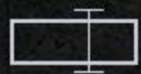




ALEXA FROM ZERO TO  
**HERO**



Character  
Mode

1970



GUI

1980



Web

1990



Mobile

2000



VUI

Presente



## Assistentes de voz



Amazon Echo



Apple Homepod



Google Home



Cortana - Microsoft



50,000+ SKILLS  
and growing every day

Processamento  
de Linguagem

IOT

Alexa

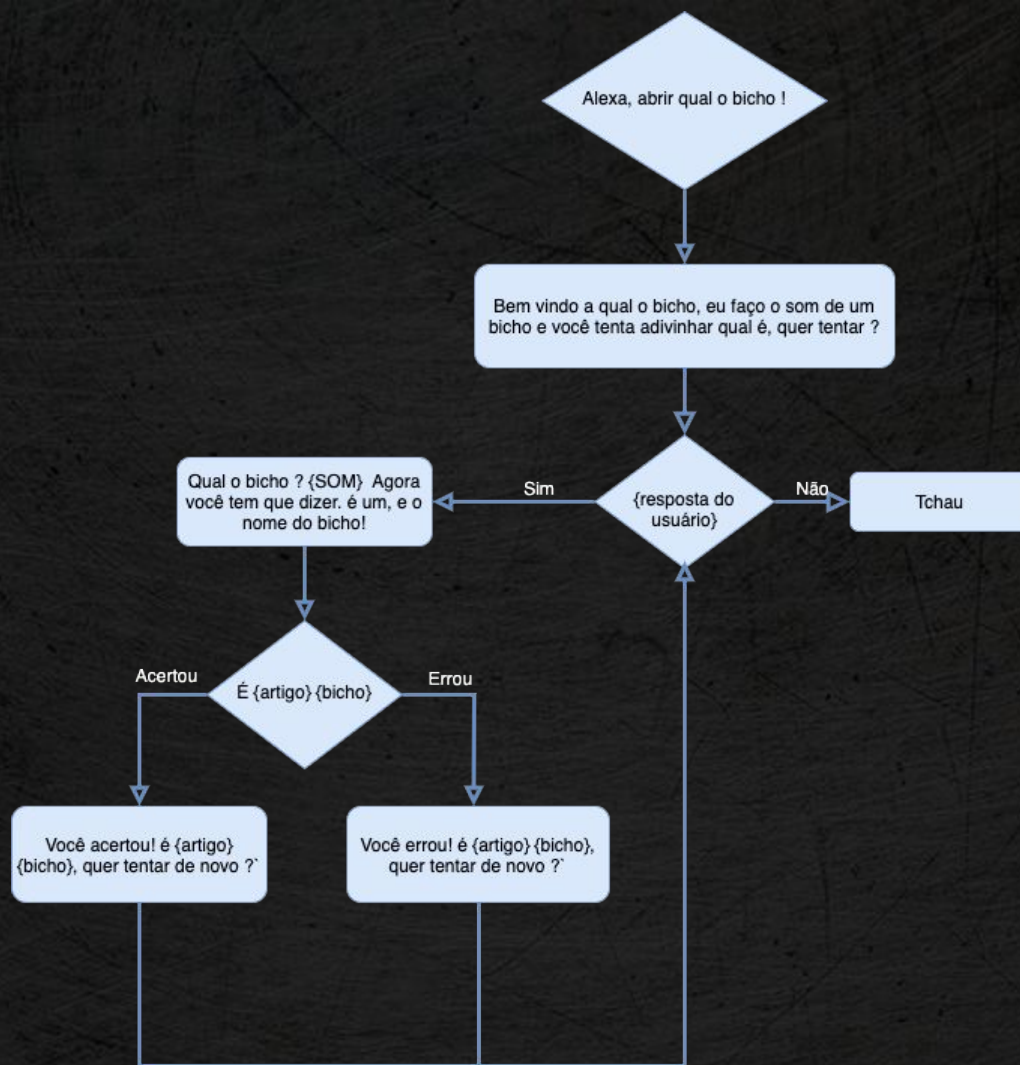
Machine  
Learning

IA





**Bora codar!**




## 1. Criar uma nova skill


Welcome to the Alexa Skills Kit Developer Console

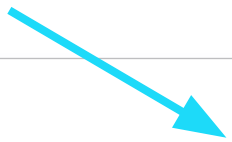
Visit our [release notes](#) to learn about new feature and tools. Curious about what's new? [watch this video](#) or [read our documentation](#).

