

Step 2 Your chatbot

Before you start creating your chatbot, you need to decide what its personality is. **Think about the following questions:**



- What is the chatbot's name?
- Where does it live?
- Is it happy? Serious? Funny? Shy? Friendly?
- What does it like and dislike?

Open the Chatbot Scratch starter project.



Online: open the starter project at rpf.io/chatbot-on (<http://rpf.io/chatbot-on>).

If you have a Scratch account you can make a copy by clicking **Remix**.

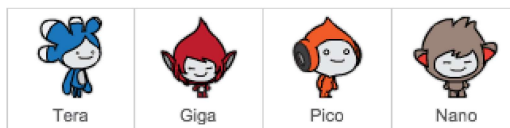
Offline: download the starter project from rpf.io/p/en/chatbot-go (<http://rpf.io/p/en/chatbot-go>) and then open it using the offline editor.

If you need to download and install the Scratch offline editor, you can find it at <https://rpf.io/scratchoff> (rpf.io/scratchoff).

The starter project contains four character sprites. One of these will be your chatbot.



You can either use the sprite that is already selected, or choose a different one by clicking the one you want and then selecting the **show** or **hide** eye icon from the Sprite menu below the stage.



Step 3 A talking chatbot

Now that you have a chatbot with a personality, you're going to program it to talk to you.

Click on your chatbot sprite, and add this code to it so that **when it's clicked**, it **asks for your name** and then **says "What a lovely name!"**.

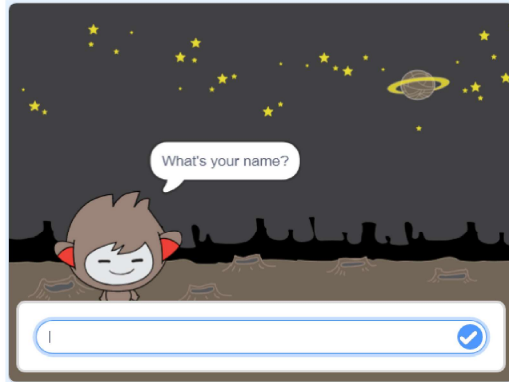


when this sprite clicked

ask What's your name? and wait

say What a lovely name! for 2 seconds

Click on your chatbot to test your code. When the chatbot ask for your name, type it into the box that appears at the bottom of the Stage, and then click on the blue mark, or press Enter.



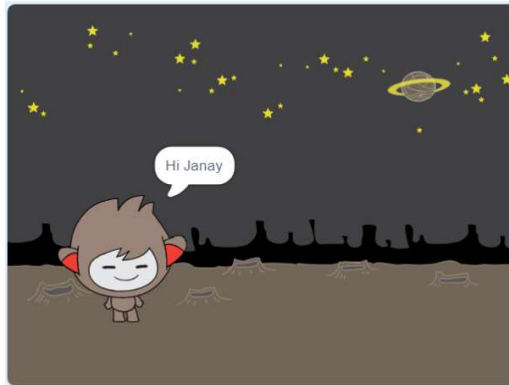


Right now, your chatbot replies "What a lovely name!" every time you answer. You can make the chatbot's reply more personal, so that the reply is different every time a different name is typed in.

Change the chatbot sprite's code to **join** "Hi" with the **answer** to the "What's your name?" question, so that the code looks like this:



```
when this sprite clicked
ask "What's your name?" and wait
say join Hi answer for 2 seconds
```



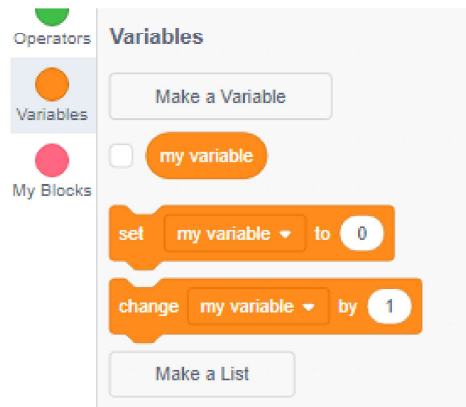
By storing the answer in a **variable**, you can use it anywhere your project.



