

## 4.º IAJ Project – Socio-Emotional Characters for Serious Games

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### One Character Scenario

For the One Character Scenario the player visits a game shop with the intent of buying his son a video game. For this, he interacts with a game shop employee.

The length of the scenario is around 10 dialogue lines. It is possible to last fewer lines if shortcuts are taken or if the dialogue choices are too negative (this is especially true for the first two dialogue choices).

There is a greeting and then the interaction goes through several steps where the employee tries to figure out what kind of game the player wants to buy. This includes the recipient of the game and his age, the genre, platform and several suggestions.

The player can play different roles, he can choose to be someone with no knowledge of video games, someone with basic knowledge and that remembers a few things his son told him about what game he wants, or someone that knows exactly what he is looking for.

The player's knowledge and way of speech will affect the dialogue length and outcome.

The game his son wants is The Witcher 3: Wild Hunt. The player can choose not to buy it because he thinks his 17 years old son is still too young to play it. There are other non-negative choices that his son would enjoy.

The scenario files are made to run using FAtiMA-Toolkit-UnityDemo-master (I also used two character demo for developing and testing since it displays more information and has voices and facial expressions; sometimes UnityDemo seems bugged)

### Two Characters Scenario

The Two Character Scenario takes place in the game shop as well, which the player visits with the intent of buying his son a video game. This time, in addition to the game shop employee, the player's son is also present. The player can interact with both the employee and his son, and they also interact with each other.

The length of the scenario can be significantly higher than 10 dialogue lines if the player feigns ignorance, which results in many interactions between his son and the employee.

The player's interaction with his son is also based on the steps from the first scenario, so the player can converse with the game shop employee and clarify any doubts he has with his son, so he makes the optimal choice. Or, he can pick whatever option he feels like and in a few cases his son will interrupt the conversation and interact directly with Sarah to clarify some points.

I suggested the use of Sarah2 so this interaction is better seen. Since she is a more negative person it is more likely to result in the need of the son's intervention, even if most of the times it will be a result of the player choosing the wrong options. With Sarah2 it is possible to see all the son-employee interactions in a single playthrough.

The scenario files are made to run using FAtiMA Two Characters Demo. There is a readme file with a brief explanation.

## NPC Personalities

**NPCApp1EDM1**, which I like to call **Sarah1**, is a very positive person. Her mood starts at 5 and she always chooses positive lines as long as it stays above 2 and she isn't feeling repulsed by the player. She is only negative when she is repulsed by the player and her mood is under -2.

She sees the player as a customer, and as she highly values her customers she gives him 50 SI. However, if the player is rude to her it will decrease. After three rude lines she will start feeling repulsed by him and the conversation will become a bit more difficult unless positive lines are chosen.

Sarah1 mostly feels a lot of gratitude when her costumers are nice towards her, even when she is repulsed. Only when they are negative she feels reproach and a bit of anger especially if she is feeling repulsed.

She feels pride in being a positive person and feels remorse even when being neutral towards her customers. She feels ashamed when being negative.

Overall, having Sarah1 as the game shop employee has a high chance for the player of getting his son the right game, even when not being too nice.

**NPCApp2EDM2**, which I like to call **Sarah2**, is a negative person with quite a bit of favoritism. Her mood starts at -4 and she always chooses neutral lines as long as it stays above 0 and she isn't feeling attracted by the player. She is always negative when her mood is under 0, and she only is positive when she feels attracted by the player.

She sees the player as a customer, but unlike Sarah1, she doesn't really value her customers, so she gives them 10 SI. However, she thinks our player is very handsome and completely ignores the ring on his finger. As the player chooses positive lines she starts feeling more attracted to him

and after being nice three times the conversation will become significantly easier, she won't even mind the player being rude.

If Sarah2 doesn't feel attracted towards the player she absolutely despises him being rude to her, other than that she doesn't feel much from the interaction. She just wants the interaction to be over as soon as possible (with a good outcome because she doesn't want more problems to deal with) so most of her mood improvement comes from the conversation getting closer to being over. However, if she feels attracted towards the player this is not the case. Every line the player speaks will improve her mood, feeling mostly gratitude. If being positive her mood will drastically improve, and she will also feel a lot of admiration.

She always feels prideful no matter what manner of speech she uses towards the player.

Overall, having Sarah2 as the game shop employee can be a bit tricky. Being rude won't get the player anywhere, but even being positive can result in failure.

The mix between the appraisals and decision makings results in NPCApp1EDM2 as a less positive Sarah1 and NPCApp2EDM1 as a more positive Sarah2.