

## Intent:

let the chatbox know what is the intent of player according to his Text inputs

```
- greet
- goodbye
- tips
- check_location

#cell
- guess_mates
- talk_with_A
- talk_with_B
- talk_with_C
- ask_join

#Infirmary
- go_Infirmary
- confirm_get_punched
- deny_get_punched
- distract_nurse
- check_Infirmary
- mix_ingredient

# Laundry Room
- go_Laundry_room
- check_Laundry_room
- guess_puzzle_from_laundry_room

# Kitchen
- go_Kitchen
- guess_Kitchen_code
- check_Kitchen_items
- eat_food_or_sedative_mix_food

# office
- go_office
- check_office_items
- phone_call

# heli_pad
- go_heli_pad
- escape_with_holicapter
- action_with_M_with_evidence
```

## slots:

- control the locations and for give tips

```
location_cell
location_Infirmary
location_Laundry_room
location_Kitchen
location_office
location_heli_pad
```

- constraints for get locations access or else

```
get_sedative
get_uniform
kitchen_door
guards_fainted
get_helicopter
get_evidence
```

## entities:

store the state according the input text of player with intents

```
- person
- profession
- locations
- ingredients
- items_in_Laundry_room
- items_in_Kitchen
- deal_with_food
- items_in_office
- called_person
- deal_with_M
```

person: cellmates

profession: cellmates' profession

locations: locations of the prison

ingredients: ingredients of the sedative

deal\_with\_food: player decide eat foods or use sedative for guards

called\_person: player decide call nps child or call his other friends

## actions:

deal responses

```
- show_locations
- get_tips

#cell
- check_guess
- check_asked_mates
```

```
#infirmary
- show_infirmary
- able_check_infirmary
- verification_sedative
# Laundry_room
- show_Laundry_room
- show_locker_puzzles_or_other_unuseful_items
- verification_locker_puzzles

# Kitchen
- show_Kitchen_code
- verification_Kitchen_code_and_show_kitchen_items
- show_guardsfoods_or_other_unuseful_items
- verification_mixed_guardsfood_and_sedative

# office
- verification_guards_fainted_and_show_office_or_getcaught
- show_phone_or_other_unuseful_items
-
verification_call_with_npc_child_for_helicopter_and_show_puzzles

#helipad
- show_heli_pad_with_verification_holicapter
- verification_deal_with_M_show_diffferent_endings
```