```javascript
var gryffindor = 0;
var ravenclaw = 0;
var hufflepuff = 0;
var slytherin = 0;

//Begins the sorting process
intent('(Sort me|lets begin|Start|begin)', p => {
    p.play('Which one would you choose, dusk or dawn?');
    gryffindor = 0;
    slytherin = 0;
    hufflepuff = 0;
    ravenclaw = 0;
    p.then(Forest_River);
});

//Based on the user's response, two houses are given either one or two points
let Forest_River = context(() => {
    intent('(Dawn| I chose Dawn| Lets go with Dawn)', p => {
        p.play('Would you rather go towards a forest or a river?');
        gryffindor = gryffindor + 2;
        //console.log('g: ', gryffindor);
        ravenclaw = ravenclaw + 1;
        //console.log('r: ', ravenclaw);
        p.then(Moon_Stars);
});


    intent('(Dusk | I chose Dusk| Lets go with Dusk)', p => {
        p.play('Would you rather go towards a forest or a river?');
        slytherin = slytherin + 2;
        //console.log('s: ', slytherin);
        hufflepuff = hufflepuff + 1;
        //console.log('h: ', hufflepuff);
        p.then(Moon_Stars);

    });
});

let Moon_Stars = context(() => {
    intent('(Forest| I chose the Forest| Lets go with the forest )', p => {
        p.play('Would you choose the moon or the stars?');
        gryffindor = gryffindor + 2;
        //console.log('g: ', gryffindor);
        ravenclaw = ravenclaw + 1;
        //console.log('r: ', ravenclaw);
        p.then(Black_White);
    });
```

```
    intent('(River| I choose river| lets go with the river)', p => {
        p.play('Would you choose the moon or the stars?');
        hufflepuff = hufflepuff + 2;
        slytherin = slytherin + 1;
        p.then(Black_White);
    });
});

let Black_White = context(() => {
    intent('(Moon|Lets go with the moon| I choose the moon)', p => {
        p.play('Do you prefer black or white?');
        ravenclaw = ravenclaw + 2;
        slytherin = slytherin + 1;
        p.then(Head_Tail);
    });

     intent('(Stars|I choose the stars|lets go with the stars)', p => {
         p.play('Do you prefer black or white?');
         gryffindor = gryffindor + 2;
         hufflepuff = hufflepuff + 1;
         p.then(Head_Tail);
     });
});

let Head_Tail = context(() => {
    intent('(Black|I choose black|lets go with black)', p => {
        p.play('Choose either heads or tails');
        gryffindor = gryffindor + 2;
        slytherin = slytherin + 1;
        p.then(Left_Right);
    });

    intent('(White|Lets go with white| I choose white)', p => {
        p.play('Choose either heads or tails');
        hufflepuff = hufflepuff + 2;
        ravenclaw = ravenclaw + 1;
        p.then(Left_Right);
    });
});

let Left_Right = context(() => {
    intent('(Heads|I choose heads|lets go with heads)', p => {
        p.play('Will you go left or right?');
        hufflepuff = hufflepuff + 2;
        ravenclaw = ravenclaw + 1;
        p.then(Final);
    });

    intent('(Tails|Lets go with tails|i choose tails)', p => {
```

```
        p.play('Will you go left or right?');
        gryffindor = gryffindor + 2;
        //console.log('g: ', gryffindor);
        slytherin = slytherin + 1;
        //console.log('s: ', slytherin);
        p.then(Final);
    });
});

let Final = context(() => {

    //possibilities of a tie are checked here
    let TieSH = context(() => {
        intent('Tortoiseshell box with gold lining', p => {
            hufflepuff = hufflepuff + 1
            p.play('Let me see. Loyal and honest, and extremely well-rounded. I
feel the goodness in your heart. Hufflepuff!');
        });
        intent('Jet black box with a silver lock', p => {
            slytherin = slytherin + 1
            p.play('Let me see. Cunning, ambitious, but respectful, having a big
love for your own reputation. SLYTHERIN!');
        });
    });

    let TieSR = context(() => {
        intent('Ornate Golden Casket', p => {
            ravenclaw = ravenclaw + 1
            p.play('Let me see. Analytical and observant. I sense that you
definitely work smarter than others. Ravenclaw!');
        });
        intent('Jet black box with a silver lock', p => {
            slytherin = slytherin + 1
            p.play('Let me see. Cunning, ambitious, but respectful, having a big
love for your own reputation. SLYTHERIN!');
        });
    });

    let TieSG = context(() => {
        intent('Small Pewter Box', p => {
            gryffindor = gryffindor + 1
            p.play('Let me see. Bravery is a big quality. Passionate about what
you love, and owns to your own mistakes. Gryffindor!');
        });
        intent('Jet black box with a silver lock', p => {
            slytherin = slytherin + 1
            p.play('Let me see. Cunning, ambitious, but respectful, having a big
