

This ontology describes characters, items, bosses, and places in the Ocarina of Time iteration of the Legend of Zelda video games. It was a lot of fun to make. I had always been fascinated by the interconnected stories and timelines across games that seemed often contradictory. I think I feel the way about Zelda that people feel about Star Wars. I had to focus on one game for the purpose of time, and decided to focus on the Ocarina of Time because it was the most impactful game in the franchise and to me personally.

Creating an ontology is an iterative process. I had originally planned to connect the storylines and timelines according to three video games in the Legend of Zelda series, including characters, items, places, enemies, bosses, etc. etc. That proved to be too much of an undertaking. I became too confused by the temporal aspect of ontologies through Protégé and OWL so I had to move away from that type of classification although it was really interesting. Some temporal confusion persisted but I mostly grasped the bounds of my ontology assignment.

Class building was made easier by the fact I could use the gamepedia so I could paste the objects into the plain text box and use indentations to maintain the hierarchy. The bosses were the most fun to input because of their descriptions like 'bioelectrical parasitic anemone.' I could see myself using this in the future although the user interface is extremely frustrating. It would often change the target of my object property so a whole class was affected and I'd have to redo the whole thing. Other than that it was fun to use. I can't believe there isn't a better user guide out there. At some point my ability to view the ontology through the OntoGraf disappeared and I'm not sure why.

I simply brainstormed my concept hierarchy on paper and then started to input it in the software and, following the tutorials, created my own ontology. It got confusing to have parallel characters like Ganon and Ganondorf but I think that's why it was an interesting topic.