

OBJECTIVE:

Create an Alexa Skill to simulate Appu Series, kids YouTube channel.

Skill is directed towards children of the age group 2-7.

The skill has been made in a way that it is accessible for both the children and also their parents.

The skill aims to engage the user in two ways.

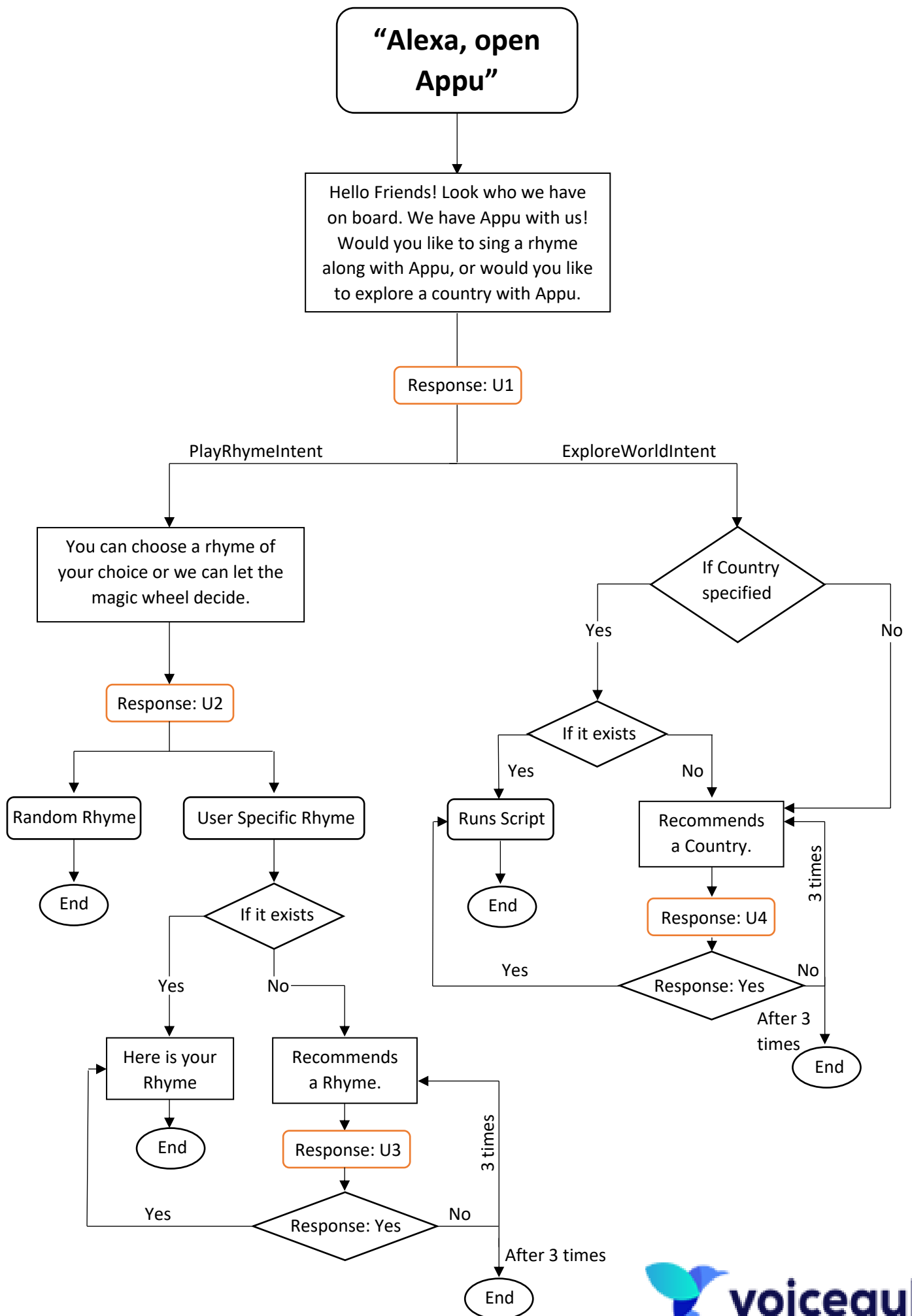
1. Playing a rhyme.
2. Interactive mode of exploring countries.

