



**NYPLIT**

# Discord Bot Workshop



By Planning Committee



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# Pre-Workshop Preparations



# Pre-Workshop Preparations

Make sure you have these prepared before the workshop:

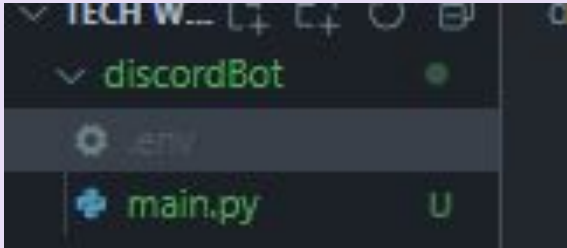
1. Discord Developer Portal  
<https://discord.com/developers/docs/resources/channel> (can be accessed by signing in, there is no need to download).
2. Python and PyCharm/VSCode.
3. Download Git Heroku CLI
4. An account in Heroku.
5. A new server/your own server to test the bot on.

Note! You may refer to the PDF if you are unsure how to install these or reach out to our LIT members for help via Discord.

# Let's get started!



# Setting up



1. Create Virtual Environment (optional)
2. Create main.py file
3. Create .env file



## Setting up

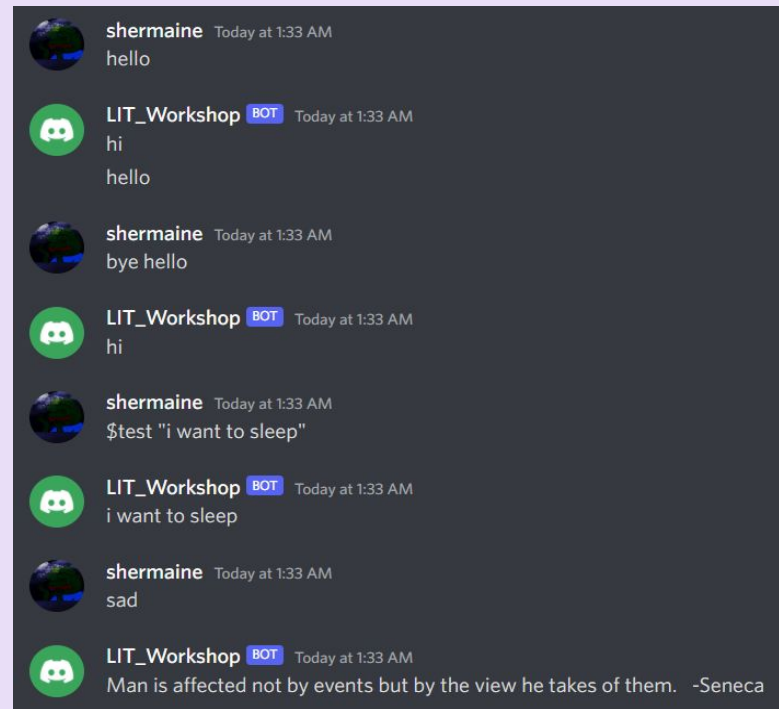
4. Run the following commands in your terminal/command prompt.
  - `pip install discord discord.py dotenv`
5. In your `.env` file, copy the following and fill in the empty single quotes with your own Discord token).
  - `DISCORD_TOKEN = '{your token}'`

Note! Do not share your DISCORD\_TOKEN with others! It should be kept secret!



# Discord Bot in Action

- The Bot replies to “Hello” message from user with “Hi”.
- When the word “sad” is sent by the user, the Bot will reply with a randomly selected quote from an API.



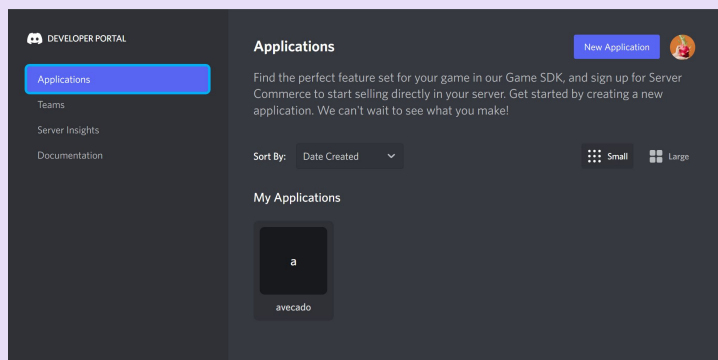


# Creation of Discord Bot

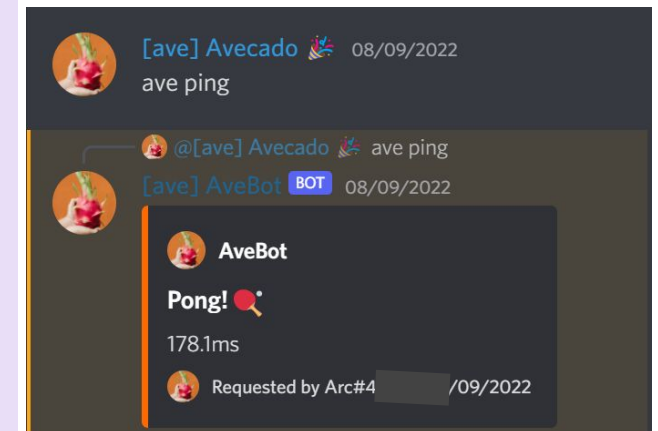


# How does the Discord Bot work?

- User creates an application in the discord developer portal.
- User writes the code for the Bot in a text editor (e.g PyCharm).
- **When the code runs, the Bot created will run in the server that they sent the bot into on discord.**



