Diage: A Dialogue Generator

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Abstract

When we create games, much of our time goes in to story writing (where applicable), and while this is unavoidable in narrative heavy games, we can automate it for 'non-critical' dialogue. For example, in the Pokémon RPGs the player can speak to every NPC in the game. All of these monologues were written by a story writer, even the singular sentences that hold no value to plot. We believe that with the right tooling we can automate this process and save valuable development time. [1] [2] [3] [4] [9] [6] [5] [7] [8]

Acknowledgements

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Chapter 2

Diage modelling language

In this chapter I will cover the Diage Modelling Language (DML) that is used to visualize the flow of information, some are static and others will wait for the interaction of the player to release this information and ensuring plot progression. *Diage* uses the symbols to represent the *Diage* entities as seen in figure 2.1.

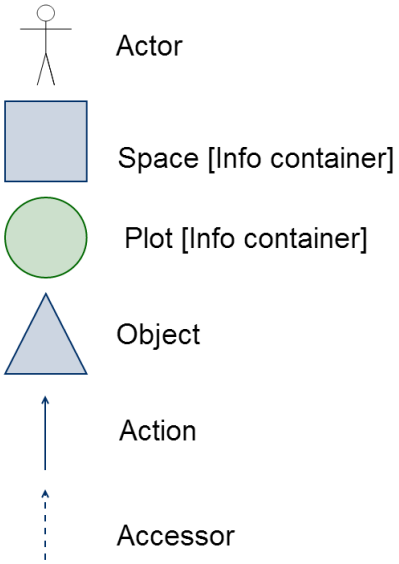
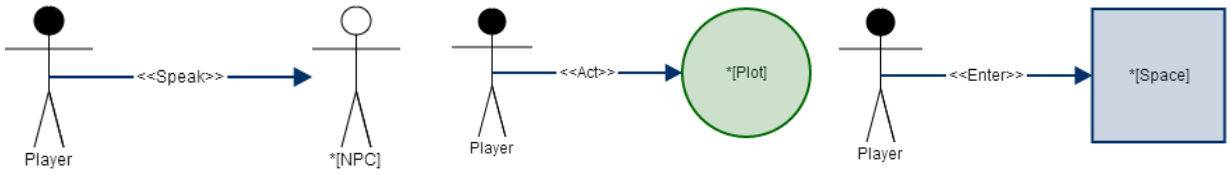


Figure 2.1: DML Symbols

2.1 Actors

An actor is the representation of any one object that can, as the noun implies, act. Examples are the store-clerk, a wandering adventurer or the player. The actor is the only entity that can physically interact with the world, and by doing so changing the world's state. By being able to change the world, the actors are the only entities that can ensure plot progression. An actor has two properties; `name` and `type`. The type property is used in predefined actions as seen in figure 2.2a. This defines that the `player` can speak to all actors of type `NPC`[1].

[1]This can be generalized for all entities, I guess.



(a) A standard action for NPC interaction (b) A standard action for plot interaction (c) A standard action for space interaction

Figure 2.2: Predefined actions

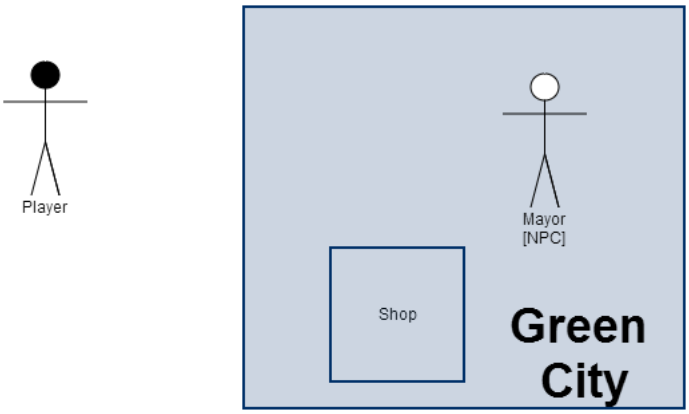


Figure 2.3: An example of a Diage diagram using predefined actions

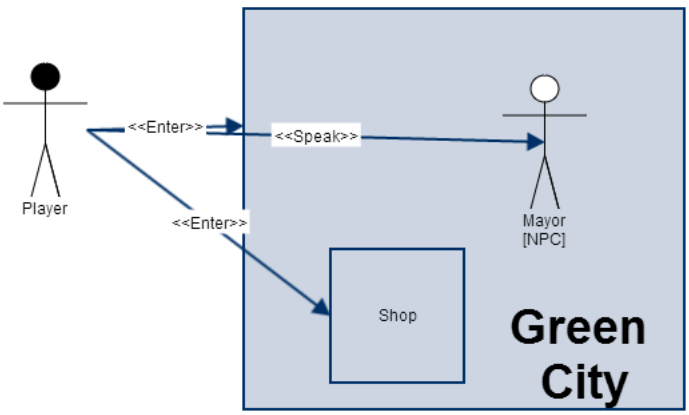


Figure 2.4: An example of a Diage diagram without using predefined actions

Chapter 3

Usage in Ludoscope

Chapter 4

Further study

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