.2: This version has been deprecated and is no longer supported or maintained
m warn
                   figgy-pudding@3.5.2: This module is no longer supported.
m warn
                  request-promise-native@1.0.9: request-promise-native has been deprecated because it extends the now deprecated request package, see https://github.com/reques
request/issues/3142
m warn
                  rimraf@2.6.3: Rimraf versions prior to v4 are no longer supported
                  rimraf@2.7.1: Rimraf versions prior to v4 are no longer supported
m warn
                  string-similarity@4.0.4; Package no longer supported. Contact Support at https://www.npmis.com/support for more info.
om warn
                  @babel/plugin-proposal-object-rest-spread@7.20.7: This proposal has been merged to the ECMAScript standard and thus this plugin is no longer maintained. Plea
e use @babel/plugin-transform-object-rest-spread instead.
                  urix@0.1.0: Please see https://github.com/lydell/urix#deprecated
                   har-validator@5.1.5: this library is no longer supported
                  copy-concurrently@1.0.5: This package is no longer supported
                  glob@7.2.3: Glob versions prior to v9 are no longer supported
                   @babel/plugin-proposal-async-generator-functions@7.20.7: This proposal has been merged to the ECMAScript standard and thus this plugin is no longer maintaine
         use @babel/plugin-transform-async-generator-functions instead.
                  abab@2.0.6: Use your platform's native atob() and btoa() methods instead
                   q@1.5.1: You or someone you depend on is using Q, the JavaScript Promise library that gave JavaScript developers strong feelings about promises. They can alm
t certainly migrate to the native JavaScript promise now. Thank you literally everyone for joining me in this bet against the odds. Be excellent to each other
m warn
                  (For a CapTP with native promises, see @endo/eventual-send and @endo/captp)
m warn
                  domexception@1.0.1: Use your platform's native DOMException instead source-map-resolve@0.5.3: See https://github.com/lydell/source-map-resolve#deprecated
                     okidar@2.1.8: Chokidar 2 does not receive security updates since 2019. Upgrade to chokidar 3 with 15x fewer de
```

Description of the main directories and main files

Please note that we will not be able to illustrate the entire tree of our project... We will illustrate here the main directories and the main files of each directory:

- A. public/: Contains static public files that will be served directly by the server.
- **B. src/**: Contains all the source code of the application.
- In the **public/** folder, the main file is **index.html**, **which** is the main **HTML** page of the application.:
- In the /src folder, we have the api/ subfolder which contains the footballApi.js file, which contains code to retrieve match data from the Express server.

Index.html

```
| Content | Cont
```

footballApi.js

```
src > api > JS footballApi.js > [∅] getMatchData
> .firebase
                      1 import axios from 'axios';
                         // Function to retrieve match data from the Express server
                         export const getMatchData = async () => {
                          try {
                                const response = await axios.get('https://goalbuddy-a918911f06e6.herokuapp.com/
 > components
                                return response.data:
 > services
                           } catch (error) {
                                console.error('Error retrieving match data :', error);
# App.css
JS App.js
# index.css
JS index.js
```

Description of the main directories and main files

c) components/: Contained in the src/ folder, contains the React components used in the application.

- In the **component/** folder we have the **sportResult.js** file, which plays a central role in the application by providing an interactive user interface to interact with the chatbot, It integrates API calls to retrieve match data and manages the state and rendering of messages reactively to user interface.
- In the **service/** folder we have the file **footballDataService.js**, which centralizes the interaction logic with the **football-data.org** API. It provides functions to retrieve various football information, such as match scores, upcoming matches, top scorers, and league standings.

sportResult.js

footballDataService.js

```
Recurse -Force node_modules Untitled-1 • {} package.json M
                                                                                                                     th \square
                                                                                                                                                           src > services > JS footballDataService.js > .
                           import React, { useEffect, useRef, useState, useCallback } from 'react';
                                                                                                                                                                 const axios = require('axios');
                            import { Scrollbars } from 'react-custom-scrollbars-2';
                                                                                                                                                                  const { normalizeCompetitionName } = require('.../utils/normalization');
                           import { getMatchData } from '../api/footballApi';
                                                                                                                                                                  const {competitionNumIds} = require('./competitionNumIds');
                           import axios from 'axios';
                                                                                                                                                                  const apiBaseUrl = 'https://api.football-data.org/v2';
                                                                                                                                                                  const apiKey = '8b057045a65a4
                           const ChatBot = () => {
 🖾 logo1.ipg
                              const [messages, setMessages] = useState([]);
                                                                                                                                                              7 // Function to retrieve scores of recent matches from the soccer API
                              const [msg, setMsg] = useState('');
                                                                                                                                                              8 > const getLatestMatchScores = async (competition) => {
                             const scrollbarsRef = useRef(null);
                             const fakeIndex = useRef(0);
                             const d = useRef(new Date());
JS App.is
                                                                                                                                                             29 // Function to retrieve the next match for a team
                              const m = useRef(d.current.getMinutes());
                                                                                                                                                             30 > const getNextMatch = async (teamId) => {
                                                                                                                                       > utils
                             const [matchData, setMatchData] = useState([]);
                                                                                                                                       # App.css
                             useEffect(() => { ·
                                                                                                                                       JS App.test.i
                                                                                                                                                             53 > const getTodayMatches = async (competition = null) => {
                              const scrollToBottom = useCallback(() => {
                                                                                                                                                             72 // Function for retrieving the top scorers in a competition
                                                                                                                                                             73 > const getTopScorers = async (competitionName) => +
                              useEffect(() => {
                                                                                                                                      .env
                              }, [messages, scrollToBottom]);
                                                                                                                                        .gitignore
                                                                                                                                                                 // Function to retrieve the next match between two teams