**Skills** Earnings Payments Hosting

### Alexa Skills

 Search by skill name or skill ID

 Create Skill



## 2. Nome e língua da skill

### Create a new skill

**Skill name**

Qual o Bicho

12/50 characters

**Default language**

Portuguese (BR) ▼

More languages can be added to your skill after creation



### 3. Ambiente Dev

#### Custom

Design a unique experience for your users. A custom model enables you to create all of your skill's interactions.

SELECTED

#### Alexa-Hosted (Node.js)

Alexa will host skills in your account up to the AWS Free Tier limits and get you started with a Node.js template. You will gain access to an AWS Lambda endpoint, 5 GB of media storage with 15 GB of monthly data transfer, and a table for session persistence. [Learn more](#)

SELECTED

### 4. Template para a skill


#### Hello World Skill

This skill gets you started with skill building by providing basic "Hello World" functionality and rapidly generating a voice response from Alexa. [Learn more](#)

SELECTED


## 5. Template pra skill


**CUSTOM**

 Interaction Model

Utterance Conflicts (0)

**Invocation**

▼ Intents (5)  Add

HelloWorldIntent 


▼ Built-In Intents (4)

AMAZON.CancelIntent


AMAZON.HelpIntent


AMAZON.StopIntent


AMAZON.NavigateHomeIntent

Slot Types (0)  Add

JSON Editor

 Interfaces

 Endpoint

 Intent History

## 6. Nome de Invocação

Skill Invocation Name 

qual o bicho

## 7. Criar Intent (intenção) para reproduzir o som do bicho

[illegible]

## Add Intent

An intent represents an action that fulfills a user's spoken request. [Learn more](#) about intents.

☒ Create custom intent ?

Create custom intent

Intents / MakeSoundIntent

Sample Utterances (3)

Bulk Edit

Export

What might a user say to invoke this intent?

+

fazer som

sim

quero



## 8. Criar Intent (intenção) para adivinhar qual o bicho

### Add Intent

An intent represents an action that fulfills a user's spoken request. [Learn more](#) about intents.

☒ Create custom intent <sup>?</sup>

TheGuessIntent

Create custom intent

### Intents / TheGuessIntent

Sample Utterances (2) <sup>?</sup>

[Bulk Edit](#) [Export](#)

What might a user say to invoke this intent?