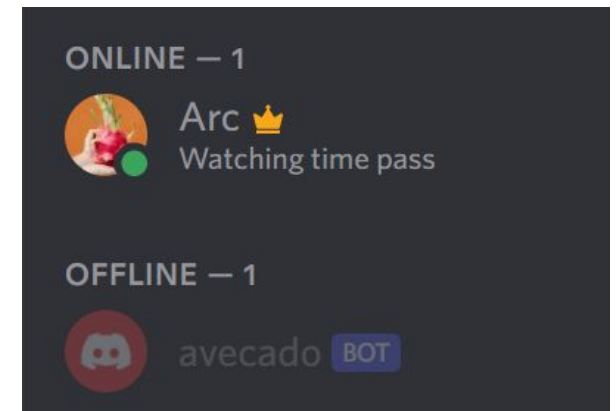
```
1  const Discord = require('discord.js');
2  const client = new Discord.Client();
3
4  client.once('ready', () => {
5    console.log('Ready!');
6  });
7
8  client.login('---');
9
10 client.on('message', message => {
11   console.log(message.content);
12 });
13
14 if (message.content === '!Spaghetti') {
15   message.channel.send('Bolognese !');
16 }
17
```





# How does the Discord Bot work?

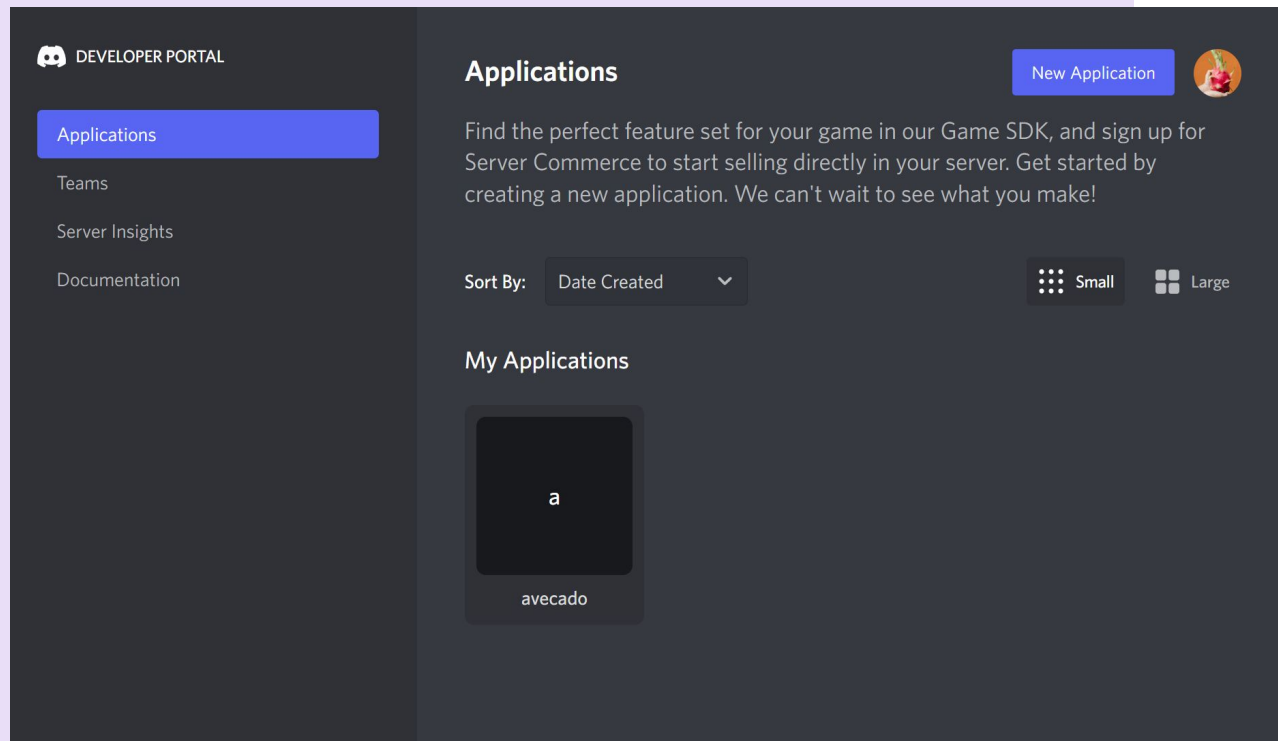
- The bot and discord will only be live when the code is run.
- An alternative is by hosting it online on platforms like heroku.
- The User's personal computer runs both the Discord Client and the code so that the bot is able to send and read messages coming in on Discord.





# Creating a bot account

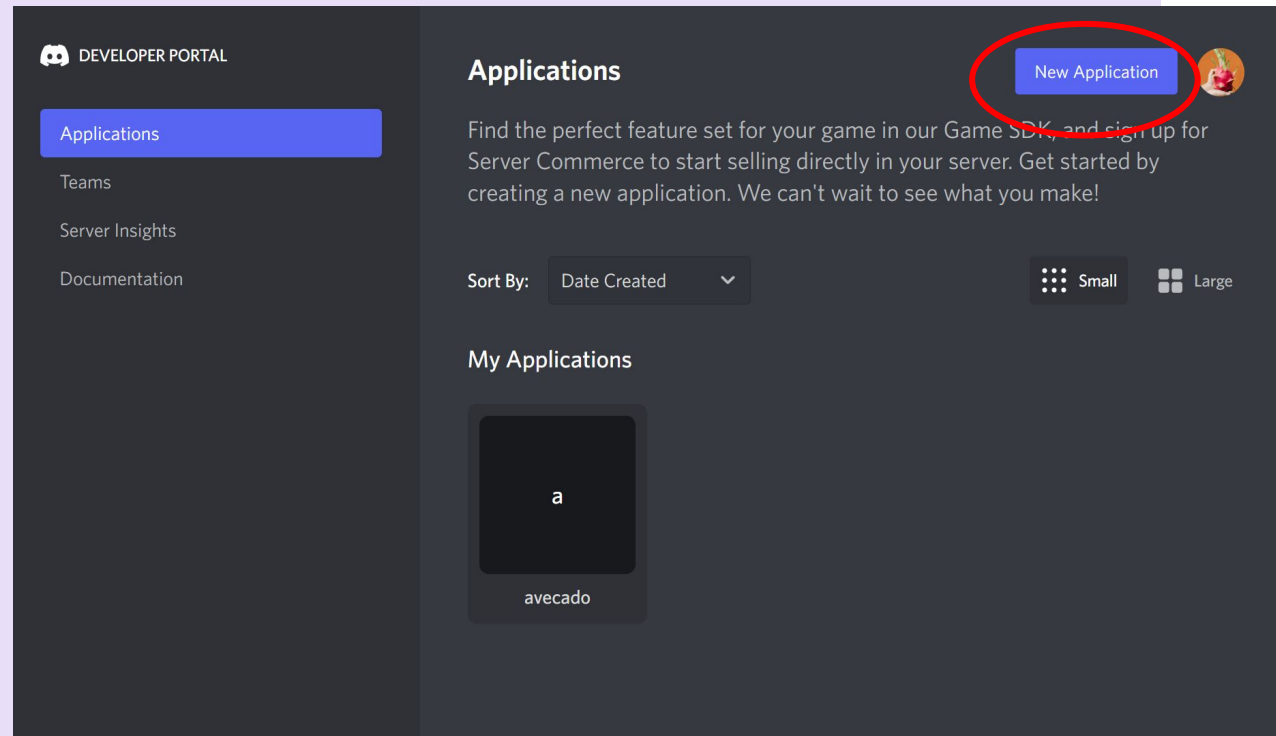
Start off by visiting the following link: <https://discord.com/developers/applications/>





