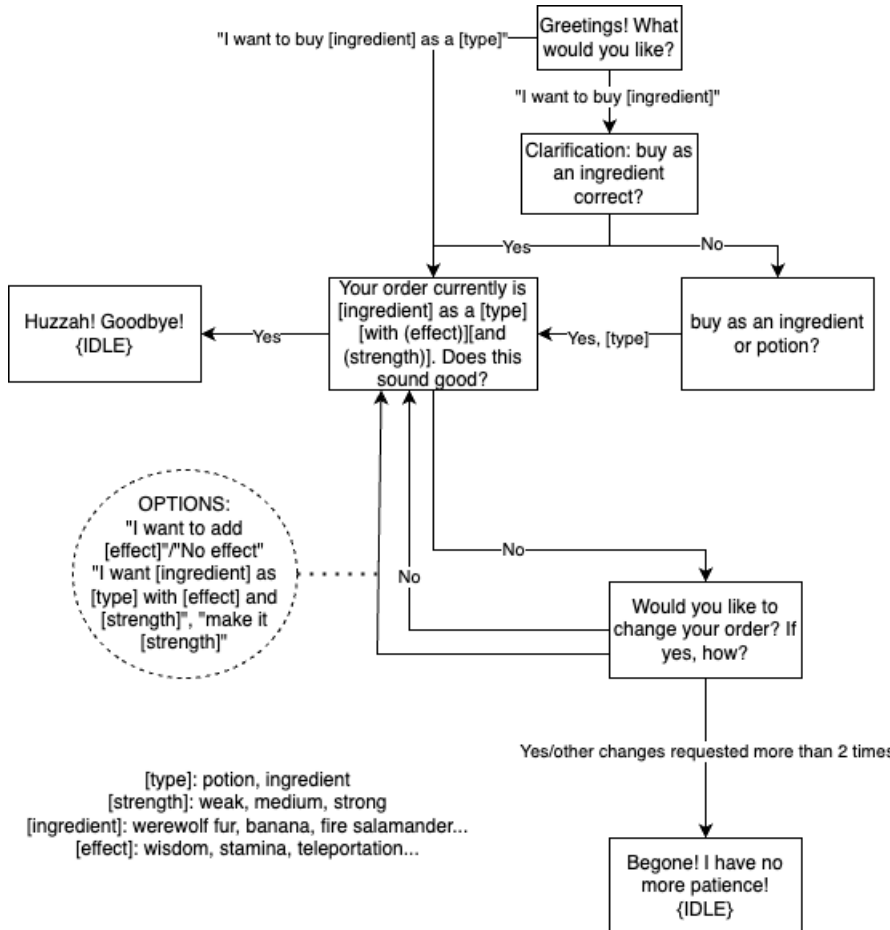# Furhat Task 2 Report: Potionseller 2.0

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1 Diagram

The Potionseller 2.0 is more flexible in regards to user directed orders. It will not natively ask about what potion effect the user wants, or what strength, it only clarifies upon the user's request to include these. Not included in the diagram is the fact that at any point the user can request Potionseller 2.0 to tell them available ingredients and general help ("What options do you have?", potion effect ("What effects do you have?"), and strength options ("How strong can you make it?"). In the intent that confirms the order, a clarification counter is added to when the user makes an additional change or says 'yes'. The potionseller is quite impatient, so it will throw you out of his potion shop if you try to modify your order more than 2 times. Additionally, it will display appropriate gestures, e.g. smiling at the beginning, but being angry when it throws you out of the potion shop.

2 Additional thoughts

I found it quite hard to try to make a less rigid version of my initial skill, and to rely on clarifications rather than a set order of slot fillings. Another point I did not figure out was how to set a standard slot

filling, akin to default arguments in Python functions with the type slot: I could not figure out how to set the value of type to "potion" if the user answered "No" when the potionseller request clarification if the user wants to buy the ingredient by itself or incorporate it into a potion, forcing me to have a slot filling intent where the user has to specifically state the desired type.