+

é uma {guess}

⌵

é um {guess}

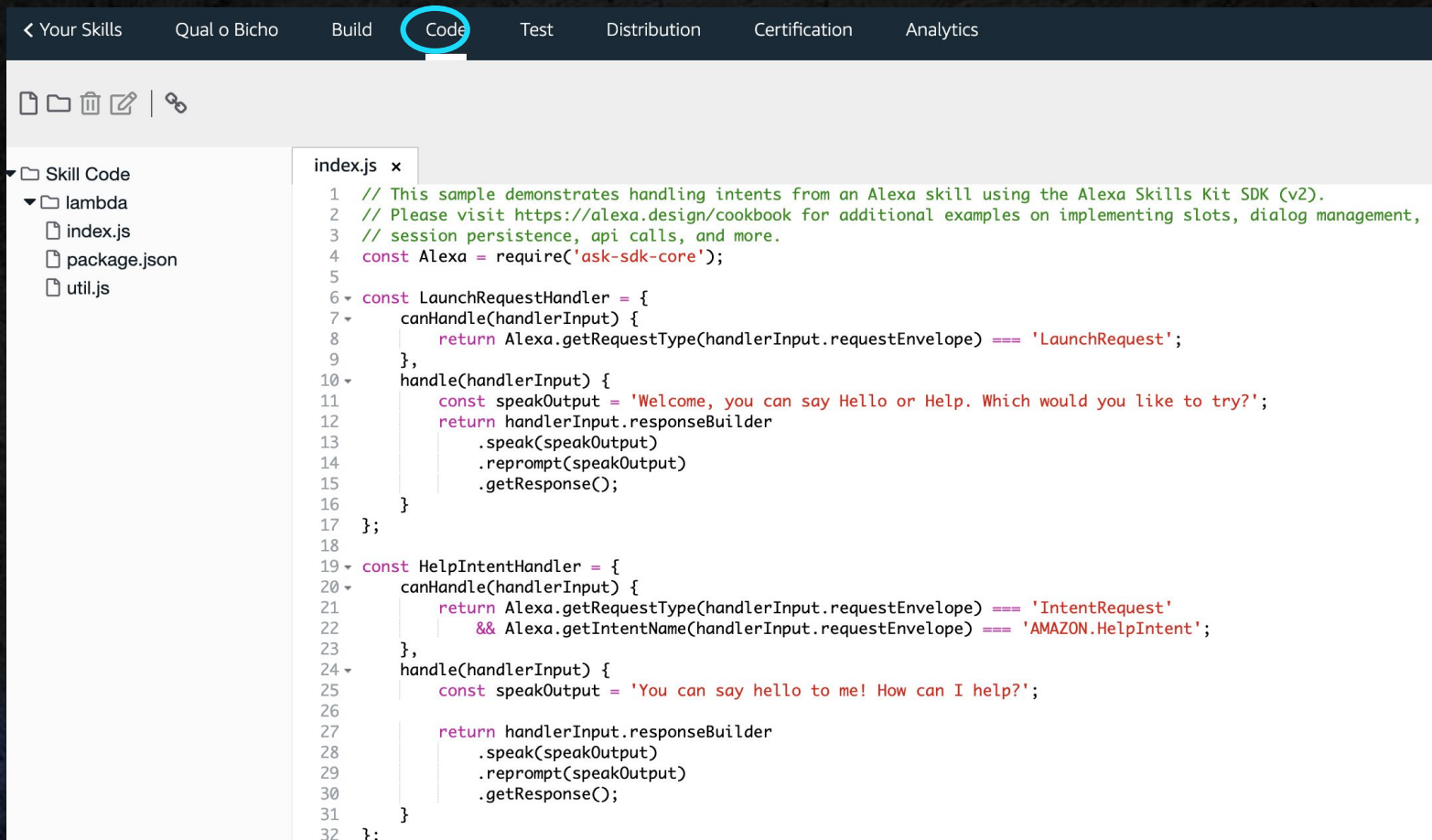
⌵

< 1 – 2 of 2 >

### Intent Slots (1) <sup>?</sup>

ORDER <sup>?</sup>	NAME <sup>?</sup>	SLOT TYPE <sup>?</sup>	ACTIONS
<div>^</div> <div>1</div> <div>⌵</div>	<div><div></div>guess</div>	<div>AMAZON.Animal</div> <div>⌵</div>	<a href="#">Edit Dialog</a>   <a href="#">Delete</a>
2	Create a new slot	<div>+</div> <div>Select a slot type</div> <div>⌵</div>	<a href="#">Edit Dialog</a>   <a href="#">Delete</a>

## 9. Ufa! Vamos codar



The screenshot shows the AWS Lambda console interface. The top navigation bar includes tabs for 'Your Skills', 'Qual o Bicho', 'Build', 'Code' (which is selected and circled in blue), 'Test', 'Distribution', 'Certification', and 'Analytics'. Below the navigation bar, there are icons for file operations. On the left, a file explorer shows the 'Skill Code' directory containing a 'lambda' subdirectory with files 'index.js', 'package.json', and 'util.js'. The main area displays the 'index.js' file with the following JavaScript code:

```
1 // This sample demonstrates handling intents from an Alexa skill using the Alexa Skills Kit SDK (v2).
2 // Please visit https://alexa.design/cookbook for additional examples on implementing slots, dialog management,
3 // session persistence, api calls, and more.
4 const Alexa = require('ask-sdk-core');
5
6 const LaunchRequestHandler = {
7   canHandle(handlerInput) {
8     return Alexa.getRequestType(handlerInput.requestEnvelope) === 'LaunchRequest';
9   },
10  handle(handlerInput) {
11    const speakOutput = 'Welcome, you can say Hello or Help. Which would you like to try?';
12    return handlerInput.responseBuilder
13      .speak(speakOutput)
14      .reprompt(speakOutput)
15      .getResponse();
16  }
17 };
18
19 const HelpIntentHandler = {
20   canHandle(handlerInput) {
21     return Alexa.getRequestType(handlerInput.requestEnvelope) === 'IntentRequest'
22       && Alexa.getIntentName(handlerInput.requestEnvelope) === 'AMAZON.HelpIntent';
23   },
24   handle(handlerInput) {
25     const speakOutput = 'You can say hello to me! How can I help?';
26
27     return handlerInput.responseBuilder
28       .speak(speakOutput)
29       .reprompt(speakOutput)
30       .getResponse();
31   }
32 };
```