# Creating a bot account

Click “New Application” in the top right corner, name your application and click create.





# Creating a bot account

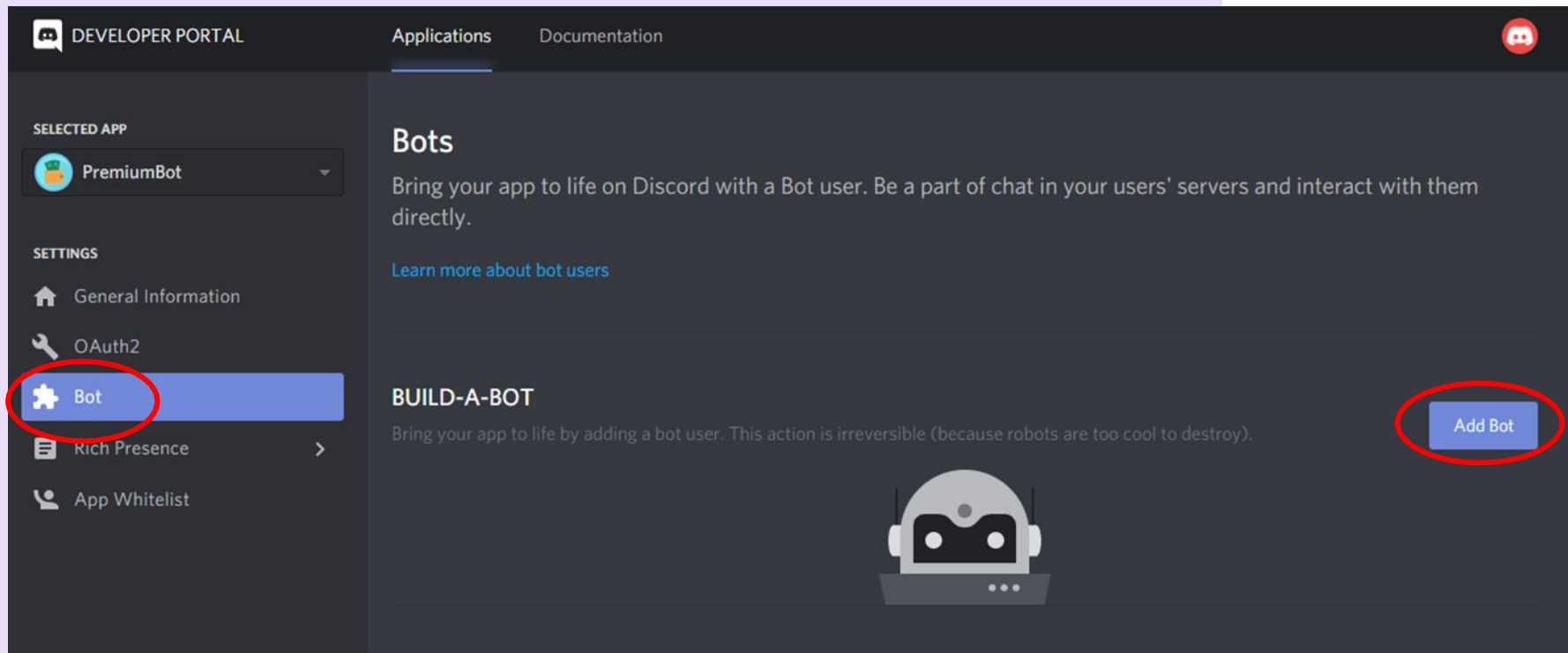
Click “New Application” in the top right corner, name your application and click create.

The screenshot shows the Discord Developer Portal interface. On the left is a sidebar with 'Applications' selected. The main area is titled 'Applications' and has a 'New Application' button in the top right. A modal titled 'CREATE AN APPLICATION' is open in the center. It contains a message: 'Are you a game dev? We may already have your app in our database. Reach out to our [Dev Support](#) for more info and to claim your game!'. Below this is a text input field labeled 'NAME \*' with the value 'your\_bot\_name'. At the bottom of the modal is a checked checkbox with the text 'By clicking Create, you agree to the Discord [Developer Terms of Service](#) and [Developer Policy](#).' and two buttons: 'Cancel' and 'Create'. In the bottom left of the portal, there is an 'IMPORTANT' notice about updating developer terms, with 'See Terms' and 'Dismiss' buttons.



# Creating a bot account

Go to the Bot section and select “Add Bot”.





# Creating a bot account

Scroll down and enable Privileged Gateway Intents.

