

Playtest Report

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Abstract:

This project is catered towards fellow programmers developing games, AI Programmers, Game Designers, Story Writers for games, that requires a more complex AI as well as a simple way of implementing a complex AI in games.

Some in-game examples are: Moving AI Behaviour (patrolling guards, walking civilians), Dialogue Behaviour (Quests, Storyline Dialogue, Dialogue Options), Action Behaviour (attacks, routines, animations).

This AI behaviour system is designed to allow users to create dynamic AIs and allow for complex AI behaviour implementation. Ranging from actions to movement, and dialogue interactions, our AI Behaviour System aims to allow developers to easily create a unique experience for players every runthrough. Furthermore, this is aimed to be a future plugin allowing users to turn their current AI's into a dynamic AI allowing for a more complex behaviour generation. In turn this allows a more flavourful experience for players interacting with these AI's.

Introductory Information:

This is a plugin that is designed to enable easy dynamic ai behaviour creation. It's to help make the gaming worlds in rpg games feel more alive and realistic while allowing for more replayability by applying modifiers based on the Myer Briggs Personalities. This will make ai's behave and do actions differently based on their personality. Take for example a boar in a game, most of the time games will have them all behave the same way, but with this it would be possible to make so they have variations in their actions to the same triggers based on a modifiable factor.

Testing Methodology:

We tested to see if there would be any potential features that would be desired from this plugin. By having users experience what this plugin would be like during example stimulations that one might find in a game.

The user gets to experience how the modifiers would be used in a movement based scenario and a dialogue based scenario. These two scenarios create a randomly generated

personality type and their actions reflect their personality in some shape or form. These forms can be the way the movement speed is affected by how much details are presented.

From these scenarios we hope the user will get to understand the benefits of having this kind of plugin, as well as potential features, or functions that they would like to see.

Testing Results:

We found from our user surveys that implementing this plugin would take a bit of effort but wouldn't be so difficult to the point they would get frustrated trying to use it. In addition we found that about half the users found that they could potentially use this plugin in their currently being developed games.

Summary:

Our Plugin is sufficiently easy enough to use and has a moderate size of demand.

Future Improvements:

Some of the improvements that could potentially be made are making these traits toggleable, allowing the user to control when these personalities are displayed and when they should be turned off. In addition, modifiers for action behaviour trees and additional modifiers for movement related behaviours. Lastly, dialogue system optimization.

Appendix:

[Developer's Survey Link](#)

[Player's Survey Link](#)

[Design Document](#)