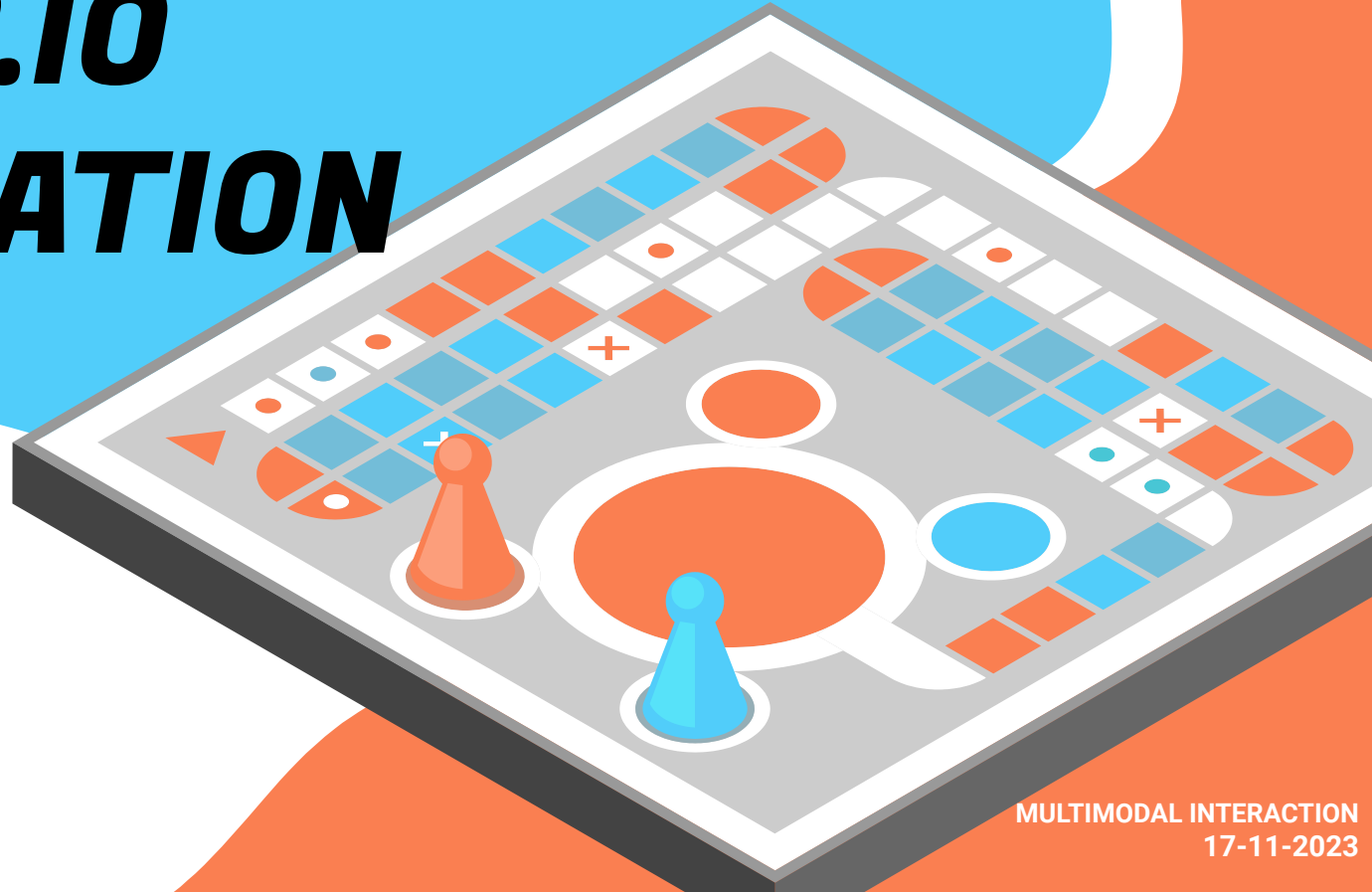# RICHUP.IO AUTOMATION

Mariana Andrade, 103823
Vicente Barros, 97787

MULTIMODAL INTERACTION
17-11-2023

# TABLE OF CONTENTS
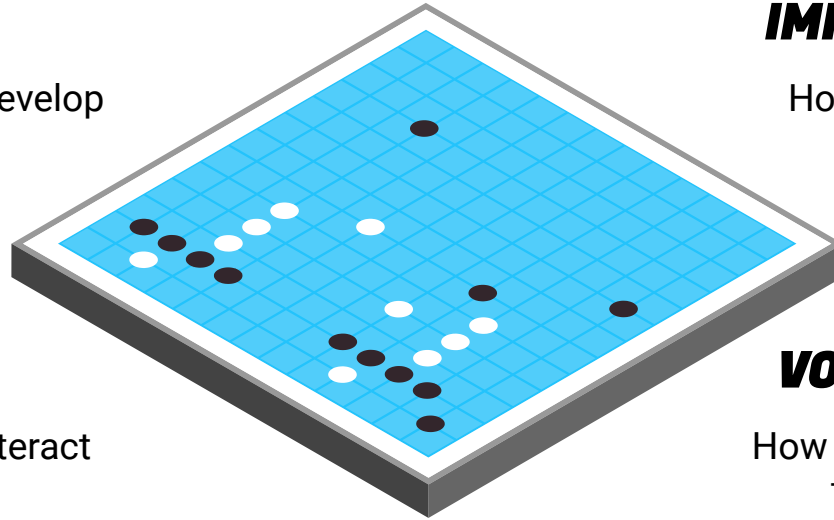
# GAME

ROLL THE
DICES

LEAVE
PRISON

BUY
HOUSES

BANKRUPT
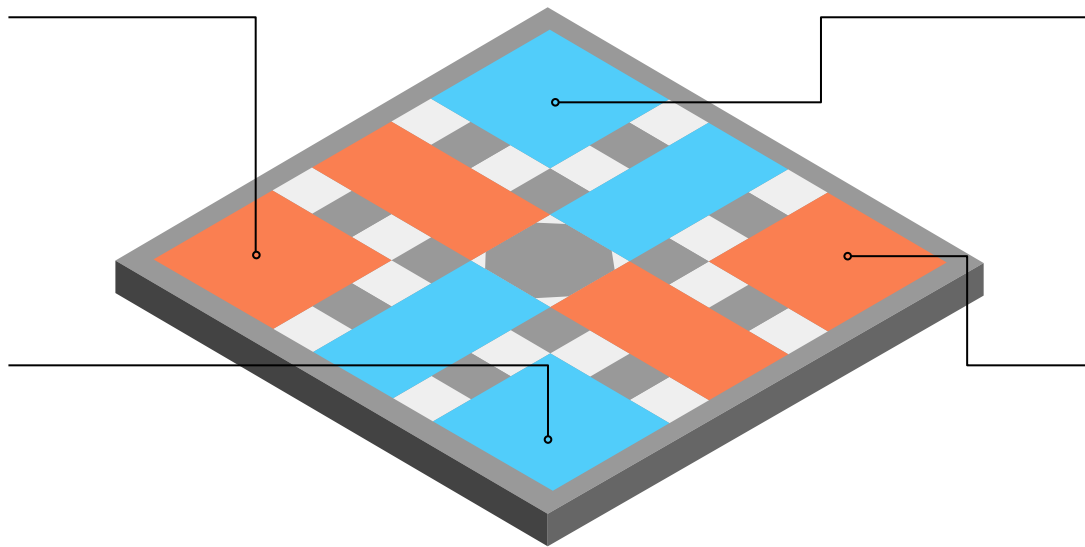
# IMPLEMENTATION
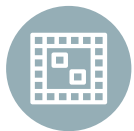
- NLU
- FUSION
- RASA

# INTENTS

## INSERT NAME

The player must choose their name

## CHOOSE COLOR

A color must be selected to be identifiable inside the game

## CREATE ROOM

A lobby is created, if the player didn't say a name it will be randomized

## LIST OF COLOR

The player can ask for the name of the available colors

# INTENTS

## START GAME

The bots/players are added and the game starts

## GAME INFORMATION

I will be given information on how to play the game

## HOUSE INFORMATION

Check the informations of an house (e.g. cost of building)