The screenshot shows the Discord Developer Portal settings for an application named "Encourage Bot". The left sidebar contains a "SETTINGS" section with options: "General Information", "OAuth2", "Bot" (highlighted with a red circle), "Rich Presence", and "App Testers". The main content area is titled "Privileged Gateway Intents" and explains that some intents require approval if the bot is verified. It lists three intents, all of which are enabled (toggle switches are turned on):

- PRESENCE INTENT**: Required for your bot to receive [Presence Update](#) events. **NOTE: Once your bot reaches 100 or more servers, this will require verification and approval. [Read more here](#)**
- SERVER MEMBERS INTENT**: Required for your bot to receive events listed under [GUILD\\_MEMBERS](#). **NOTE: Once your bot reaches 100 or more servers, this will require verification and approval. [Read more here](#)**
- MESSAGE CONTENT INTENT**: Required for your bot to receive [message content](#) in most messages. **NOTE: Once your bot reaches 100 or more servers, this will require verification and approval. [Read more here](#)**

An "IMPORTANT" notice at the bottom left states: "We're updating our Developer Terms of Service and Developer Policy,"





# Creating a bot account

Here, we can obtain the discord token for our bot.

This token is what helps to uniquely identify our bot, and authenticate that we have the necessary permissions for the bot.

## TOKEN

For security purposes, tokens can only be viewed once, when created. If you forgot or lost access to your token, please regenerate a new one.

Reset Token



# Creating a bot account

After setting permissions, copy generated URL into your browser.

GENERATED URL

`https://discord.com/api/oauth2,`

Copy



# Creating a bot account

Select a test server you intend to invite your bot into and select “Authorize”.

THIS WILL ALLOW THE DEVELOPER OF AVECADO TO:

- ✓ Create commands in a server
- ✗ Buy you a nice seafood dinner

ADD TO SERVER:

Select a server

This requires you to have Manage Server permission in this server.

🔒 The developer of avecado's privacy policy and terms of service apply to this application.

🕒 Active since Aug 3, 2022

👤 Used in 1 servers

🛡️ This application cannot read your messages or send messages as you.

Cancel Authorize

# Sending Bot to Server



# Send your Bot to your Server

In OAuth -> URL Generator

The screenshot shows the Discord OAuth2 URL Generator interface. On the left sidebar, the 'OAuth2' option is selected under the 'SETTINGS' section. The main area is titled 'OAuth2 URL Generator' and contains a list of scopes and bot permissions. The 'bot' scope is checked, and the 'Send Messages' permission is also checked under the 'TEXT PERMISSIONS' section.

← Back to Applications

SELECTED APP

LIT\_Workshop

SETTINGS

General Information

OAuth2

General

URL Generator

Bot

Rich Presence

App Testers

**IMPORTANT**

Please read our recent announcement about message content becoming a privileged intent.

### OAuth2 URL Generator

Generate an invite link for your application by picking the scopes and permissions it needs to function. Then, share the URL to others!

SCOPES

<input type="checkbox"/> identify	<input type="checkbox"/> rpc.voice.read	<input type="checkbox"/> applications.commands
<input type="checkbox"/> email	<input type="checkbox"/> rpc.voice.write	<input type="checkbox"/> applications.store.update
<input type="checkbox"/> connections	<input type="checkbox"/> rpc.activities.write	<input type="checkbox"/> applications.entitlements
<input type="checkbox"/> guilds	<input checked="" type="checkbox"/> bot	<input type="checkbox"/> activities.read
<input type="checkbox"/> guilds.join	<input type="checkbox"/> webhook.incoming	<input type="checkbox"/> activities.write
<input type="checkbox"/> guilds.members.read	<input type="checkbox"/> messages.read	<input type="checkbox"/> relationships.read
<input type="checkbox"/> gdm.join	<input type="checkbox"/> applications.builds.upload	<input type="checkbox"/> voice
<input type="checkbox"/> rpc	<input type="checkbox"/> applications.builds.read	<input type="checkbox"/> dm_channels.read
<input type="checkbox"/> rpc.notifications.read		

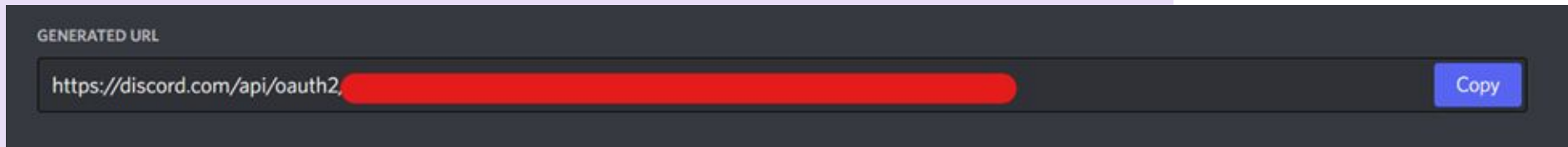
BOT PERMISSIONS

<b>GENERAL PERMISSIONS</b>	<b>TEXT PERMISSIONS</b>	<b>VOICE PERMISSIONS</b>
<input type="checkbox"/> Administrator	<input checked="" type="checkbox"/> Send Messages	<input type="checkbox"/> Connect



# Send your Bot to your Server

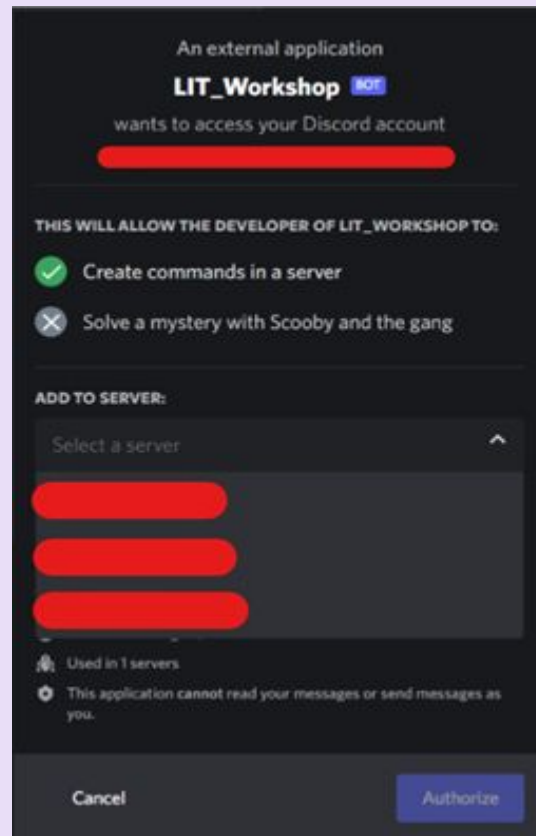
After setting permissions, copy generated URL into your browser.