Once the user launches the skill saying "**Open Appu**", Alexa gives the user the option of playing a rhyme or exploring a country.

If the user wishes to play a rhyme, Alexa will give the option of playing a random rhyme or a particular rhyme.

If the user wishes to explore a country, Alexa randomly selects a country for the user to explore or explores one of the user's choice.

➤ The following UML diagram explain the flow of the skill in a session.



Intent Handlers

1. **LaunchRequestHandler:** Handles the launch request intent of the skill. It explains the basic functionality of the skill i.e., allows the user to choose between playing a rhyme or exploring a country.
2. **PlayRhymeHandler:** Explains the choice the user has once he chooses to play a rhyme. The user can choose a rhyme of their choice or ask Alexa to play a random rhyme. If the rhyme chosen by the user doesn't exist in our S3 storage, Alexa recommends up to three times. If the user still doesn't find a rhyme to his liking, Alexa ends the session.
3. **ExploreWorldHandler:** Goes into interactive mode of exploring the country with Appu if the user mentions a specific country. If the country mentioned is not there Alexa recommends a country. Otherwise by default, Alexa picks up a random country, and awaits the user's affirmation to start the journey in that country. If the user is content with the chosen country, Alexa starts the journey. Otherwise another random country is chosen till all the choices are exhausted (We at present have only 3 countries in our S3 storage).
4. **ExploringACountryHandler:** Helps in iterating through dialogues/scenes of the country chosen by the user.
5. **HelpIntentHandler:** Gets called when the user asks for help regarding the usage of the skill.
6. **CancelAndStopIntentHandler:** Gets raised when the user wants to end the session saying "Quit", "Stop", "End" etc.
7. **SessionEndedRequestHandler:** Raised when there is a problem compiling the Lambda.
8. **FallBackHandler:** Gets called when the user response could not be mapped to any of the defined intents.
9. **CantUnderstandHandler:** Gets called when all the previously defined handlers fail to handle the issue.

Intents used

Custom Intents:

1. **PlayRhymeIntent:** Triggered when the user wants to play a rhyme.
2. **ExploreWorldIntent:** Triggered when the user wants to explore a country.
3. **ExploringACountry:** Triggered when the user responds to any question during the interactive journey in a country.

Built-in Intents:

1. AMAZON.FallbackIntent,
2. AMAZON.CancelIntent,
3. AMAZON.HelpIntent,
4. AMAZON.StopIntent,
5. AMAZON.NavigateHomeIntent,
6. AMAZON.YesIntent,
7. AMAZON.NoIntent.

Use Cases

Use Case 1:

User: *Alexa, open Appu.*

Alexa: *Hello Friends! Look who we have on board. We have Appu with us! Would you like to sing a rhyme along with Appu, or would you like to explore a country with Appu.*

User: *Explore a country with Appu.*

Alexa: *Get ready for exploring countries with Appu and his friends. Let's spin the magic wheel to see where Appu and his friends are going today?*

****magic wheel spins****

Alexa: *We got France; do you want to spin the wheel again?*

User: *No*

****Continue with France script****

****After Script****

Alexa: *That's it for today! See you again tomorrow, bye!*

****Ending song****

Use Case 2:

User: *Alexa, open Appu.*

Alexa: *Hello Friends! Look who we have on board. We have Appu with us! Would you like to sing a rhyme along with Appu, or would you like to explore a country with Appu.*

User: *Explore France.*

Alexa: *Let's go to France with Appu!!*

****Continue with France script****

****After Script****

Alexa: *That's it for today! See you again tomorrow, bye!*

****Ending song****

Use Case 3:

User: *Alexa, open Appu.*

Alexa: *Hello Friends! Look who we have on board. We have Appu with us! Would you like to sing a rhyme along with Appu, or would you like to explore a country with Appu.*

User: *Explore a country with Appu.*

Alexa: *Get ready for exploring countries with Appu and his friends. Let's spin the magic wheel to see where Appu and his friends are going today?*

****magic wheel spins****

Alexa: *We got India; do you want to spin the wheel again?*

User: Yes.

