Project 4 - IAJ

Group 26:

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Introduction

The fourth project for the IAJ course consisted in using the FAtiMA Toolkit to develop a realistic conversation with one or several NPCs, where the player attempts to achieve a particular goal. One of the thing the existing NPCs should have is a socio-emotional evolution throughout the conversation and it also should react accordingly.

We developed two different conversation scenarios to demonstrate these functionalities. One where the player interacts only with one NPC and one where there are two NPCs.

Idea

Our group's idea for the scenarios is a Meta-Conversation. A Meta-Conversation is a conversation that it's self-referential and self-critical. Essentially, in our scenario the NPC's and the player talk about possible ideas for a scenario in their fourth IAJ Project. The player's character (Duarte) has the idea that a dialogue scenario about a drug trade situation would be appropriate and the player's objective is to show the NPC Genebra how cool the idea is and to explain the details of that same idea to the NPC Soares (since he is much more easy to persuade).

1 NPC Conversation

For the conversation with one single NPC, the player simply has to convince the NPC Genebra to use his drug-deal idea in the project. Genebra has two different Emotional Appraisal modules, meaning he has two different personalities that can be chosen at the start of the scenario:

Appraisal 1:

In this personality, Genebra is in a happy mood. If the player (when prompted to do so), chooses to listen to Genebra's idea (AllowIdea meaning), he sees that as very desirable (+3 to mood). He also appreciates when the player talks to him in a Calm style (+3 mood).

Now, the following Emotional Responses vary according to whether Genebra and Player are friends (IsFriend(Genebra, Player) = True). If the Player addresses in a Casual style, Genebra may think the Player is not worried about the state of the project (-3 mood if IsFriend(Genebra, Player) = False, +0 otherwise). If the Player insults Genebra, he will be angry at the Player (-9 mood if IsFriend(Genebra, Player) = False, -3 otherwise).

Appraisal 2:

With this personality, Genebra is very bitter and nothing really cheers him up. He doesn't respond at all at AllowIdea, nor does he care if the player talks to him in a Calm style. The main difference between both Appraisal Modules is that in the Appraisal 2 it is impossible to lift Genebra's mood up, so the player needs to be extra careful in your decisions.

Now, we will describe the different ways Genebra may respond, according to his inner moods.

EDM 1:

With this EDM module, Genebra is very patient towards the player. He will only begin to use ANGRY styled responses after is mood reaches a -4 value. If the player is unlucky enough to annoy Genebra to the -8 mood value mark, he will most likely respond to him with a RAGE styled response, which results in an immediate failure. If the player manages to keep Genebra's mood above the -4 value mark, then he will very likely persuade him to accept his idea. If the player desires an easy dialogue, it is recommended that he plays with the NPCApp1EDM1.rpc character.

EDM 2:

In this EDM module, Genebra is much more prone to lash out. As soon as his mood reaches the -2 value mark, he will start using ANGRY styled responses whenever possible. Moreover, he will be prone to using RAGE styled responses as soon as his mood reaches the -6 value mark. So if the player wants a very hard scenario, the best recommendation is that choosing the NPCApp2EDM2.rpc character.

2 NPC Conversation

In this conversation, the player has to be extra careful because he has to convince both NPC's (Genebra and Soares) that his idea is the best one available.

Appraisal Genebra:

Equivalent to the Appraisal 2 in the Single Conversation;

Appraisal Soares:

Soares is a very patient and chilled guy (or girl, we couldn't change his appearance without breaking the game), especially if the player's character is a friend of him. If the player is a friend of him, the only ways he can diminish his mood is by giving him Rude remarks (-9 mood if IsFriend(Soares, Player) = False, -3 otherwise), or by giving him an idea of meaning BadProposal (-3 mood if IsFriend(Soares, Player) = True)). Soares really valorizes productivity, so if you give an idea of meaning GoodProposal, he will be pleased (+3 mood).

EDM Genebra:

Equivalent to the EDM 2 in Single Conversation.

EDM Soares:

Unlike Genebra, Soares will never straight up be raging at you, but he will give up listening to you if you continually annoy him. If his mood reaches the value mark of -3, he will begin giving you annoyed answers, which may result in you losing. But on the plus size, if he's in a good mood (mood >= 3), he will be pretty engaged in the conversation.