    README.md

                              const setDate = () => {
                                                                                                                                                             87 > const getNextMatchBetweenTeams = async (team1Id, team2Id) =>
                                                                                                                                     > OUTLINE
```

Description of the main directories and main files

utils/: Contained in the src/ folder, Contains utility files for various auxiliary functions.

Regarding the App.js and index.js files, there were no major changes in the basic configuration generated by the compilation of the "create-react-app" code, which allowed us to initialize our react project. However since they play an essential role in the execution of our program we have mentioned them.

- In **utilits**/ folder we have the **normalization.js** file, which ensures that team and competition names are standardized before being used to interact with the **football-data.org** API. This helps minimize errors due to variations in names and ensures API requests are accurate.
- The file **server.js** is essential for bridging the web app frontend and backend services, particularly for processing user requests, interacting with the Wit.ai API to understand user intent, and retrieving relevant data from the **football-data.org** API.

normalization.js

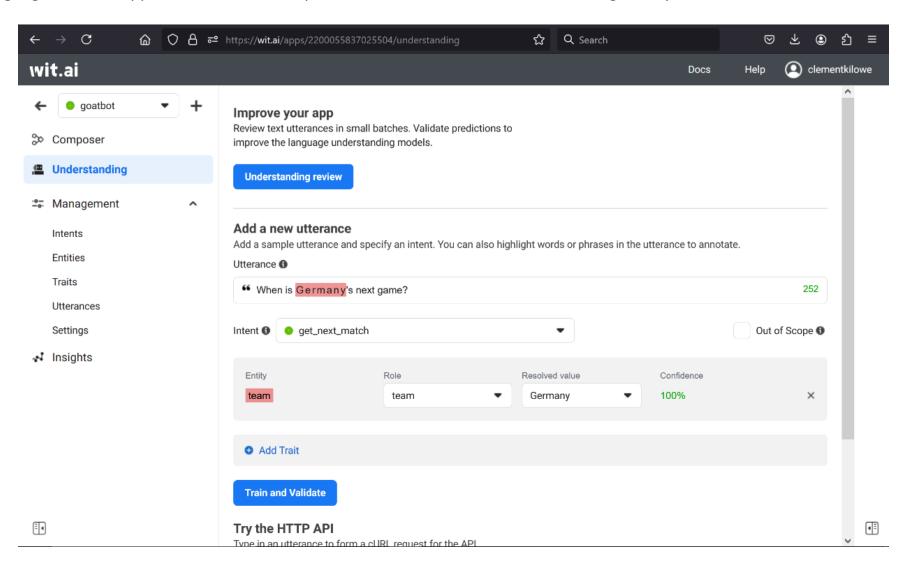
src > utils > J5 normalization.js > [@] normalizeCompetitionName const preprocessCompetitionName = (competitionName) => if (typeof competitionName !== 'string') { throw new Error(`Invalid competition name: \${competitionName}`); return competitionName.toLowerCase().replace(/^the\s+/i, '').trim(); // Function to normalize competition names # App.css const normalizeCompetitionName = (competitionName) => { const cleanedName = preprocessCompetitionName(competitionName); JS App.test.is const competitionNames = Object.keys(competitionIds); const bestMatch = stringSimilarity.findBestMatch(cleanedName, competitionNames).bes if (bestMatch.rating > 0.5) { // Threshold to consider a match return competitionIds[bestMatch.target]; throw new Error(`Competition not found: \${competitionName}`); module.exports = { normalizeTeamName. normalizeCompetitionName

server.js