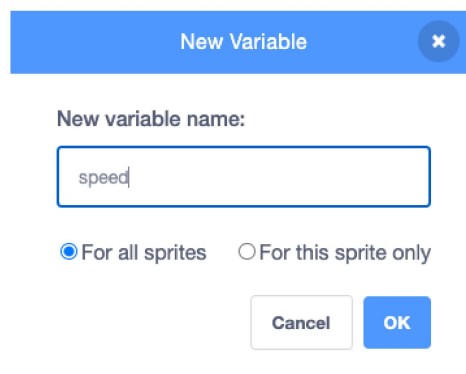
Create a new variable called **name**.

Add a variable in Scratch

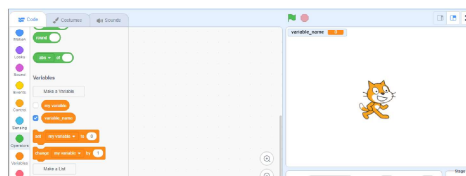
- Click on **Variables** in the Code tab, then click on **Make a Variable**.



- Type in the name of your variable. You can choose whether you would like your variable to be available to all sprites, or to only this sprite. Press **OK**.



- Once you have created the variable, it will be displayed on the Stage, or you can untick the variable in the Scripts tab to hide it.



Now, change your chatbot sprites's code to set the `name` variable to `answer`:



```
when this sprite clicked
  ask "What's your name?" and wait
  set name to answer
  say join Hi name for 2 seconds
```

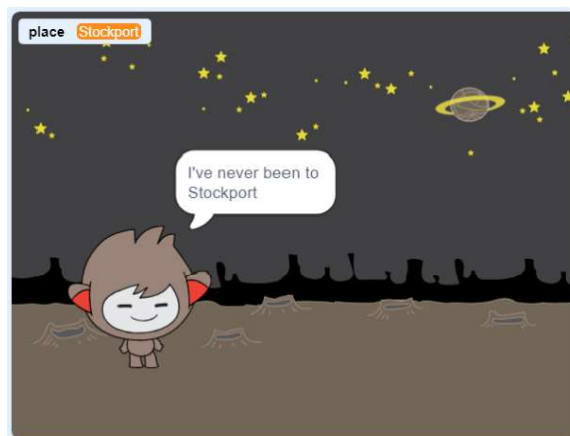
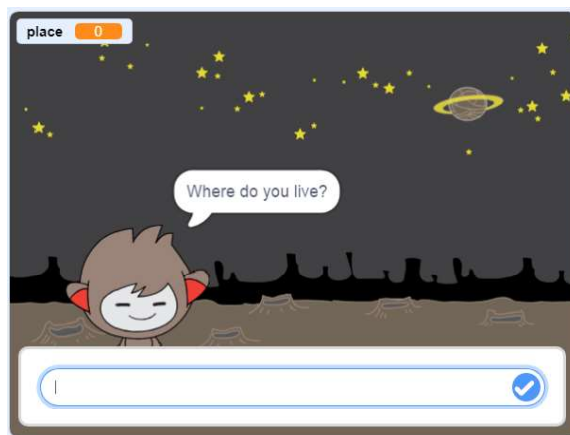
Your code should work as before: your chatbot should say hi using the name you type in.



Test your program again. Notice that the answer you type in is stored in the `name` variable, and is also shown in the top left-hand corner of the Stage. To make it disappear from the Stage, go to the `variables` blocks section and click on the box next to `name` so that it is not marked.

Challenge: more questions

Program your chatbot to ask another question. Can you store the answer to this new question in a new variable?