## BUY HOUSE

When landing on a property the player has the possibility of buy it

## ROLL THE DICES

The players make the move

## END TURN

After doing all the tasks the player must finish their turn

# INTENTS

## LEAVE PRISON
If the player is trapped in prison they can buy their freedom

## MUTE / UNMUTE
The game and the assistant sound can be enabled/disabled

## GIVE UP GAME
The players can declare bankruptcy

## DENY
The player can rethink their choices

## CONFIRM
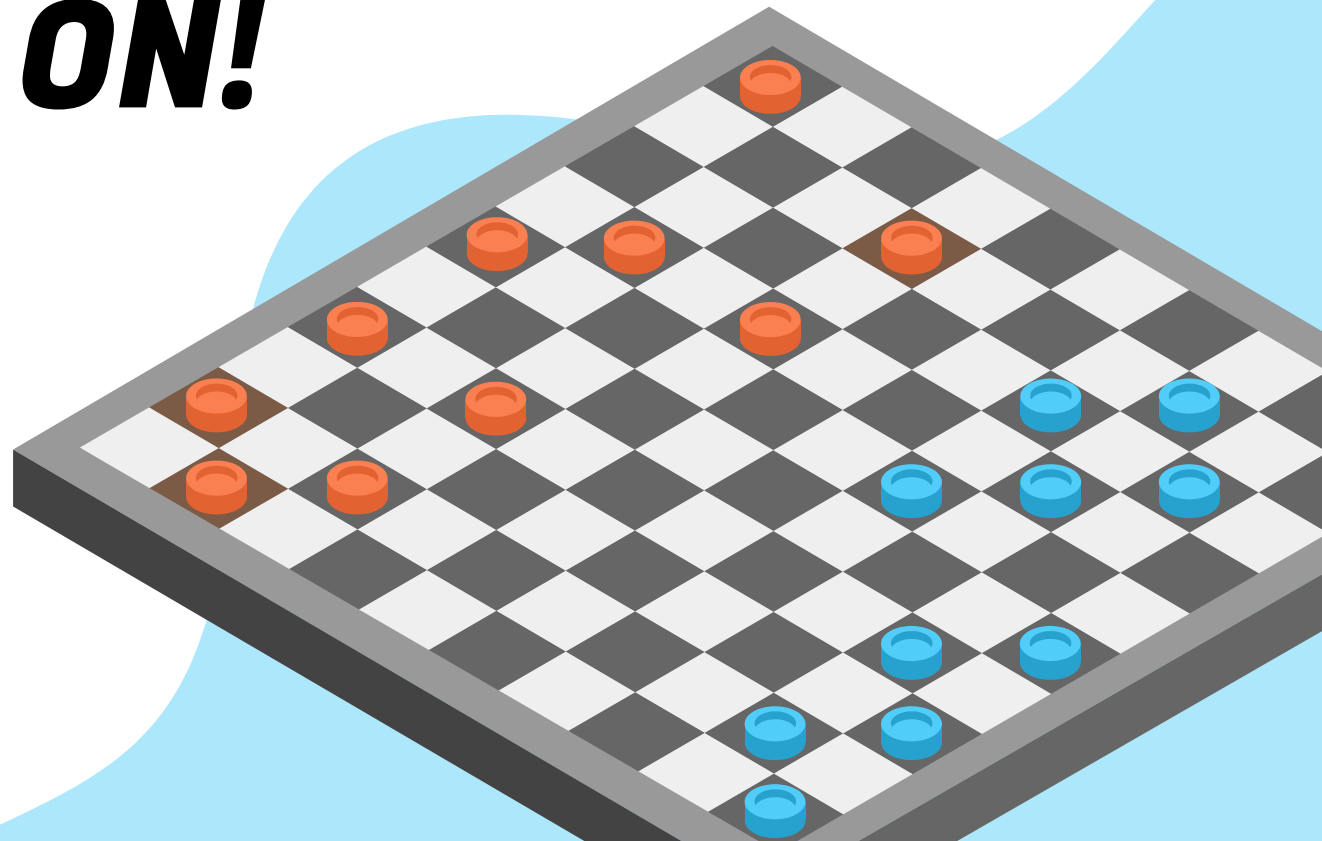To declare bankruptcy the player must confirm

## CLOSE GAME
The game can be closed at any time

# VOICE FEEDBACK

To give information to the user of what is happening in the game or to signal illegal requests

GAME ON!

# THANKS!

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