

CeleStw

The Gossip Town

Data Flow
&

Architecture

Gossip DB

ID

'1'

Rumour Did you know...

Target Sarah

Creator Bill

Risk 0.62

Persistence 0.22

Sentiment 0.89

Spread Count 4

Gossip ID 1

Associated Citizens Sarah

Citizens List DB

ID: "Elmer Jackson" → Create gossip probability
CGP: 19
SGP: 43 → Spread Gossip probability
SP: 70 → Status points
Action: spreading
Age: 27
friends: { Swahine }
Known rumors:

Sub Database

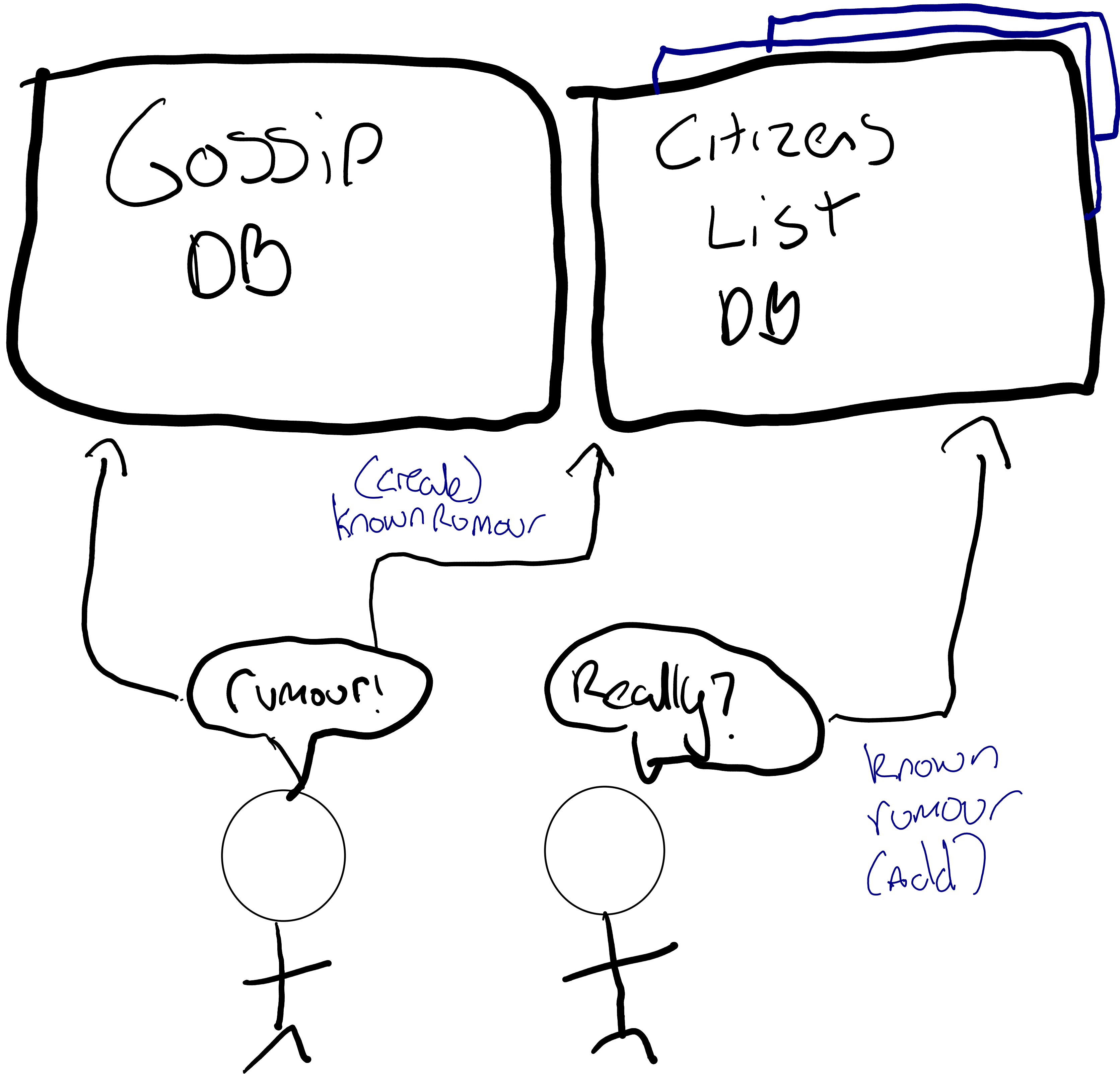
10 "11"

Action: received
Source: bob
trust: 63

Location: 63, 21

Name: "Elmer Jackson"

Sprite: $\langle \text{Surface} \rangle$



1 Global DB

$n \times$ Local Rumor DBs

This is because people track their own known rumors