

Project 2: Sessions & SSML

In this project, we are going to continue to our exploration of sessions and SSML to develop a StoryTeller Alexa Skill.

Currently, the StoryTeller Skill can only tell you one Aesop's Fable, and when prompted, it can tell you the moral of the fable. For instance, here is a sample interaction:

User: "Alexa, ask Story Teller to tell me the story of The Gnat and the Bull"

Alexa: "Sure -- here's the story of The Gnat and the Bull... " [proceeds to read the story]

User: "What is the moral of The Gnat and the Bull?"

Alexa: "We are often of greater importance in our own eyes than in the eyes of our neighbor. The smaller the mind, the greater the conceit."

To complete this project, follow the tasks below in the given order.

Task 0: Update your Code

- Open up GitHub Desktop, and navigate to your branch
- Click "Sync" to update your branch code

Task 1: Build & Deploy -- 5 pts.

- Use the provided code to build the StoryTeller Skill through your Developer Console, and upload the code to a new Lambda function
- Test the StoryTeller Skill on your device / simulator (echosim.io) using the sample interaction above
- Take a screenshot of a successful Request / Response JSON in your Dev Console, and save it as "Task 1"

Task 2: Add a Story -- 10 pts.

- Add a new [Aesop's Fable](#) of your choice (from this [library](#)) to the STORY_COLLECTION in Stories.java
- Test the StoryTeller Skill on your device / simulator (echosim.io) using the sample interaction above
- Take a screenshot of a successful Request / Response JSON in your Dev Console, and save it as "Task 2"

Task 3: Leverage the Session -- 15 pts.

- Use Session Attributes to store the name of the story, so that when a user asks for the moral, Alexa already knows which story to tell the moral of

- For example:

User: "Alexa, ask Story Teller to tell me the story of The Gnat and the Bull"

Alexa: "Sure -- here's the story of The Gnat and the Bull... " [proceeds to read the story]

User: "What is the moral?"

Alexa: "We are often of greater importance in our own eyes than in the eyes of our neighbor. The smaller the mind, the greater the conceit."

- See WiseGuy for reference, if you need help on how to do this
- When finished with this task, take a screenshot of the "moral" intent Request / Response, and save it as "Task 3"

Task 4: Make It Natural -- 20 pts.

- Make Alexa's reading of the stories sound more natural
- Play with the Voice Simulator in the Developer Console, and use [SSML](#) in creative ways to make the story reading sound more natural and human-like
- Use your creativity! This is intentionally open-ended -- there is **a lot** of room for improvement!
- When finished with this task, use your computer / phone to record a full interaction (of the kind outlined in Task 3) with Alexa. Save this audio file as "Task 4"

Task 5 [Optional]: Do it with Audacity -- Bells & Whistles (5 pts.)

- Use Audacity to record a full story, or parts of a story, in your own voice
- Enhance the StoryTeller Skill by adding your own recordings in place of Alexa's reading out the Aesop's Fable
- When finished with this task, use your computer / phone to record a full interaction (of the kind outlined in Task 3) with Alexa. Save this audio file as "Task 5"

Finally, when you are satisfied with your work on this project:

- Commit your code to your branch using GitHub Desktop
- In the commit message, include “Submission for Project II”
- Upload the files from each task to Canvas

Rubric:

Task 1 -- Build & Deploy	5 pts.
Task 2 -- Add A Story	10 pts.
Task 3 -- Leverage the Session	15 pts.
Task 4 -- Make It Natural	20 pts.
<u>Total</u>	<u>50 pts.</u>
Task 5 -- Bonus	5 pts.
<u>Total Possible</u>	<u>55 pts.</u>