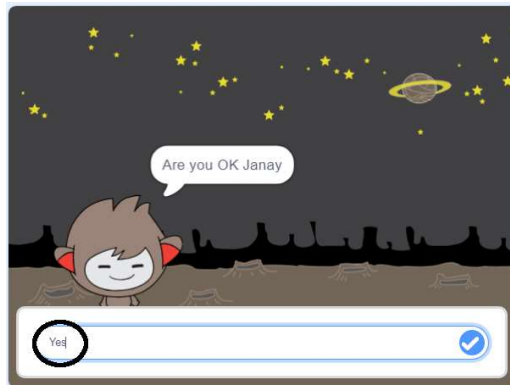


Step 4 Making decisions

You can program your chatbot to decide what to do based on the answers it receives.

First, you're going to make your chatbot ask a question that can be answered with "yes" or "no".

Change your chatbot's code. Your chatbot should ask the question "Are you OK name", using the `name` variable. Then it should reply "That's great to hear!" `if` the answer it receives is "yes", but say nothing if the answer is "no".



```
when this sprite clicked
ask What's your name? and wait
set name to answer
say join Hi name for 2 seconds
ask join Are you OK name and wait
if answer = yes then
say That's great to hear! for 2 seconds
```

The image shows a Scratch script starting with a yellow 'when this sprite clicked' block. It is followed by a blue 'ask' block with the text 'What's your name?' and 'and wait'. Next is an orange 'set' block where the variable 'name' is set to the 'answer'. This is followed by a purple 'say' block with the text 'join Hi name' and 'for 2 seconds'. Then another blue 'ask' block with the text 'join Are you OK name' and 'and wait'. This is followed by an orange 'if' block with a green arrow-shaped condition 'answer = yes' and the word 'then'. Inside the 'if' block is a purple 'say' block with the text 'That's great to hear!' and 'for 2 seconds'. The entire script is enclosed in a black-bordered box.

To test your new code properly, you should test it **twice**: once with the answer "yes", and once with the answer "no".

At the moment, your chatbot doesn't say anything to the answer "no".

Change your chatbot's code so that it replies "Oh no!" if it receives "no" as the answer to "Are you OK name".



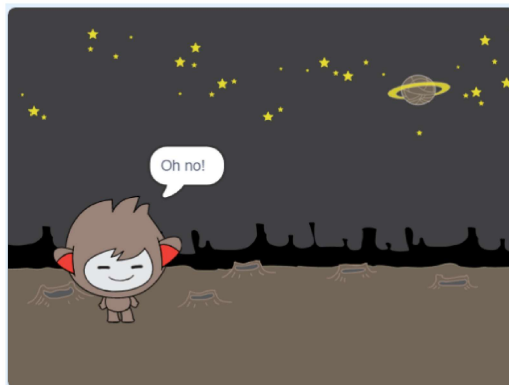
Replace the **if, then** block with an **if, then, else** block, and include code so the chatbot can **say** "Oh no!".



```
when this sprite clicked
  ask "What's your name?" and wait
  set name to answer
  say join Hi name for 2 seconds
  ask join Are you OK name and wait
  if answer = yes then
    say "That's great to hear!" for 2 seconds
  else
    say "Oh no!" for 2 seconds
```

