Mini World (Inside Out 2)

Introduction to Mini World

The mini world exists within Riley's mind and is portrayed by her emotions, thoughts, memories, personality islands and beliefs. The mini-world simulates how Riley's feelings change as she grows older, mixing old and new emotions that emerge from her emotional development, which interact to manage her experiences and behaviors.

Purpose of the database

1. The purpose of the database is to store and manage data related to Riley's emotions and memories

2. We will keep track of the interactions between her emotions and how her beliefs are formed, change and evolve based on her experiences..

Users of the database

Casual User: Sadness, Fear, Anger, Embarrassment, Boredom(Ennui), Disgust, Envy

Sophisticated User: Joy and Anxiety

Entity Types :

Strong Entity: Emotions, Memory, Personality Island, Imagination, Personality trait, Current Event

Weak Entity: Core Memory, Memory Fragment, Subconscious Thoughts

Application of the database

1. Emotion monitoring and Prediction: We can monitor Riley's emotional state over time and using them we can predict her behavior and her decisions.

2. Tracking Personality Islands: This data helps us assess the importance of each personality island based on its size. A larger island signifies a stronger influence on Riley's identity, while a smaller island indicates reduced importance.

3. Memory Management: The system utilizes stored memories classified as Core, Long-term, and Forgotten to provide emotional support through positive recollections and negative alike. Additionally, it governs Riley's present actions based on her past experiences and mistakes, fostering self-awareness and encouraging learning from her previous encounters.

Database Requirements

a. Assumptions

b. Strong Entities:

    i. Emotion: The attributes include Name, Intensity, Arise_Age

    ii. Personality Island: Name, Size, Creation_Age, Last Modified

    iii. Memory: Type, Associated_Emotions, Time_of_creation, Last_Retrieved

    iv. Imagination: Type, Associated_Emotions, Description, Behavioral Impact

    v. Personality Trait: