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# The Night

Course : LT 2216 – Dialogue-based game : The Night

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# What does the game ?

The game lasts 5 turns during which he will be asked to choose between 4 different actions. Each chosen action has an impact on the player's game experience. There is a set of different reactions from the talking bot to avoid redundancy and encourage players to try various endings.

**Scenario**: "We are on monday evening, and you're having exams everyday. But you just realized that you have a big project to submit on friday night! You have 5 nights before the deadline. What should you do ?"

# Technicalities

- Rasa NLU from previous Heroku application

- Dictionnary if Rasa unreachable

- React-dom, no maxspeech

- Cynical and exasperating robot

# Challenges

- Being creative to end up with an original game

- Find several sentences to avoid redundancy

- Imagine how to count scores to have a lot of different endings

- Emergency project when rasa isn't working

- Function to randomize sentences

# Relation to course contents and Future work

**Courses most useful: Lab II and Lab IV**

**Improvements:**
- A better random function

- More actions

- A game more dynamic visually