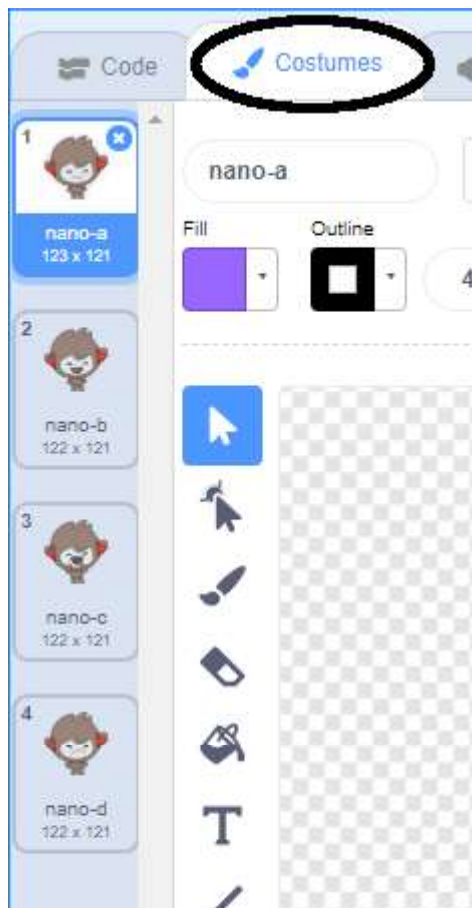


Test your code. You should get a different response when you answer "no" and when you answer "yes": your chatbot should reply with "That's great to hear!" when you answer "yes" (which is not case-sensitive), and reply with "Oh no!" when you answer **anything else**.

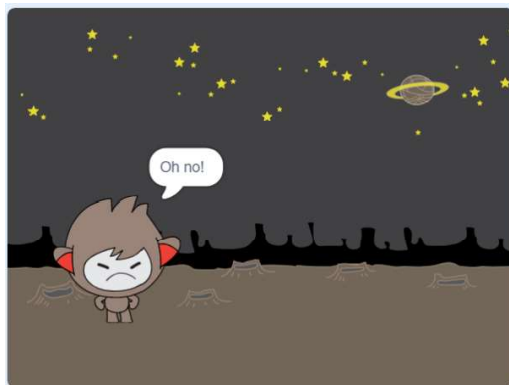


You can put any code inside an **if, then, else** block, not just code to make your chatbot speak!

If you click your chatbot's **Costumes** tab, you'll see that there is more than one costume.



Change your chatbot's code so that the chatbot switches costumes when you type in your answer.



Change the code inside the `if, then, else` block to `switch costume`.

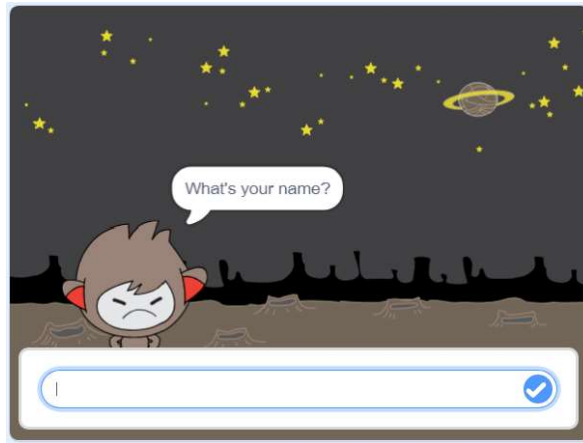


```
when this sprite clicked
ask What's your name? and wait
set name to answer
say join Hi name for 2 seconds
ask join Are you OK name and wait
if answer = yes then
  switch costume to nano-c
  say That's great to hear! for 2 seconds
else
  switch costume to nano-d
  say Oh no! for 2 seconds
```

Test and save your code. You should see your chatbot's face change depending on your answer.

Have you noticed that, after your chatbot's costume has changed, it stays like that and doesn't change back to what it was at the beginning?

You can try this out: run your code and answer "no" so that your chatbot's face changes to an unhappy look. Then run your code again and notice that your chatbot does not change back to looking happy before it asks your name.



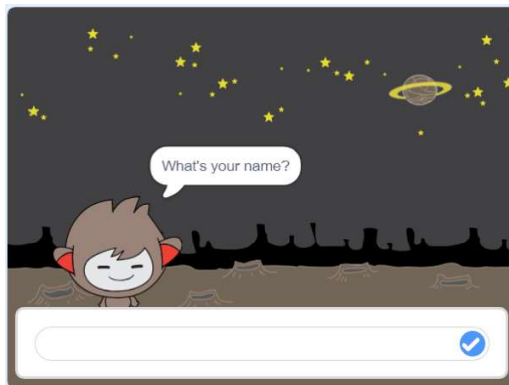
To fix this problem, add to the chatbot's code to **switch costume** at the start **when the sprite is clicked**.



when this sprite clicked

switch costume to nano-a ▼

ask What's your name? and wait





Challenge!