Alexa: *Ok then let's spin the wheel again.*

****magic wheel spins****

Alexa: *Looks like the wheel decided to take us to France. Do you want to spin the wheel again?*

User: No.

****Continue with France script****

****After Script****

Alexa: *That's it for today! See you again tomorrow, bye!*

****Ending song****

Use Case 4:

User: *Alexa, Open Appu.*

Alexa: *Hello friends! Look who we have on board. We have Appu with us! Would you like to sing a rhyme along with Appu, or would you like to explore a country with Appu.*

User: *Play me a rhyme.*

Alexa: *You can choose a rhyme of your choice or we can let the magic wheel decide.*

User: *Play Baa Baa Black Sheep.*

Alexa: *Here is Baa Baa Black Sheep.*

****Plays the rhyme****

Alexa: *That's it for today! See you again tomorrow. Bye!*

Use Case 5:

User: *Alexa, Open Appu.*

Alexa: *Hello friends! Look who we have on board. We have Appu with us! Would you like to sing a rhyme along with Appu, or would you like to explore a country with Appu.*

User: *Play me a rhyme.*

Alexa: *You can choose a rhyme of your choice or we can let the magic wheel decide.*

User: *Let the magic wheel decide.*

Alexa: *Let's see where the magic wheel lands us.*

****Magic wheel sound****

Alexa: *Here is After A Bath.*

****Plays the rhyme****

Alexa: *That's it for today! See you again tomorrow. Bye!*

Use Case 6:

User: *Alexa, Open Appu.*

Alexa: *Hello friends! Look who we have on board. We have Appu with us! Would you like to sing a rhyme along with Appu, or would you like to explore a country with Appu.*

User: *Play me a rhyme.*

Alexa: *You can choose a rhyme of your choice or we can let the magic wheel decide.*

User: *Play New Life.*

(Does not exist in our S3 Storage)

Alexa: *Sorry Appu doesn't know how to sing New Life. Do you want to try Five Little Monkeys?*

User: *Yes*

Alexa: *Here is New Life.*

****Plays the rhyme****

Alexa: *That's it for today! See you again tomorrow. Bye!*

Use Case 7:

User: *Alexa, Open Appu.*

Alexa: *Hello friends! Look who we have on board. We have Appu with us! Would you like to sing a rhyme along with Appu, or would you like to explore a country with Appu.*

User: *Play me a rhyme.*

Alexa: *You can choose a rhyme of your choice or we can let the magic wheel decide.*

User: *Play New Life.*

(Does not exist in our S3 Storage)

Alexa: *Sorry Appu doesn't know how to sing New Life. Do you want to try Five Little Monkeys?*

User: *No*

(Alexa recommends for three times in total. If the user still says no)

Alexa: *Ok looks like I can't please you. So, I give up. Bye!*

Use Case 8: (User left midway in last session)

User: *Alexa, Open Appu.*

Alexa: *Hello friends! Look who we have on board. We have Appu with us! Would you like to sing a rhyme along with Appu, or would you like to explore a country with Appu.*

User: *Explore a country.*

Alexa: *Oh, it looks like you were in middle of a journey in Australia, would you like to continue the traveling India?*

User: *Yes.*

****Continue with Australia****

****After Script****

Alexa: *That's it for today guys. See you again tomorrow.*

****plays ending song****