



# Chancery

(formerly bottery)

# Tracery-powered Finite-state-machine bots for everyone



# Chancery

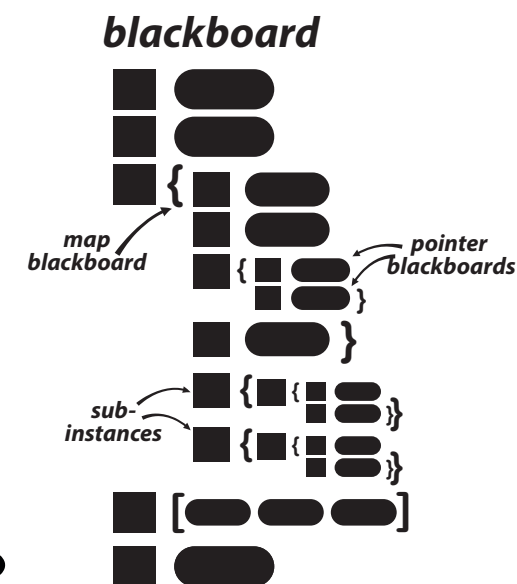
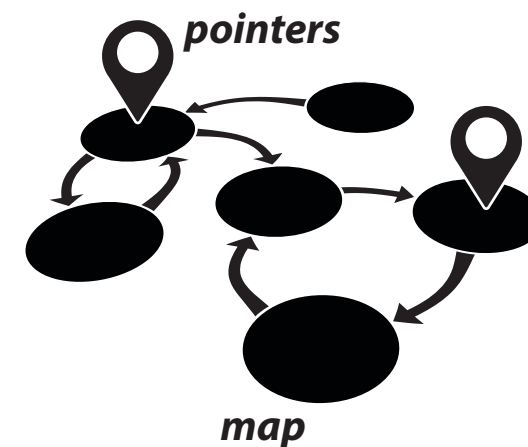
(formerly Bottery)

