EECS 395 Final Project

Alexander Martin, Tae Hun Kim, Brian Bowyer – 6/12/15.

# Overview

Our final project is an extension of the lying system in MKULTRA, the addition of contradiction statements to the NLS, plus a proof-of-concept for a murder-investigation game.

We implemented a more advanced form of lying, allowing the game writer to add possible lies that a character might make as prolog statements (see Ontology/lies.prolog). These lies are stated as fact through the existing admitted\_truth\_value system but are easier to define:

lie(TrueFormOfStatement, AlternateLie).

Multiple lies can be defined for a single TrueFormOfStatement, and the character will choose the first one defined.

These lies can be retracted through the use of contradiction statements. Prepending a discourse act with “but …” causes the Listener to retract any lies which the “but…” statement contradicts. For example, if Kavi is lying about the location of the desk and saying it is in the bathroom, saying

“But the desk is not in the bathroom” will cause Kavi to retract that lie and force him to tell the truth (provided he has been given no other possible lies about the location of the desk). These “but” statements were implemented through the existing natural language system but a new contradiction(LF, …) structure was introduced.

Finally, we implemented a secret object system. These hidden objects cannot be found, even by searching. However, should a character cognizant of their location reveal them in response to a question, they will be “uncovered” and the player may then find them by searching their hidden location.

# Story

These three additions to the MKULTRA base allow us to set up a very rudimentary murder-investigation game. Betsy is trying to find out where Kavi hid the body and the murder weapon for a murder she suspects he recently committed. He initially lies about the location of the objects in his house, but as Betsy searches, she does not find the items there, and tells Kavi, who admits to lying. After whittling his statements down to the truth via her contradictory statements, Betsy eventually is able to reveal where the body and murder weapon are.

# Walkthrough

This is a guide for the “appropriate” way to play the game. Although exploration is encouraged, we can’t guarantee this will work if you try to use it in any other way than the one listed below. Do not use as a floatation device.

*Note: <Items in brackets> indicates text to type.*

1. <talk to kavi> -- you will go up to Kavi and introduce yourself
2. <where is the body?> -- ask Kavi where the body is. Kavi will tell you it is in the mainframe.
3. <(search the mainframe)> -- instruct Betsy to search the mainframe. She will find nothing.
4. <talk to kavi> -- return to Kavi.
5. <but the body is not in the mainframe> -- Tell Kavi you think he was lying. Kavi will be convinced of this.
6. <where is the body>
7. Repeat the process again: eventually Kavi will say “that’s not true” when you try to contradict him. Go and search the last place he said the body was and you will find the body.
8. <talk to kavi> -- go back to Kavi, this time for the murder weapon. Ask where the murder weapon is.
9. Kavi will direct you to the desk. Search there. You will find the report. The in-game beat system may bug out at this point and cause you do become stuck. Instruct the player to go to another room, then come back and talk to Kavi so you can contradict him about the location of the murder weapon.
10. Do as above. Eventually Kavi will run out of lies to tell.
11. That’s all. You can play it again and try searching in the locations of the secret objects but you will not find them. You can also tell Kavi a true statement (i.e. <but the body is in X>) and he will revoke all lies about the body.