Lab 3 | Basic dialogue management

- Problem: I initially used the "isInGrammar" to check if the answers are acceptable. This was letting the system accept unrelated answers. For example, one could reply the "which day" question with a "yes"!
    - Solution: I used helper functions (like the provided "getPerson" function) to validate if the answer is valid. If not, we return to the "Ask" state.
- Problem: The final state of the provided state-machine is dead-end.
    - Solution: I added a "on CLICK" event, so that the user can restart the state-machine by clicking on the button.
- Problem: When no voices were detected or wrong answer was provided to a question, system was saying the same message.
    - Solution: I made it more intuitive, by adding the "Prompt" question to the speaking text, so that the user can easily figure out what is expected from her/him.
- Limitation: The answers are limited only to the listed values. Ideally the system should let more answers to be accepted, like different ways to saying "yes" or "no", in a smarted way.
- Limitation: There is some boilerplate code in my current implementation; It would be better to if I could define a "template" super-state, and re-use it for different questions.
- Limitation: Our flow is small, but in general if the flow would be bigger, it would be better to have a mechanism to "get back one step" instead of waiting for the very last step to confirm or restart.