

DIALOGUE SYSTEMS PROJECT REPORT

Done by Kamaneh	Done by both of us (worked on it together in person)	Done by Sarab
- Suggested the idea of the game	- Added the rest of the lists for each word (level)	- Started Vlad's ColourChanger and modified it to try and make the main idea work
- Created an html demo of what the game should look like but without voice recognition	- Saved the words guessed by the user	- Used Abstract functions instead of repeating the same states and conditions in each level
- Started Vlad's ColourChanger and modified it to try and make the main idea work	- Added the other states and tracked the new lists of guessed words through the states and managed to overcome some errors.	- Added the possibility of loss by using jump several times because before there was only winning
- Made a list of possible words for the first level	- Added additional conditions so the states will work properly	- Added the help state and used history
- Did the graphics and GameUI.tsx	- Added two states to give different responses whenever the golden word was guessed.	- Added rasa and trained it and did the invocation.
	- Added the transitions between the states	
	- Empty the list of the guessed words when entering a new state	

	- Assign each list to a specific state	
	- Did the wakeup state to only wait 10 minutes	
	- Chose the golden words and the possible words to be forms by using their letters.	
	- Made the PPT Presentation and the demo	
	- Chose the background image of the game	