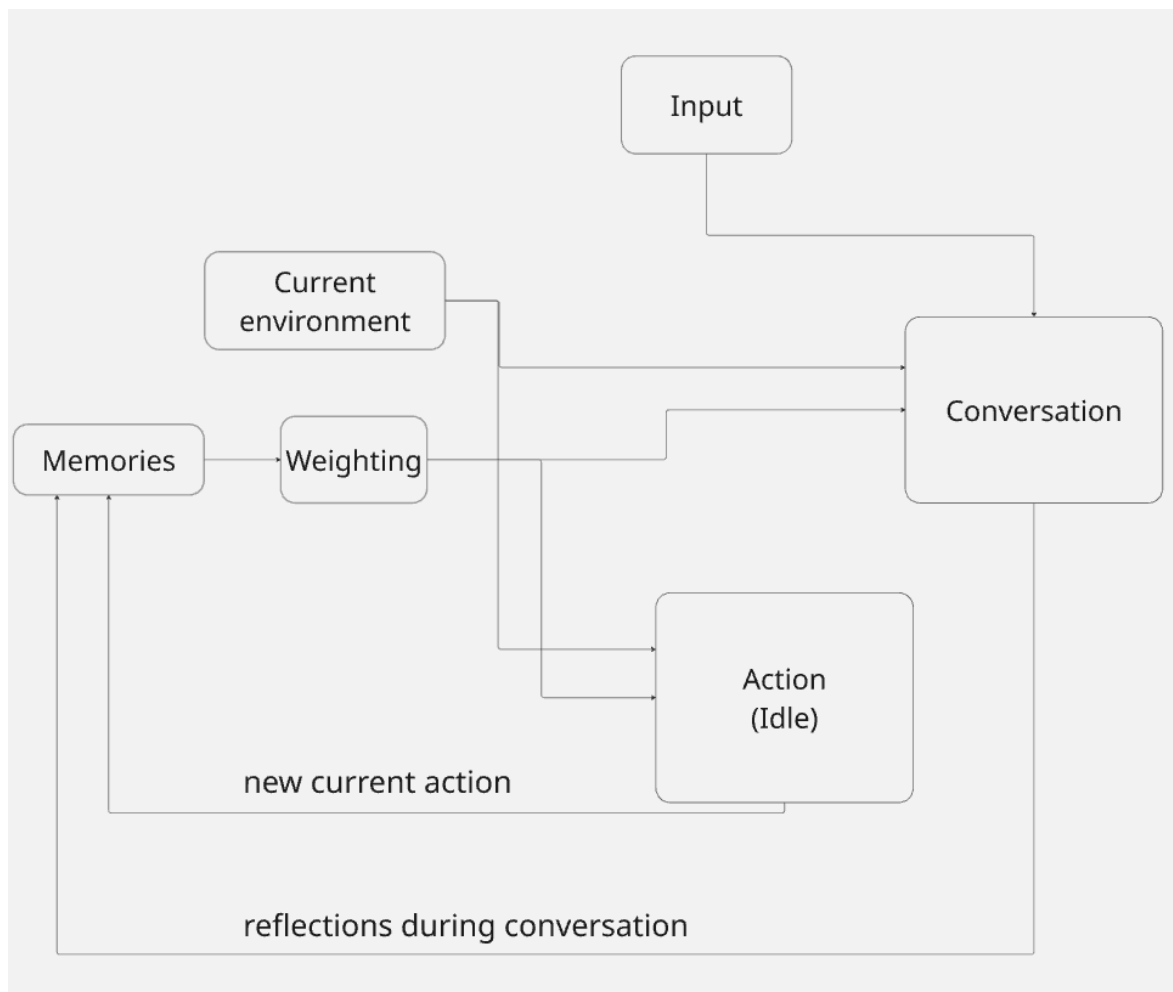


Memories Pipeline:



Memories: NPC's core memories, obtained memories, needs, stopped actions, and current action are stored in a JSON file

Weighting: The game applies proper weights to each memory depending on the context

Current Environment: includes all possible actions and their distances, used for referencing surroundings in conversation – the closer, the more important.

Action: NPC's choose an action based on current memories and environment based on their memories and environment

New current action: When an NPC starts an action his "current action" segment of his memory is overwritten by this action

Conversation: Player can start a conversation with an NPC. During the conversation the player inputs a message to which the NPC responds to. The response is based on NPC's memories, Current environment and player's input.

Input: A message from the player to an NPC with whom the player is conversing

Reflections during conversation: NPCs obtain new memories from conversations with a player. They are added to a memory file as obtained memories