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Project Part 1

**Project Title:**

Snarkbot: Want to practice your insults and see how I respond?

**Problem Description:**

A problem many people face is not knowing how to respond when somebody says something mean to them. Currently, this problem is approached by either thinking on the spot and spitting out whatever a person thinks of first, or not responding at all. Both of which, people will probably regret later. There isn't any application (that I know of) that will help people with this problem currently.

My approach for solving this problem is to design an application people can use to input a mean phrase, and take a look at how the system responds to this phrase. Ideally, the extremely simple AI in this system will come up with an amazing comeback that the user can repeat to respond to whoever said something mean to them.

**User Analysis:**

Users for this system would be elementary school children who get picked on a lot and don't have the skills their peers have for insulting each other. When using this system, users will want a quick way to enter input and a small amount of computation time when getting the result in case the person they are communicating with is standing right in front of them. They will also want the user interface to be easy to use and to not look like something embarrassing as that would just give more things for the user to be made fun of for.

Because the application will not take into account any context other than just the phrase to respond to, output might not be as well developed as it could be given more information. Another constraint would be limiting the responses as they must be usable by a kid in elementary school. The responses must also be very generic, so they can sound like something the user would actually say, given that the user would be any elementary school kid.

**System Description:**

The system will provide an interface and functionality for the user to find out how to respond in a snarky way to an insult given to them. In addition to inputting the phrase to respond to, the user should also specify (using GUI elements) what level of snarkiness to use. The system should allow the user to fill out snarkiness level, enter the phrase to respond to, and calculate a response quickly. It should have a diverse enough pool of possible responses that responses are not repeated often if at all.