

BoozBot Handbook

Introduction

This handbook contains all of the information that you need to operate BoozBot, the bar tending robot. BoozBot will most likely be installed in either a bar or party-type situation. As with any bartender, his primary function is to serve drinks. But as BoozBot, there is more to the assignment. Read the character description and the command list below to learn how to successfully control BoozBot.

Your Character

To prepare for the role, you need to know a little about BoozBot's background, which starts with a man in Nevada.

Archibald Crosby was a private man who lived in the hills of Nevada, a hundred miles away from the nearest town. He was largely self-sufficient, hunting desert creatures and growing vegetables in a greenhouse for food. He had lived up in the hills, alone, ever since his grandpappy passed away in the late 80s in a gruesome wood-chipping accident. But after 10 years of solitude, Archibald couldn't take it any more.

Archibald had two hobbies in life: tinkering and drinking, so when he applied himself to finding a solution to his loneliness, the answer was obvious. He decided to build himself a bar-tending robot with the materials around him.

...

On the night of his completion, Archie put on his favorite flanel drinking shirt and sat down at a makeshift bar that he had crafted, just wide enough for BoozBot to stand behind. As soon as he sat down on the stool, BoozBot slowly turned his head and said, in a tinny robot voice, "Hey there buddy. What'll it be?"

Three hours later, Archibald was wobbling on his stool a bit, and

Seven hours later,

Two days later, Archie was not doing well. Without asking, BoozBot poured him another drink - which, unbeknownst to BoozBot, was to be his last.

With no one to serve, BoozBot set off across the desert, much as he had seen C3PO do in Archibald's favorite movie, Star Wars.

Being a somewhat private man with a dull past, Archibald never really enjoyed talking about himself, so he programed BoozBot to carry the conversation for the most part. BoozBot is obsequious and talkative. The long trip through the desert must have damaged BoozBot's circuits, because he is also developed a deep sense of guilt about killing Archibald

Setting up your Skype client

To control BoozBot, you have to set up your Skype client in a particular way. Here are the steps.

1. Launch Skype
2. You need to make sure that you are not sending any audio when you begin the call with BoozBot. If you do, this will be piped directly through BoozBot's speakers, and you don't want that. You can do this in several ways. If you have an external mic plugged into your machine, you can unplug it, or you can go into your Skype Preferences, click on the "Audio" button at the top, and then select an input that you don't have anything attached to.
3. Add 'boozbot' to your contact list. To do this, go to the "Contacts" menu, select "Add a contact...", and type 'boozbot' into the field in the section called "Add a Skype Contact".
4. Click Search, and you should see a select box with 'boozbot' in it. Click it and then click "Add Contact"
5. In your Skype contact list, you should now see 'boozbot'.
6. Click on BoozBot's name and it should expand into a larger box. Click the green button that looks like a phone. A window will appear that says "Ringing..." and the call will be answered automatically.
7. You should now see a video feed that is coming from BoozBot's nose camera. If you don't, something has gone wrong and you should contact Jeff.
8. Now go back to your contact list and click on the blue button beside boozbot's name. This will start a "Chat".
9. Anything typed into this Chat Message will be sent directly to BoozBot.
10. Try typing in the phrase 'Hello customer. How can I serve you?' You should be able to hear it being spoken aloud by BoozBot. If you can't, make sure you have your speakers or headphone set up properly.
11. You're good to go! Just wait until a customer approaches the camera and start typing!

Commands

Here are the commands that you can send to BoozBot.

1. `[text]` Any text sent to BoozBot that does not begin with a slash (/) will be treated as dialog and read aloud.
2. `/list, /l` Prints out a list of available commands
3. `/p` This puts BoozBot into "processing mode" (a whirring, ticking sound starts and BoozBot says "transmission received. processing", and should be sent immediately after a customer finishes talking and expects an answer. This will buy you time to type in a response.
4. `/pour [drink#]` Without the `drink#`, this command sends you a list of the available drinks and then waits for you to pick one. If you do provide the `drink#`, it pours the specified drink immediately.
5. `/shutup, /s` Stops whatever BoozBot is saying.
6. `/repeat` Repeats the last thing BoozBot said.
7. `/blink, /b [optional blink#]` Without the `blink#`, this command sends you a list of the blinks that BoozBot can do and then waits for you to pick one. If you do provide the `blink#`, it executes the blink immediately.*

8. `/smile` Makes BoozBot smile.*
9. `/frown` Makes BoozBot frown.*
10. `/voice [optional voice#]` Without the `voice#`, this command sends you a list of the available voices and then waits for you to pick one. If you do provide the `voice#`, it switches to the voice immediately.
11. `/macro, /m [macro#]` Without the `macro#`, this command sends you a list of the available macros and then waits for you to pick one. If you do provide the `macro#`, it performs the macro immediately.*
12. `/time` - Makes BoozBot to read out the time.*
13. `/pic` - Grabs a still from the video stream and sends it to its Flickr account.*
14. `/weather` - Makes Boozbot read out the weather forecast for New York.*
15. `/turn [degrees]` Tell BoozBot to turn his head.†
16. `/sports` - reads some sports scores for the local team.†
17. `/quote` - Makes BoozBot read out a random wise quotation.†
18. `/parrot` - repeats the audio that has been recorded since BoozBot last finished speaking.†
19. `/remember [name]` Remembers someones name for use in later automatic speech.†

* These commands will be called automatically if no command is sent to BoozBot for more than 15 seconds.

† Not yet implemented. Included in this document to build excitement.