

Functional Requirements:

Requirements	Priority	Estimated Time (hours)
The agent must introduce itself to the user with its name only one time during its session. But can have different kinds of introduction scenarios	Medium	1
The agent must always respond to the user to continue the flow of the conversation (never quiet)	High	5
A GUI of the 'chat messenger'	Low	2
The system must save the entire chat history into a separate (.txt) file so it may viewed by the user at any point of time	High	1
User must input a full name before any conversation starts with the agent so the agent “knows” who it’s talking to. The name is saved in an exported file	High	1

Non-functional Requirements

Requirements	Priority	Estimated Time
The GUI must be user friendly, by including a box for the user to type into and the use of a "send" button or using the "enter key" to say the message.	Low	3
The agent’s response must always sound appropriate for at least 30 turns	High	20
The agent must have different emotional states it can switch to that change what it says	Low	3
The agent will have a “role” or a specific character it “plays” in order to be specific and give the user an objective or topic to stick to.	Medium	1
System “remembers” previously inputted names to affect the greeting	Medium	1

Environmental Constraints

- The system cannot be copied or “plagiarized” from any other existing system; that is it has to be my own work and not someone else’s.
- Cannot create a chat system that has already been copywrited, the “role” or “character” my system plays should be unique from other systems.