**Tracery-style FSM syntax** + JS simulation  
library for multi-state conversational agents

*Developed for prototyping  
chat apps for the Google Home*

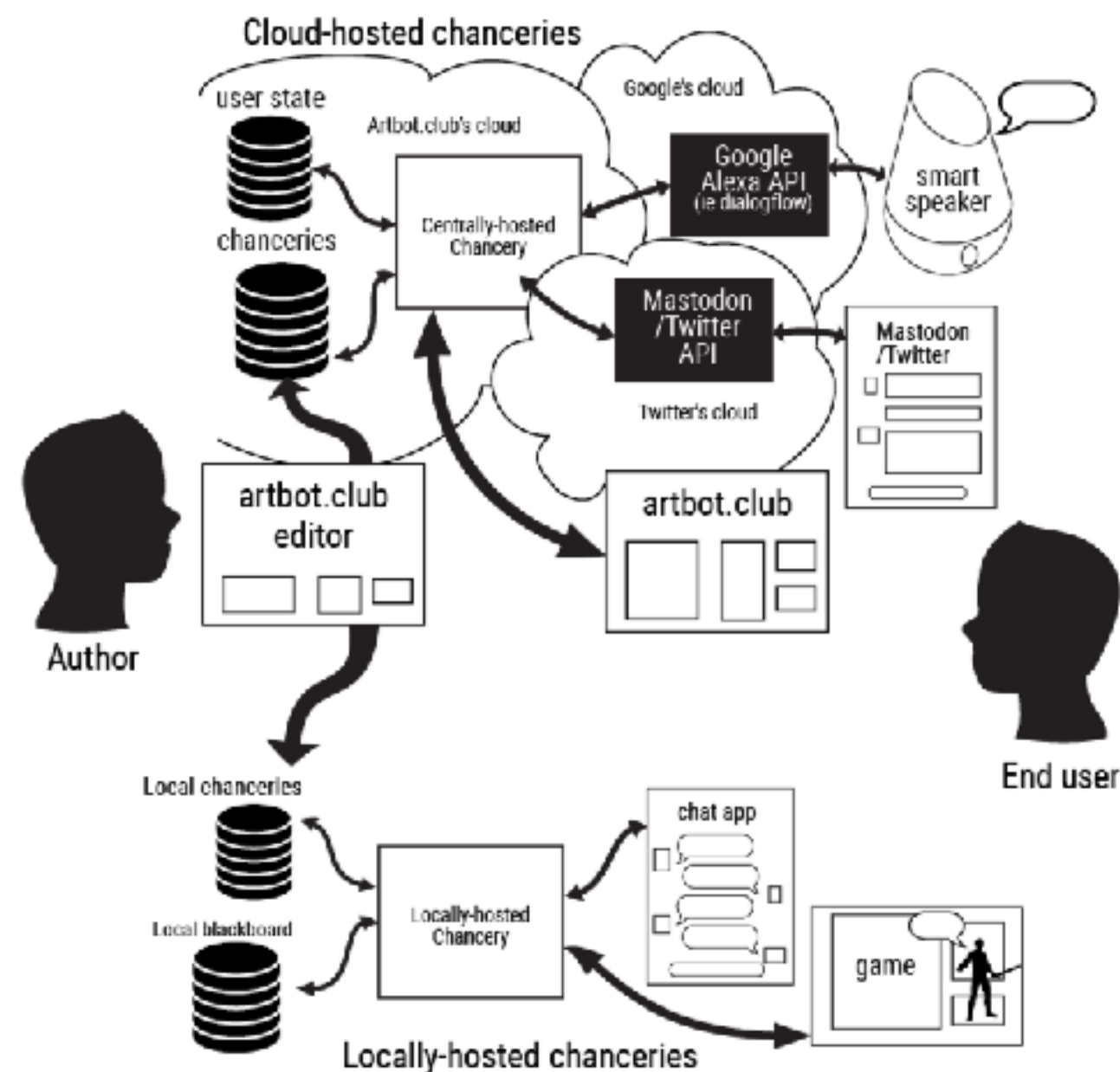
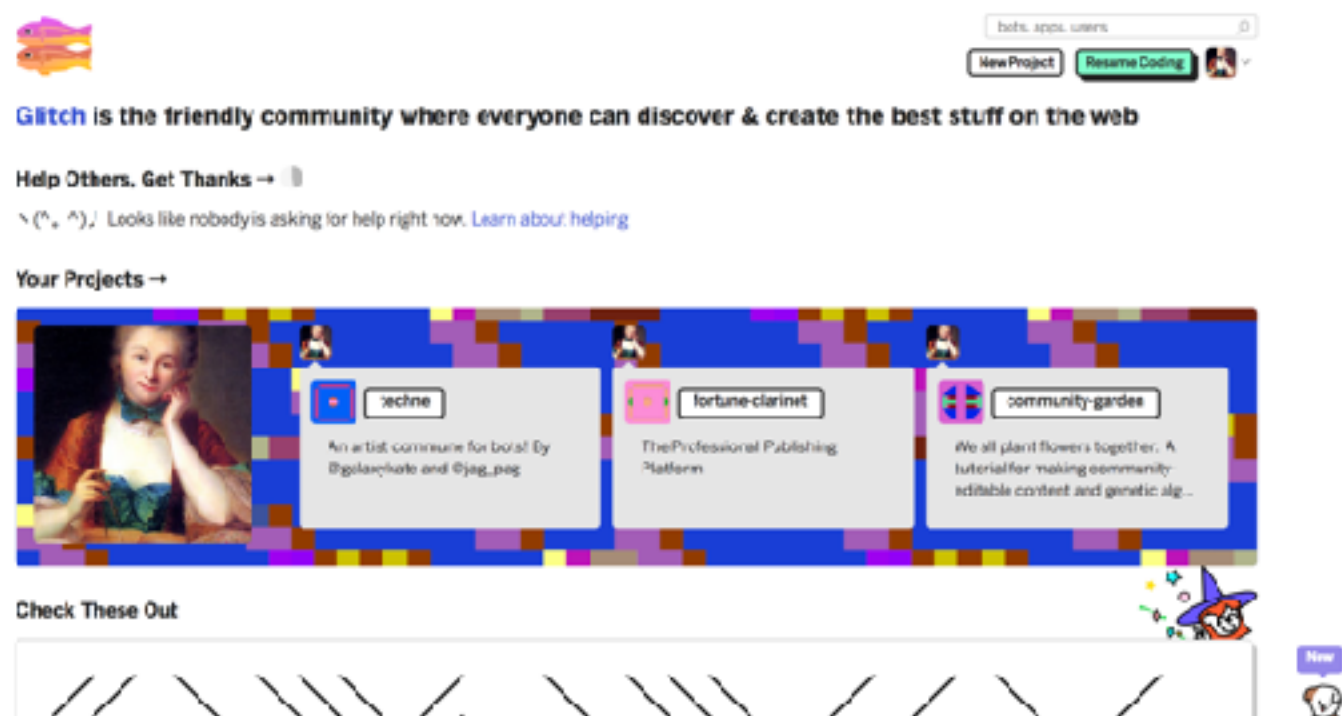


- Finite-state conversational model
  - using Tracery for generative output
  - and input matching (no fuzzy matching!)
- Open-sourced Oct 2017 (<https://github.com/google/bottery>, Thanks to Calvin Ashmore, Chris Lewis, and the Google open source team)
  - Less mature & needed more work out-of-the-box than Tracery
- <https://github.com/galaxykate/artbotclub>
- **Could this be Tracery-for-conversational-agents?**



# Create a hosting platform for conversational bots: artbot.club

- Browse chancery bots
- Start a chatroom & converse with bots
- Add additional bots to the chatroom
- **Edit & author chancery bots**
- **coming 2019!**



← Inspired by Glitch and Scratch

*Social learning! Visitors become creators*