love for your own reputation. SLYTHERIN!');
        });
```

```javascript
    });

    let TieHG = context(() => {
        intent('Tortoiseshell box with gold lining', p => {
            hufflepuff = hufflepuff + 1
            p.play('Let me see. Loyal and honest, and extremely well-rounded. I
feel the goodness in your heart. Hufflepuff!');
        });
        intent('Small Pewter Box', p => {
            gryffindor = gryffindor + 1
            p.play('Let me see. Bravery is a big quality. Passionate about what
you love, and owns to your own mistakes. Gryffindor!');
        });
    });

    let TieHR = context(() => {
        intent('Tortoiseshell box with gold lining', p => {
            hufflepuff = hufflepuff + 1
            p.play('Let me see. Loyal and honest, and extremely well-rounded. I
feel the goodness in your heart. Hufflepuff!');
        });
        intent('Ornate Golden Casket', p => {
            ravenclaw = ravenclaw + 1
            p.play('Let me see. Analytical and observant. I sense that you
definitely work smarter than others. Ravenclaw!');
        });
    });

    let TieGR = context(() => {
        intent('Small pewter box', p => {
            gryffindor = gryffindor + 1
            p.play('Let me see. Bravery is a big quality. Passionate about what
you love, and owns to your own mistakes. Gryffindor!');
        });
        intent('Ornate Golden Casket', p => {
            ravenclaw = ravenclaw + 1
            p.play('Let me see. Analytical and observant. I sense that you
definitely work smarter than others. Ravenclaw!');
        });
    });

    intent('Left', p => {
        p.play('Aha, that was the last question!');
        slytherin = slytherin + 2;
        ravenclaw = ravenclaw + 1;

        //The final is calculated here
        var final = Math.max(ravenclaw,slytherin, gryffindor, hufflepuff);
        console.log(final);
```

```javascript
        console.log(gryffindor, "g");
        console.log(ravenclaw, "r");
        console.log(hufflepuff, "h");
        console.log(slytherin, "s");

         if (final == slytherin && final == ravenclaw){
            p.play("Hmm, looks like you're not done yet. Let me ask you a few
more questions...");
            p.play("If you're trapped in a mysterious room with a locked door,
and you were only allowed to pick one box to help you escape, would you pick
the Jet Black Box with a silver lock or a ornate golden casket?");
            p.then(TieSR);
        }
        if (final == slytherin && final == hufflepuff){
            p.play("Hmm, looks like you're not done yet. Let me ask you a few
more questions...");
            p.play("If you're trapped in a mysterious room with a locked door,
and you were only allowed to pick one box to help you escape, would you pick
the Tortoiseshell box with gold lining, or the Jet Black box with a silver
lock?");
            p.then(TieSH);
        }
        else if (final == slytherin && final == gryffindor){
            p.play("Hmm, looks like you're not done yet. Let me ask you a few
more questions...");
            p.play("If you're trapped in a mysterious room with a locked door,
and you were only allowed to pick one box to help you escape, would you pick
the Jet Black Box with a silver lock or a small pewter box? ");
            p.then(TieSG);
        }
        else if (final == hufflepuff && final == gryffindor){
            p.play("Hmm, looks like you're not done yet. Let me ask you a few
more questions...");
            p.play("If you're trapped in a mysterious room with a locked door,
and you were only allowed to pick one box to help you escape, would you pick
the Tortoiseshell box with gold lining or a small pewter box?");
            p.then(TieHG);
        }
        else if (final == hufflepuff && final == ravenclaw){
            p.play("Hmm, looks like you're not done yet. Let me ask you a few
more questions...");
            p.play("If you're trapped in a mysterious room with a locked door,
and you were only allowed to pick one box to help you escape, would you pick
the Tortoiseshell box with gold lining or an Ornate Golden Casket?");
            p.then(TieHR);
        }
        else if (final == gryffindor && final == ravenclaw){
            p.play("Hmm, looks like you're not done yet. Let me ask you a few
more questions...");
```

```javascript
            p.play("If you're trapped in a mysterious room with a locked door,
and you were only allowed to pick one box to help you escape, would you pick
the Ornate Golden Casket or a small pewter box? ");
            p.then(TieGR);
        }
        else if (final == slytherin && final != ravenclaw && final !=
gryffindor && final!= hufflepuff){
                p.play('Let me see. Cunning, ambitious, but respectful, having