```
GOAL-BUDDY
                      1 const express = require('express');
                      2 const bodyParser = require('body-parser');
                         const cors = require('cors');
                      4 const { getLatestMatchScores, getNextMatch, getTodayMatches, getTopScorers, getLastMa
                         const { normalizeCompetitionName, normalizeTeamName } = require('./src/utils/normali
                         const { getWitResponse } = require('./src/services/witAiService');
                      8 const app = express();
 JS App.js
                     10 app.use(bodyParser.json());
 JS App.test.is
                     11 app.use(cors());
                     14 > app.use(cors({
 JS setupTests.is
.env
                     20 > app.get('/', (req, res) => {
                     24 > const filterValidTeams = (teams) => {
H Procfile
                     38 > const filterValidCompetition = (competitionEntities) => {
                     44 > app.post('/api/message', async (req, res)
```

Wit.ai API

Wit.ai has been a valuable asset in the development of our app, adding a layer of artificial intelligence that significantly improves the user experience. Thus transforming our football score tracking application into a real intelligent assistant. Using **Wit.ai**, users can ask questions in natural language, and our app understands these questions and answers them in a meaningful way.



Deployment on Heroku and Google firestore

To make our application accessible to a wide audience, it is essential to host it on reliable and efficient platforms. We chose to use **Heroku** to host our backend server and **Firebase** to deploy our frontend application.

Heroku makes it quick and easy to deploy applications with a simple Git command. This greatly simplifies the process of bringing our **Nodejs** server online. To do this we went to the root of our project via command prompt, as illustrated: https://goalbuddy-a918911f06e6.herokuapp.com/

Firebase offers fast and secure hosting for static web applications, with automatic **SSL** configuration. To host the font-end part of our application on **firestore**, we once again went to the root of our project as the illustration shows:

Link to our chatbot:https://goalbuddy-ai.web.app/

Heroku deployment

PS C:\Users\ocura\Desktop\sport-chatbot\goal-buddy> heroku login » Warning: heroku update available from 7.53.0 to 8.11.5. heroku: Press any key to open up the browser to login or a to exit: Opening browser to https://cli-auth.heroku.com/auth/cli/browser/da424fc3-a640-4b7e-8387-93c56eea64c5 ?requestor=SFMyNTY.g2gDbQAAAA4xNDkuMjMzLjMyLjE0M24GAGCRWlSQAWIAAVGA.I2x6I-rYsjGbXZ483v_e31eXOUv-zt80 wxtH-Bn5cqA Logging in... done Logged in as clementkanku8@gmail.com PS C:\Users\ocura\Desktop\sport-chatbot\goal-buddy> git push heroku master Enumerating objects: 37, done. Counting objects: 100% (37/37), done. Delta compression using up to 4 threads Compressing objects: 100% (19/19), done. Writing objects: 100% (22/22), 111.68 KiB | 1.34 MiB/s, done. Total 22 (delta 14), reused 0 (delta 0), pack-reused 0 remote: Updated 37 paths from 4b6cc6e remote: Compressing source files... done. remote: Building source: remote: ----> Building on the Heroku-22 stack remote: ----> Using buildpack: heroku/nodejs remote: ----> Node.js app detected ----> Creating runtime environment NPM CONFIG LOGLEVEL=error remote: NODE_OPTIONS=--openssl-legacy-provider remote: NODE_VERBOSE=false remote: remote: NODE ENV=production

firebase deployment

```
Warning: PowerShell detected that you might be using a screen reader and has disabled PSReadLine for
 compatibility purposes. If you want to re-enable it, run 'Import-Module PSReadLine'.
PS C:\Users\ocura\Desktop\sport-chatbot\goal-buddy> firebase login
Already logged in as clementkanku8@gmail.com
PS C:\Users\ocura\Desktop\sport-chatbot\goal-buddy> firebase deploy
=== Deploying to 'goalbuddy-ai'...
i deploying hosting
i hosting[goalbuddy-ai]: beginning deploy...
i hosting[goalbuddy-ai]: found 17 files in build
+ hosting[goalbuddy-ai]: file upload complete
i hosting[goalbuddy-ai]: finalizing version...
+ hosting[goalbuddy-ai]: version finalized
i hosting[goalbuddy-ai]: releasing new version...
+ hosting[goalbuddy-ai]: release complete
+ Deploy complete!
Project Console: https://console.firebase.google.com/project/goalbuddy-ai/overview
Hosting URL: https://goalbuddy-ai.web.app
PS C:\Users\ocura\Desktop\sport-chatbot\goal-buddy>
```

conclusion

This practical work was an enriching adventure full of learning. We started with the choice of a simple idea (among the ones proposed to us): create an application capable of providing real-time information on football matches. Through this project, we explored and mastered different technologies, each bringing its own benefit.

Indeed, this project not only allowed us to apply the theoretical concepts of artificial intelligence and web development, but also to discover the practical challenges and real solutions in the development of a modern application. We gained a deep understanding of the technologies used and learned to overcome technical obstacles, thereby strengthening our software development skills.

Finally, this project reminds us of the importance of collaboration and innovation. By combining powerful tools and creative ideas, we were able to turn a simple idea into a useful and powerful application. **GoalBuddy** is the result of this synergy between technology and imagination, and we are proud of what we have accomplished.

Thank you for your attention and support throughout this journey. We hope you find **GoalBuddy** as exciting and useful as we enjoyed developing it.