**INTRODUCTION**

Start with an introduction that covers the problem you are trying to solve.

* It’s becoming increasingly difficult to book sessions with personal trainers because they are getting busier and also costs for sessions mount up

Explain what I am going to do.

**BACKGROUND RESEARCH**

**WHAT ARE THE ISSUES INVOLVED?**

dasdihdsfs

**WHAT HAS ALREADY BEEN DONE IN THIS AREA?**

fsfdsaf

**WHY THE EXISTING SOLUTIONS DON’T MEET THE REQUIREMENTS?**

sdgsdfgdsf

**SOFTWARE LIFECYCLE**

If you are writing software, hop onto the software lifecycle with your design,

**TOOLS USED AND WHY**

Explain the tools you are using (and WHY!)

DialogFlow

Unity

C#

**DEALING WITH PROBLEMS DURING DEVELOPMENT**

Show how you have dealt with any problems that arose during development

1) DialogFlow not recognising intents properly.

2) Importing Mixamo character into Unity.

3) Calling the chatbot API requires an access token which expires every hour, otherwise the response returned from the chatbot is a 401 error.

**TESTING THE CODE**

Explain how you tested your code!

**EVALUATION OF PROJECT**

An evaluation of what you have done

**FUTURE IDEAS**

ideas for further work.

**REFERENCES**