# Send your Bot to your Server

Select the server you want to send your bot into and authorize it.



# Coding hands-on





# Importing Libraries

```
import os
from dotenv import load_dotenv
import requests
import json
import discord
from discord.ext import commands
```

- Those are the libraries needed for today's workshop, which has been installed earlier on.
- discord for all of discord bot functions and dotenv to load environmental variables in .env file.
- The rest of the libraries are for what our discord bot does.



# Initialising our Bot and Environmental Variables

```
load_dotenv()

# registering a command with $ prefix
client = commands.Bot(command_prefix="$",
intents=discord.Intents.all())

token = os.getenv('DISCORD_TOKEN')
```

- `load_dotenv()` loads variables in `.env` as environment variables.
- `commands.Bot` represents the discord bot.
- `intents=discord.Intents.all()` allows bot to access all permissions given.
- `command_prefix` is what the message must contain to have a command invoked.
- `getenv()` accesses token from environment variables.



# Activating and Ensuring our Bot is Live

```
@client.event
async def on_ready():
    print("Logged in as a bot
{0.user}".format(client))
```

```
# activating the bot
client.run(token)
```

- @client.event is a decorator from the discord library for event handlers.
- "async def on\_ready()" defines on\_ready asynchronous function from discord library. This function is default from discord and should not be changed.
- To ensure our bot is working, this final statement will activate the bot to run, based on whatever we have coded.

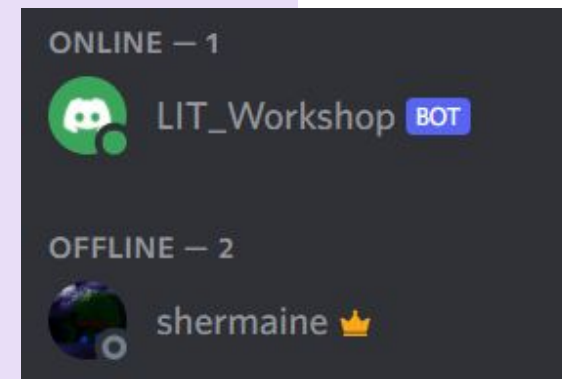
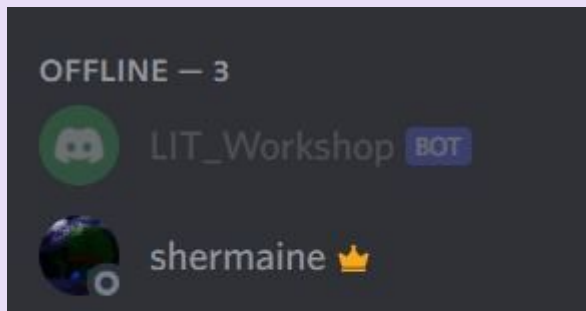


## Ensuring Our Bot's Connection

```
2022-09-21 22:07:13 INFO discord.client logging  
in using static token  
2022-09-21 22:07:14 INFO discord.gateway Shard  
ID None has connected to Gateway (Session ID:  
dc66488d2c22d67ec4736d7a7aee7396).  
Logged in as a bot LIT_Workshop#3202
```

- When activating the bot, this should be the expected output, as a result of the `on_ready` function.

## Ensuring Our Bot is Live (on Discord)



# Break

# Kahoot Time



# Let's test your understanding so far!

Join at <https://kahoot.it/> or with the Kahoot! App

Game Pin:

**740 228**

QR Code:





# What Functions Will We Code Today?

1. **On\_message Function**
  - a. If "hello" exists in message.
  - b. If message startswith "hello".
2. **Discord Commands**
3. **Integrating Lists and API**
  - a. Initialise list of words to trigger the bot.
  - b. Get quotes from an API.
  - c. Activating API function.





# Getting the Bot to Respond to Messages

```
@client.event
async def on_message(message):
    if message.author == client.user:
        return

    # get the message content & username
    username = str(message.author).split("#")[0]
    user_message = message.content

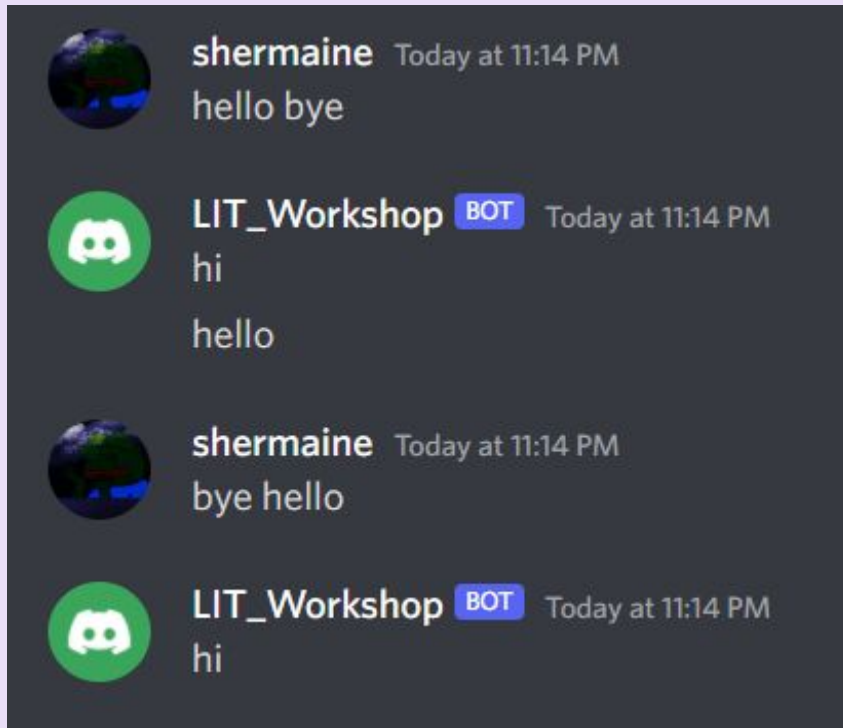
    # if hello in message, reply with hi
    if 'hello' in user.message:
        await message.channel.send('hi')

    # if message startswith hello, reply hello
    if user_message.startswith("hello"):
        await message.channel.send('hello')
```