## 10. Mudar handler de boas vindas

```
const LaunchRequestHandler = {
  canHandle(handlerInput) {
    return Alexa.getRequestType(handlerInput.requestEnvelope) === 'LaunchRequest';
  },
  handle(handlerInput) {
    const speakOutput = 'Bem vindo a qual o bicho, eu faço o som de um bicho e você tenta adivinhar qual é, quer tentar?';
    return handlerInput.responseBuilder
      .speak(speakOutput)
      .reprompt(speakOutput)
      .getResponse();
  }
};
```



## 11. Traduzir mensagens padrões

```
const HelpIntentHandler = {  
  const speakOutput = 'Posso fazer um som de bicho pra você. quer tentar?';  
};
```

```
const CancelAndStopIntentHandler = {  
  const speakOutput = 'Até logo!';  
};
```

```
const IntentReflectorHandler = {  
  const speakOutput = `Você tentou acionar ${intentName}`;  
};
```

```
const ErrorHandler = {  
  const speakOutput = `Desculpa, Eu não consegui entender o que você disse. Por favor tente outra vez.`;  
};
```

## 12. Subir som dos bichos

Skill Code

lambda

index.js

package.json

util.js

Log: Amazon Cloudwatch

Media storage: S3 [0.1/5GB]

Docs: Alexa Hosted Skills

Amazon S3 > amzn1-ask-skill-1c0e17b4-abf9-buildsnapshotbucket-rpv5jvfi2mu > Media > animals

amzn1-ask-skill-1c0e17b4-abf9-buildsnapshotbucket-rpv5jvfi2mu

Overview

Q

Type a prefix and press Enter to search. Press ESC to clear.

Upload

Create folder

Download

Actions

US East (N. Virginia)

Viewing 1 to 3

<input type="checkbox"/>	Name	Last modified	Size	Storage class
<input type="checkbox"/>	Cqp0aVd8-cow-1.mp3	Jan 15, 2020 5:31:29 PM GMT-0300	10.0 KB	Standard
<input type="checkbox"/>	SDteXbjE-lion.mp3	Jan 15, 2020 5:31:30 PM GMT-0300	11.4 KB	Standard
<input checked="" type="checkbox"/>	bZJAR9kZ-cat.mp3	Jan 15, 2020 5:31:30 PM GMT-0300	22.0 KB	Standard

Viewing 1 to 3

### 13. Array de bichos

```
const animals = [  
  {  
    'name': "Leão",  
    'article': 'um',  
    'url': "Media/animals/SDteXbjE-lion.mp3"  
  },  
  {  
    'name': 'gato',  
    'article': 'um',  
    'url': 'Media/animals/bZJAR9kZ-cat.mp3'  
  },  
  {  
    'name': 'vaca',  
    'article': 'uma',  
    'url': 'Media/animals/Cqp0aVd8-cow-1.mp3'  
  }  
];
```

### 14. Método para obter bicho do array

```
function getAvailableIndex(){  
  return Math.floor(Math.random() * 2);  
}
```