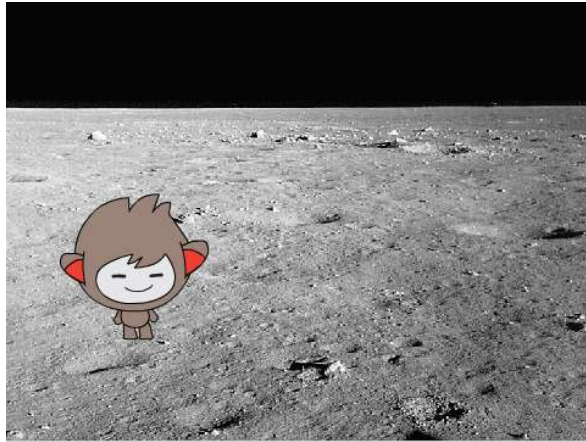
Challenge: more decisions

Program your chatbot to ask another question that can be answered with “yes” or “no”. Can you make your chatbot respond differently depending on which answer it receives?



Step 5 Changing location

You can also program your chatbot to change its location!



Can you program your chatbot to ask "Do you want to go to the moon", and then change the backdrop when the answer is "yes"?



I need a hint

This is what your code should look like:

```
ask Do you want to go to the moon? and wait
if answer = yes then
  switch backdrop to moon
```

Now you need to make sure that your chatbot starts in the right location when you click on it to talk to it. Add this block to the top of your chatbot code:



when this sprite clicked

switch backdrop to space ▾

Test your program, and answer “yes” when the chatbot asks if you want to go to the moon. You should see that the chatbot’s location changes.



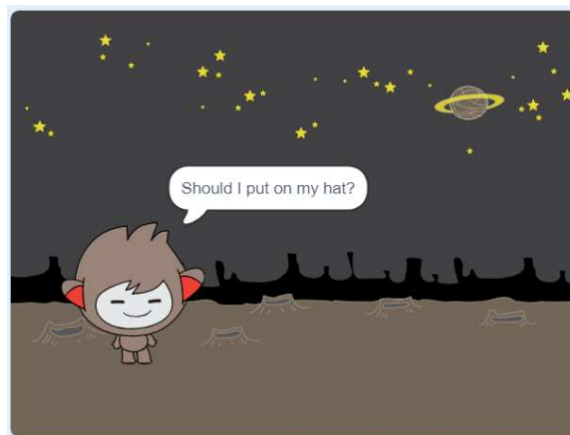
You can also add the following code inside the new **if** block to make the chatbot jump up and down four times if you answer "yes":



```
if answer = yes then
  switch backdrop to moon
  repeat 4
    change y by 10
    wait 0.1 seconds
    change y by -10
    wait 0.1 seconds
```

Challenge: finish your chatbot

Use what you've learned to finish creating your interactive chatbot. Here are some ideas:



Once you've finished your chatbot, get your friends to have a conversation with it! Do they like your character? Can they spot any problems?

Step 6 What next?

Try the **Paint box** (https://projects.raspberrypi.org/en/projects/paint-box?utm_source=pathway&utm_medium=whatnext&utm_campaign=projects) project, where you will create your own painting program!

You will click on the green flag to start, and you'll use the mouse to move the pencil and hold down the left mouse button to draw. Clicking on a colour will change pencil colours, and clicking on the eraser will change to the eraser!



Published by Raspberry Pi Foundation (<https://www.raspberrypi.org>) under a Creative Commons license (<https://creativecommons.org/licenses/by-sa/4.0/>).

View project & license on GitHub (<https://github.com/RaspberryPiLearning/chatbot>)