- `message.author == client.user` checks if the bot is the author.
- `'hello' in user.message` checks if hello exists in the user's message.
- `user_message.startswith("hello")` checks if the message starts with hello.
- `await message.channel.send()` makes the bot send passed message into the channel.



## Testing the bot



- Here, we test the bot in the discord server that it was added to.
- Both the messages we sent had "hello" so the bot replies "hi" for both.
- However, the second message does not start with hello so the startswith function will not be activated, only activating the "hello in user\_message" command.



# Getting the Bot to Respond to Commands

```
@client.event
async def on_message(message):
    if user_message.startswith("hello"):
        await message.channel.send('hello')

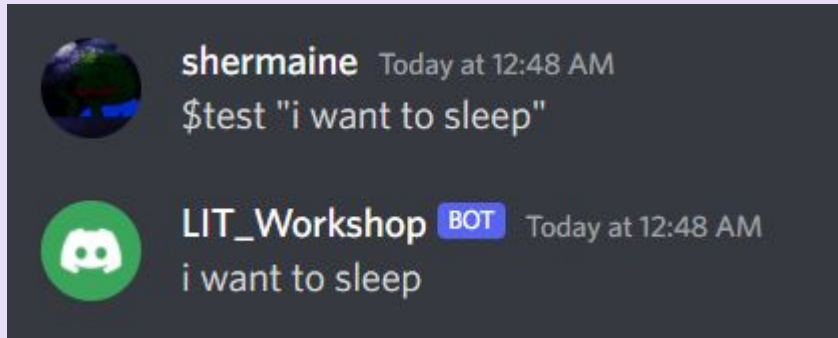
    await client.process_commands(message)
```

```
# returning arguments if command detected
@client.command()
async def test(ctx, arg):
    await ctx.send(arg)
```

- Return to the on\_message function and adds a line after the hello response.
- client.command overrides the original function, hence, the await statement avoids override.
- Create a new test function for commands, where ctx = client.channel
- Commands repeat the message sent.



## Testing the Bot



- In this section, we test the command function by starting the message with \$test, which is what we have set as our command function.
- The sentence sent AFTER the activated command will then be repeated by the bot.
- Note: if "" are not used, it will only send the first word. Eg: "i"

# Bonus!

## Integrating API and Lists



# Initialise a List of Words

```
# setting list of sad words  
sad_words = ["sad", "depressed", "unhappy",  
             "angry", "miserable"]
```

- Here, we initialise a list of trigger words for the bot to reply to.
- Whenever the user uses any of the specific words in their channel, the bot will be triggered to send a reply.
- We will cover more in a later segment.



# Load inspirational quotes from API

```
def get_quote():  
    response =  
    requests.get("https://zenquotes.io/api/random")  
    json_data = json.loads(response.text)  
    quote = json_data[0]['q'] + " -" +  
    json_data[0]['a']  
    return quote
```

- This function gets and returns randomised quotes from an API.
- `requests.get()` sends and returns the results of a http get request.
- `json.loads()` parses the json format results.
- The data is string formatted into quotes – author then returned.

API Link: <https://zenquotes.io/api/random>



# Activating API using Lists Predefined Lists

```
if any(word in user_message for word in
sad_words):
    await message.channel.send(get_quote())
```

- This is a conditional statement, which checks if any of the trigger sad words from the list are in the users' message.
- If True, the bot will activate the quote function we created earlier.



**shermaine** Today at 1:33 AM

sad



**LIT\_Workshop** BOT Today at 1:33 AM

Man is affected not by events but by the view he takes of them. -Seneca



# Deployment



# Create Files for Deployment

≡ requirements.txt

```
1 discord==2.0.0
2 discord.py==2.0.1
3 python-dotenv==0.20.0
4 requests==2.28.1
```

H Procfile


```
1 worker: python main.py
```

1. Create requirements.txt file
  - a. pip freeze > requirements.txt
2. Create Procfile (Note: has to be this exact naming)
  - a. In Procfile, add "worker: python main.py"



