Pair Programming 2A: WiseGuy

Task 0: Build & Run

- Build the WiseGuy Alexa Skill using the code in your branch
- Run it on your Echo Device

Task 1: Code Study

- What are the different intents in this Skill?
    - Why are they defined as different intents when they are all part of the same user intention (i.e., “tell me a joke”)?
- What are Sessions being used for?
    - What information is being stored within the Session?
    - What does the SESSION_STAGE represent? What values can it take on?
    - What does the SESSION_JOKE_ID represent? What values can it take on?
- What is the need for the Joke object / class?
    - What attributes does a Joke object have?
    - Where / in what are all the jokes stored?
- How is the Help Intent in this Skill different from the Help Intents we have seen in past Skills?
    - What is the need for the switch statement? How does it help?
- How is SSML used in this Skill?
    - Which Intents return an SSML Response?

Task 2: Conceptual Challenge

- Why couldn’t there have been a single “tell me a joke” intent, with a switch statement in its implementation, such that the response given to the user would depend on the SESSION_STAGE (like in the Help Intent)?

Task 3: Coding Challenge

- Get WiseGuy to add the following joke to the mix:
    - Alexa: “Knock Knock”
    - User: “Who’s there?”
    - Alexa: “Cows go.”
    - User: “Cows go who?”
    - Alexa: “No, silly. Cows go <pause for ½ second> moo.”

- **Challenge:**
  - Instead of the last line being “No, silly. Cows go moo”, have Alexa say “No, silly. Cows go ” + <play the sound of a cow>
  - You will need to use Audacity to record the sound (per the ASK specifications), and then use Amazon S3 to upload the audio file.
  - Refer to Dave’s webinar for help on how to do so.