a big love for your own reputation. SLYTHERIN!');
        }
        else if (final == gryffindor && final != ravenclaw && final !=
slytherin && final!= hufflepuff){
            p.play('Let me see. Bravery is a big quality. Passionate about what
you love, and owns to your own mistakes. Gryffindor!');
        }
        else if (final == hufflepuff && final != ravenclaw && final !=
gryffindor && final!= slytherin){
            p.play('Let me see. Loyal and honest, and extremely well-rounded. I
feel the goodness in your heart. Hufflepuff!');
        }
        else if (final == ravenclaw && final != slytherin && final !=
gryffindor && final!= hufflepuff){
            p.play('Let me see. Analytical and observant. I sense that you
definitely work smarter than others. Ravenclaw!');
        }
    });

    intent('Right', p => {
        p.play('Aha, that was the last question!');
        gryffindor = gryffindor + 2;
        hufflepuff = hufflepuff + 1;

        var final = Math.max(slytherin, gryffindor, hufflepuff, ravenclaw);
        console.log(final);
        console.log(gryffindor);
        console.log(ravenclaw);
        console.log(hufflepuff);
        console.log(slytherin);

        if (final == slytherin && final == hufflepuff){
            p.play("Hmm, looks like you're not done yet. Let me ask you a few
more questions...");
            p.play("If you're trapped in a mysterious room with a locked door,
and you were only allowed to pick one box to help you escape, would you pick
the Tortoiseshell box with gold lining, or the Jet Black box with a silver
lock?");
            p.then(TieSH);
        }
        else if (final == slytherin && final == ravenclaw){
```

```
            p.play("Hmm, looks like you're not done yet. Let me ask you a few
more questions...");
            p.play("If you're trapped in a mysterious room with a locked door,
and you were only allowed to pick one box to help you escape, would you pick
the Jet Black Box with a silver lock or a ornate golden casket?");
            p.then(TieSR);
        }
        else if (final == slytherin && final == gryffindor){
            p.play("Hmm, looks like you're not done yet. Let me ask you a few
more questions...");
            p.play("If you're trapped in a mysterious room with a locked door,
and you were only allowed to pick one box to help you escape, would you pick
the Jet Black Box with a silver lock or a small pewter box? ");
            p.then(TieSG);
        }
        else if (final == hufflepuff && final == gryffindor){
            p.play("Hmm, looks like you're not done yet. Let me ask you a few
more questions...");
            p.play("If you're trapped in a mysterious room with a locked door,
and you were only allowed to pick one box to help you escape, would you pick
the Tortoiseshell box with gold lining or a small pewter box?");
            p.then(TieHG);
        }
        else if (final == hufflepuff && final == ravenclaw){
            p.play("Hmm, looks like you're not done yet. Let me ask you a few
more questions...");
            p.play("If you're trapped in a mysterious room with a locked door,
and you were only allowed to pick one box to help you escape, would you pick
the Tortoiseshell box with gold lining or an Ornate Golden Casket?");
            p.then(TieHR);
        }
        else if (final == gryffindor && final == ravenclaw){
            p.play("Hmm, looks like you're not done yet. Let me ask you a few
more questions...");
            p.play("If you're trapped in a mysterious room with a locked door,
and you were only allowed to pick one box to help you escape, would you pick
the Ornate Golden Casket or a small pewter box? ");
            p.then(TieGR);
        }
        else if (final == slytherin && final != ravenclaw && final !=
gryffindor && final!= hufflepuff){
                p.play('Let me see. Cunning, ambitious, but respectful, having
a big love for your own reputation. SLYTHERIN!');
        }
        else if (final == gryffindor && final != ravenclaw && final !=
slytherin && final!= hufflepuff){
            p.play('Let me see. Bravery is a big quality. Passionate about what
you love, and owns to your own mistakes. Gryffindor!');
        }
```

```
        else if (final == hufflepuff && final != ravenclaw && final !=
gryffindor && final!= slytherin){
            p.play('Let me see. Loyal and honest, and extremely well-rounded. I
feel the goodness in your heart. Hufflepuff!');
        }
        else if (final == ravenclaw && final != slytherin && final !=
gryffindor && final!= hufflepuff){
            p.play('Let me see. Analytical and observant. I sense that you
definitely work smarter than others. Ravenclaw!');
        }
    });

});
```