# Heroku account

Salesforce Developers / Heroku

  
HEROKU

Log in to your account

Email address

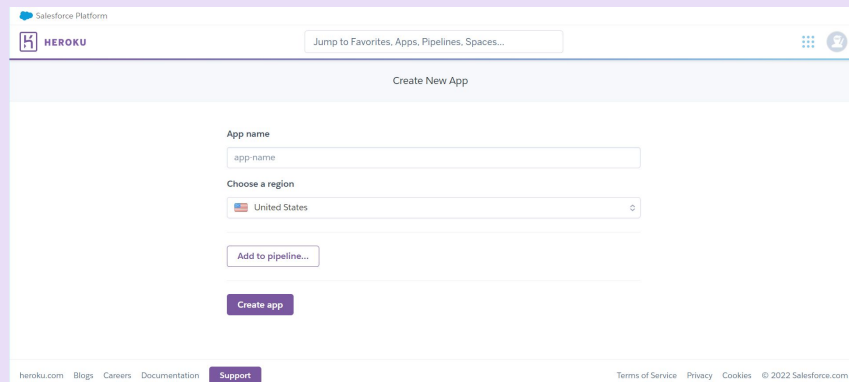
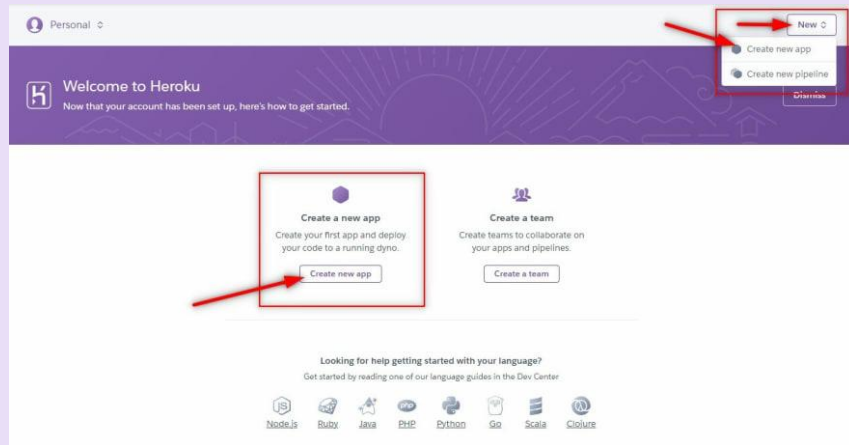
Password

Log In

- Heroku link: <https://www.heroku.com/>
- Login to your heroku account.



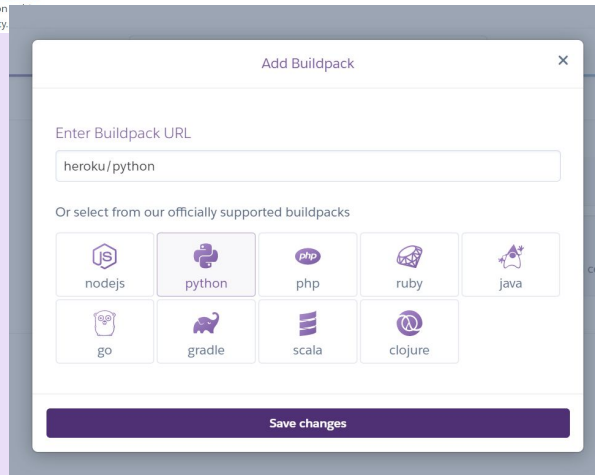
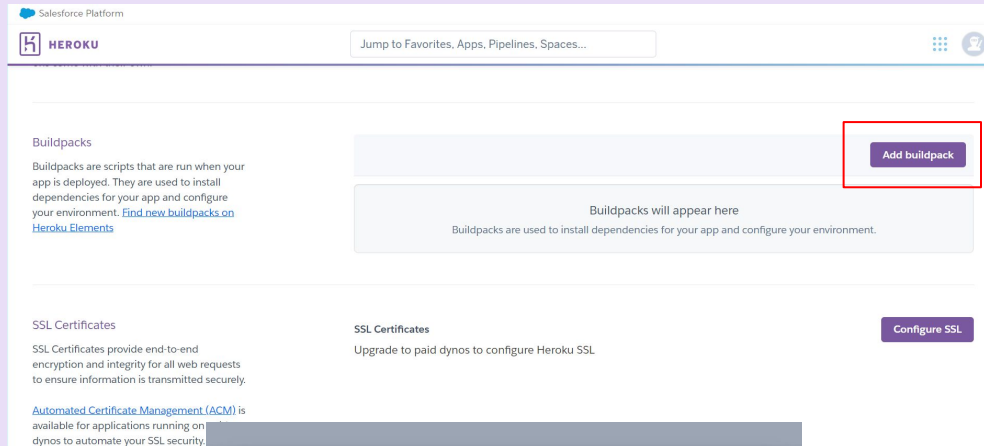
# Create new app



- Create a new heroku app by clicking on create new app or new > create new app.
- Give your app any name you want.
- Choose United States as your region.



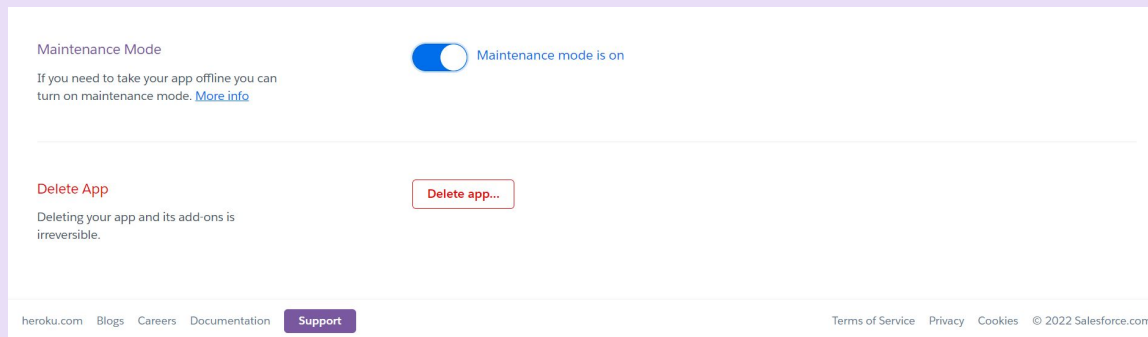
# Add a buildpack



- Go to settings.
- Scroll down to the buildpacks section.
- Click add buildpack.
- In the popup, select python buildpack and save changes.