## 15. imports

```
const MakeSoundIntentHandler = {
  canHandle(handlerInput) {
    return handlerInput.requestEnvelope.request.type === 'IntentRequest'
      && handlerInput.requestEnvelope.request.intent.name === 'MakeSoundIntent';
  },
  handle(handlerInput) {

    const sessionAttributes = handlerInput.attributesManager.getSessionAttributes();
    //me da o indice de um dos bichos no array
    let index = getAvailableIndex();
    //me da o bicho
    let currentAnimal = animals[index];
    //magica pra assinar a url que vai chamar o som armazenado no s3
    let currentAnimalURL = Util.getS3PreSignedUrl(currentAnimal.url);

    sessionAttributes.currentAnimal = currentAnimal;

    let speechText = `Qual o bicho ? <audio src="${Escape(currentAnimalURL)}"/> Agora você tem que dizer. é um, e o nome do bicho!`;

    return handlerInput.responseBuilder
      .speak(speechText)
      .reprompt(speechText)
      .getResponse();
  }
};
```

OBS : Incluir método no  
exports.handler

## 16. imports

```
const Util = require('./util.js');  
const Escape = require('lodash/escape');  
const _LOG = 'MEU-LOG: ';
```

## 17. incluir biblioteca Escape

```
{  
  "name": "qual o bicho",  
  "version": "1.0.0",  
  "description": "alexa utility for quickly building skills",  
  "main": "index.js",  
  "scripts": {  
    "test": "echo \"Error: no test specified\" && exit 1"  
  },  
  "author": "Amazon Alexa",  
  "license": "ISC",  
  "dependencies": {  
    "ask-sdk-core": "^2.6.0",  
    "ask-sdk-model": "^1.18.0",  
    "aws-sdk": "^2.326.0",  
    "lodash": "^4.17.11"  
  }  
}
```

## 18. imports

```
const TheGuessIntentHandler = {
  canHandle(handlerInput) {
    return handlerInput.requestEnvelope.request.type === 'IntentRequest'
      && handlerInput.requestEnvelope.request.intent.name === 'TheGuessIntent';
  },
  handle(handlerInput) {
    const sessionAttributes = handlerInput.attributesManager.getSessionAttributes();
    const slots = handlerInput.requestEnvelope.request.intent.slots;
    const guess = slots['guess'].value;
    let speechText = `Você disse ${guess}`;
    let currentAnimal = sessionAttributes.currentAnimal;
    if(currentAnimal.name.toLowerCase() === guess){
      speechText = `Você acertou! é ${currentAnimal.article} ${currentAnimal.name}, quer tentar de novo ?`;
    }else{
      speechText = `Você errou! é ${currentAnimal.article} ${currentAnimal.name}, quer tentar de novo ?`;
    }
    return handlerInput.responseBuilder
      .speak(speechText)
      .reprompt(speechText)
      .getResponse();
  }
};
```

OBS : Incluir método no  
exports.handler



Bom trabalho



Alexa Simulator

Manual JSON

Voice & Tone

Test out Alexa's response output and personality. This text to speech simulator supports SSML using Alexa's voice.

[Learn more about supported SSML tags](#)

```
1 <?xml version="1.0" encoding="UTF-8"?>
2   <speak>
3     I want to tell you a secret.
4     <amazon:effect name="whispered">I am not a
5     Can you believe it?
6   </speak>
```

## Intents / AMAZON.CancelIntent

### Sample Utterances (1) ?

What might a user say to invoke this intent?

não

DESAFIO : MUDAR O JOGO PARA SOMENTE FAZER UMA VEZ O SOM DE CADA BICHO !

```
function getAvailableIndex(availableGuesses){  
    return Math.floor(Math.random() * availableGuesses.length);  
}
```

```
//LaunchRequestHandler :
```

```
const sessionAttributes = handlerInput.attributesManager.getSessionAttributes();  
sessionAttributes.availableGuesses = animals;  
//MakeSoundIntentHandler:
```

```
let availableGuesses = sessionAttributes.availableGuesses;  
let speechText;
```

```
if(availableGuesses.length === 0){  
    speechText = 'Desculpa, eu não tenho mais sons de bichos. Quer começar de novo? Ou quer sair do jogo?'  
}else{  
    let index = getAvailableIndex(availableGuesses);  
    let currentAnimal = availableGuesses[index];  
  
    availableGuesses.splice(index,1);  
    sessionAttributes.availableGuesses = availableGuesses;
```