

Project completion summary

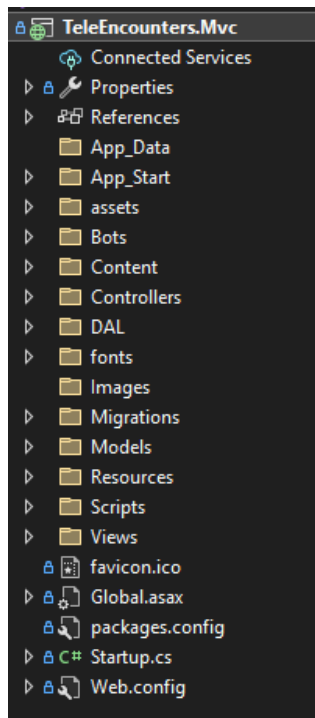
This document formalizes the delivery of the source code that makes up the development of the website as well as the KBs and pipelines of each of the Chatbots present in the project.

On the other hand, the link to the repository of the designs made in Unity and that constitute each of the Human Beings associated with the different bots of the project is also attached.

This document does not constitute a technical guide for the deployment or maintenance of the source code or any of the developed functionalities, because this scope requires advanced technical knowledge and its coverage is not part of the scope of the project.

[TeleEncounters Project.zip](#) file contains:

- TeleEncounters.Bots: Projects developed with Bot Framework Composer and .NET for each of the chatbots and the necessary configuration for communication with the different services through which the Knowledge Bases, NLP models and communication with GPT-3 are managed.
 - 📁 TE-DancingBot-QNA
 - 📁 TE-FriendBot-QNA
 - 📁 TE-HumanoidBot-QNA
 - 📁 TE-NurseBot-QNA
 - 📁 TE-SportsBot-QNA
 - 📁 TE-StorytellerBot-QNA
- TeleEncounters.Mvc: Project developed with Visual Studio and .NET that represents the website and contains both the Virtual Beings animations and the integration with the chatbots of the previous project.

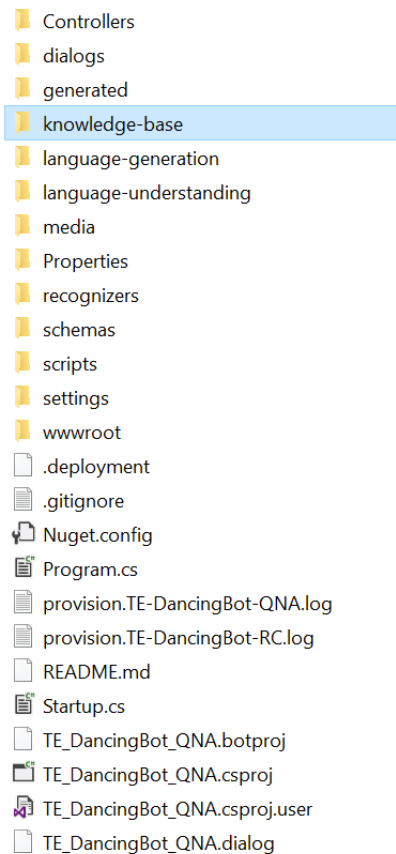


As a requirement for delivery, the header related to the licensing and authorship of the project has been added to the source code files.

```

/*
 * This work is licensed under Creative Commons Attribution-NonCommercial 4.0 International (CC BY-NC 4.0).
 *
 * CC BY-NC: This license allows reusers to distribute, remix, adapt, and build upon the material in any medium or
 * format, with the exception of making commercial uses of the material.
 * It includes the following elements:
 * BY - Credit must be given to the creator
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 *
 * Attribution must include the following text:
 * "This work was created within the "Tele-Encounters: Beyond the Human" project, co-funded by the Creative Europe
 * program.
 *
 * Please mention the name(s) of the person(s) involved in the creation of the specific part of the platform you
 * are using.
 *
 * Full credits:
 *
 * Technical implementation of the platform (experts in Computer Science):
 * Juan Antonio Yáñez (engineer) (ES)
 * Magdalena Cantabella (ES)
 * Raquel Martínez (ES)
 * Sergio Melero (ES)
 *
 * 3D Character Design:
 * Rocio Martinez (ES) (coordinator Animation Design)
 * Alessandra Piras (IT) (3D modelling and animation for Dancing Robot and Friend Robot)
 * Alin Sirbu (RO) (3D modelling and animation for Reflective Robot and Sports Robot)
 * Juan José Arnau (ES) (3D modelling and animation for Nurse Robot and Storyteller Robot)
 * Jorge Hernández (ES) (sound design)
 *
 * Robot platform artistic concept: Marina Hanganu (RO)
 *
 * Producer: UCAM Universidad Católica San Antonio de Murcia (ES)
 *
 * Read the full licensing information here:
 * https://creativecommons.org/licenses/by-nc/4.0/
 *
 */
using Microsoft.Owin;
```

[Chatbot KBs](#) shared folder contains the KB files designed by the team as well as those used in each of the bots. In any case, these KB files are present in the knowledge-base directory of each of the chatbot projects.



Builds Unity ([part I](#) and [part II](#)) shared folder contains all the Unity designs made for the representation of the Virtual Beings of the project in their different formats, both in visualization format for Windows and in web and mobile rendering formats.

The tools and services used for the development and deployment of the project are listed below:

- Visual Studio 2022
- Bot Framework Composer v.2.1
- Azure Language Services
- Azure Cognitive Services
- Azure Bot Services
- Azure Translation Services
- Azure App Services
- Azure SQL Databases
- GPT-3 by OpenAI