# Turn on maintenance mode



- In settings, scroll down to maintenance mode
- Click on the toggle to turn on maintenance mode



# Installing Heroku CLI

The screenshot shows the Heroku dashboard within the Salesforce Platform. The top navigation bar includes 'Overview', 'Resources', 'Deploy', 'Metrics', 'Activity', 'Access', and 'Settings'. The main content area is titled 'Add this app to a pipeline' and 'Add this app to a stage in a pipeline to enable additional features'. It provides instructions on creating a new pipeline or choosing an existing one. Below this, there are three deployment method options: 'Heroku Git Use Heroku CLI', 'GitHub Connect to GitHub', and 'Container Registry Use Heroku CLI'. The 'Deploy using Heroku Git' section is active, showing instructions to use git in the command line or a GUI tool. The 'Install the Heroku CLI' section is also visible, showing instructions to download and install the CLI, with a red box highlighting the 'Heroku CLI' link. Below this, it says 'If you haven't already, log in to your Heroku account and follow the prompts to create a new SSH public key.' and shows a terminal command: '\$ heroku login'.

- Go to deploy.
- Choose Heroku Git as deployment method.
- Click on the Heroku CLI link.
- Install Git and heroku CLI according to your os. (Mac/ Win)



# Login and Create New Repository

```
PS C:\Year 2\NYPLIT> heroku login -i
heroku: Enter your login credentials
Email [pehshermaine@gmail.com]: pehshermaine@gmail.com
Password: *****
Logged in as pehshermaine@gmail.com
```

```
PS C:\Year 2\NYPLIT> git init
PS C:\Year 2\NYPLIT> heroku git:remote -a litdeploy
```

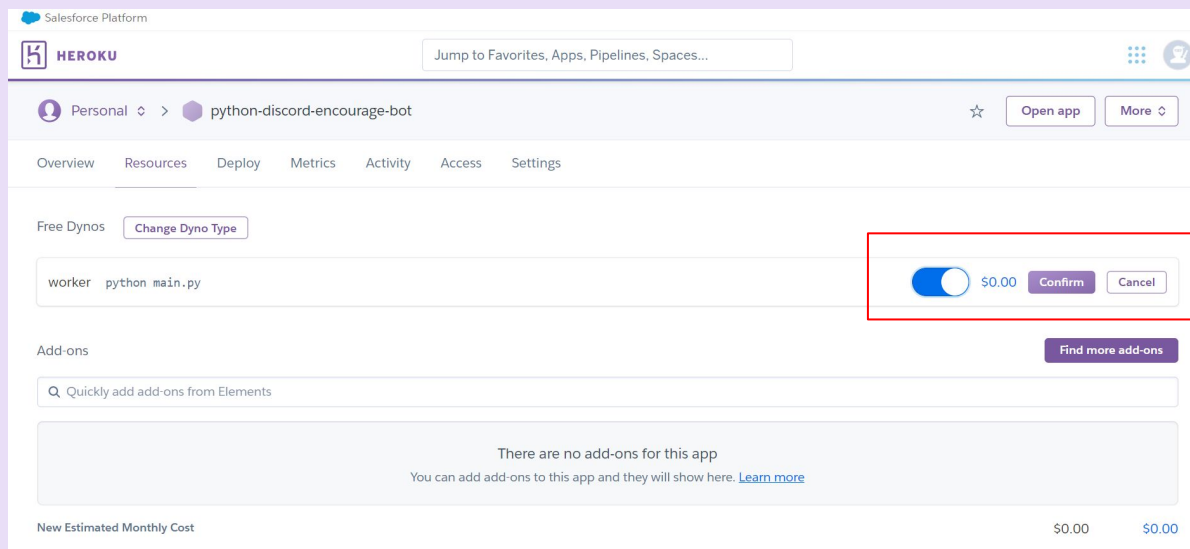
- Login to heroku on your browser or terminal using
  - heroku login (browser)
  - heroku login -i (terminal)
- Ensure you are in your project folder path.
- Initialize a git repository using "git init".
- Add heroku git.
  - heroku git:remote -a heroku-app-name





# Deploy discord bot heroku app

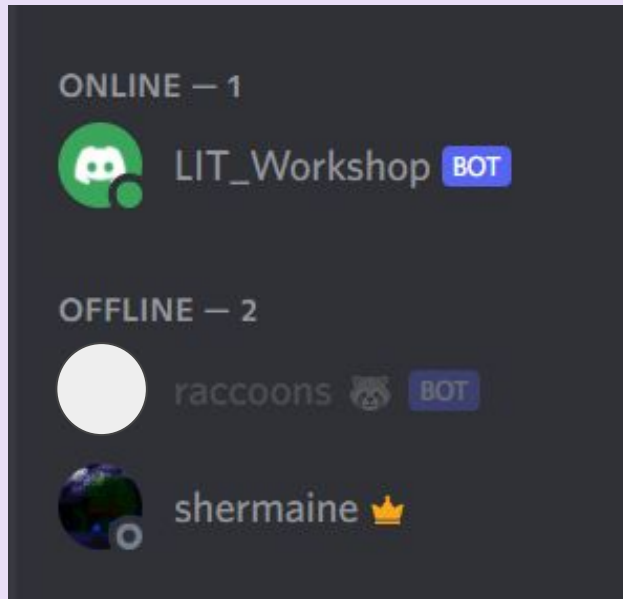
```
PS C:\Year 2\NYPLIT> git add .  
PS C:\Year 2\NYPLIT> git commit -m "deploy"  
PS C:\Year 2\NYPLIT> git push heroku master
```



- Commit deploy to heroku using Git commands
  1. git add .
  2. git commit -am "make it better"
  3. git push heroku master
- After deploy, go to resources.
- Enable the free dynos by editing the toggle and confirm.



## Discord bot online



- Previously, our bot goes live only when running the code.
- However, upon successful deployment, we can see that our bot is now live on discord, even without running the code.
- Deployment allows our bot to stay live at all times, responding to messages, even if you are not controlling it at the moment.



# Thank **you!**



Do you have any questions?

Hop over to the get-support voice channel! We will be there till the end of the event, or feel free to drop us a message in get-support text channel



<https://nyp-lit.github.io/>



@nyp\_lit