*(Minecraft edition)*

*Who Killed Steve*?

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Steve was mining stone near the cliff top when suddenly he was "pushed" off the

cliff which caused him to lose all his inventory and despawn. A villager (You) was

the one to witness this tragedy. The two suspects near this crime scene were a

bored Skeleton archer and Steves' ever-hungry adorable chicken.

Skeleton                                                    Chicken
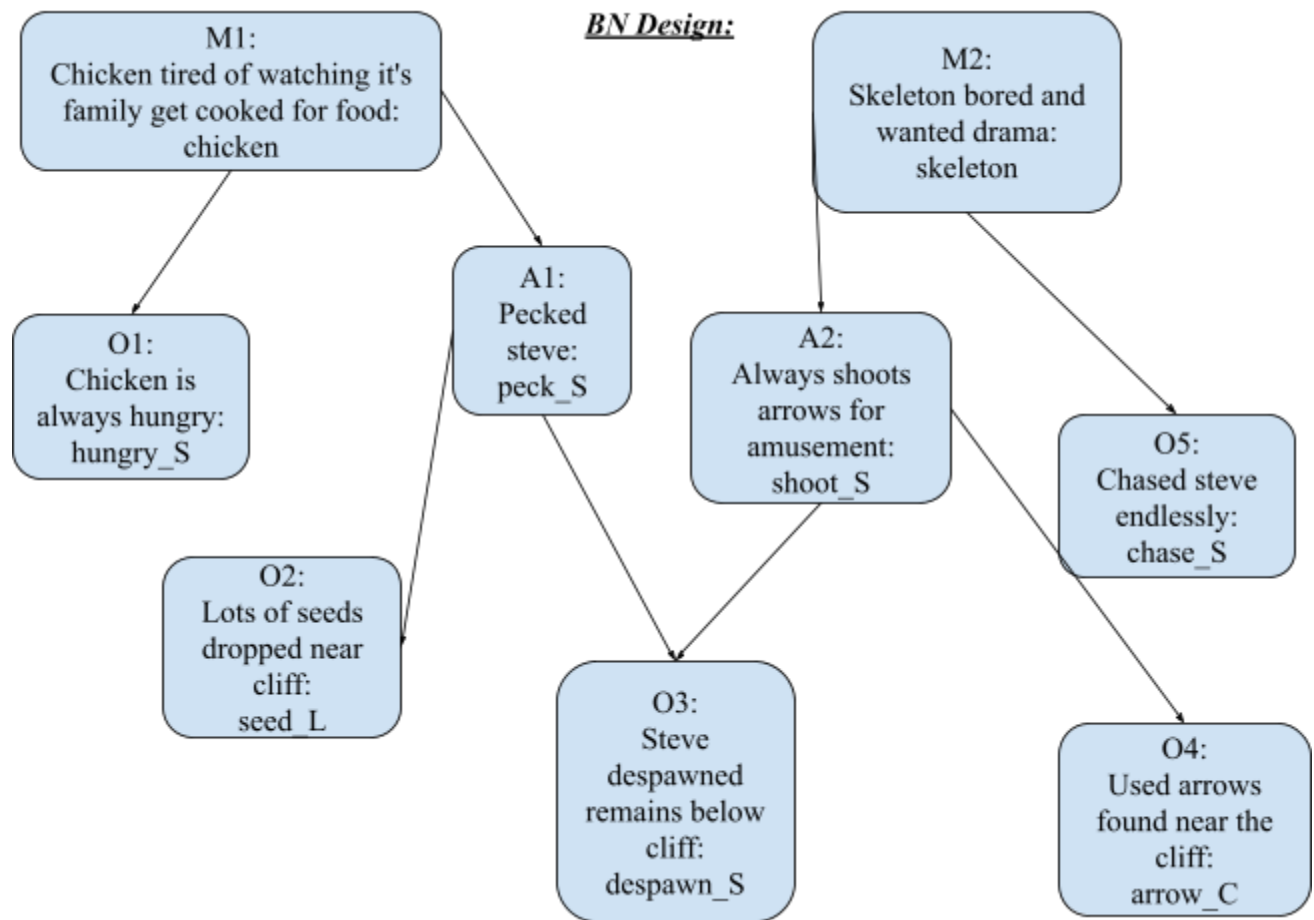


It is up to you to decide who was the real killer? Who could be responsible for

Steve's descent?

Answer the questions asked honestly to determine who the culprit is!

## BN Design:

**M1:** Chicken tired of watching it's family get cooked for food: chicken

**M2:** Skeleton bored and wanted drama: skeleton

**A1:** Pecked steve: peck_S

**A2:** Always shoots arrows for amusement: shoot_S

**O1:** Chicken is always hungry: hungry_S

**O2:** Lots of seeds dropped near cliff: seed_L

**O3:** Steve despawned remains below cliff: despawn_S

**O4:** Used arrows found near the cliff: arrow_C

**O5:** Chased steve endlessly: chase_S

M1: Chicken tired of watching its family get cooked for food: chicken

M2: Skeleton bored and wanted drama :skeleton

A1: Chicken pecked Steve: peck_S

A2: Skeleton always shoots arrows for amusement:shoot_S

O1: Chicken is always hungry:hungry_S

O2: Lots of seeds dropped near cliff:seed_L

O3: Steve despawn remains below cliff (crime scene):despawn_S

O4: Used arrows found near the cliff:arrow_C

O5: Skeleton chased steve endlessly: chase_S

**_Outcomes when Chicken is the murderer_**: We have 8 outcomes. Below is 4:

Inputs for: solve_mystery: yes, yes, no, yes. | finish_story: yes, yes, yes.

```
?- story.
Answer these questions to solve the murder of Steve with y or n followed by %"."
Did you see an egg on the ground?  (y/n): y.

Were seeds planted at Steves home? (y/n): |: y.

Was it night time? (y/n): |: n.

Did you see arrows in the area? (y/n): |: y.
The probability that the Chicken killed Steve is: 0.9929437800570285
The probability that the Skeleton killed Steve is: 0.5655172413793104
Answer these questions about your story preferences with y or n followed by %"."
Do you think the murder was justified?  (y/n): |: y.

Do you like happy endings? (y/n): |: y.

Do you think Steve forgives? (y/n): |: y.
Derived: Steve Respawns
Derived: Steve feeds his chicken
Derived: Chicken is happy
Derived: Chicken does not plan any more murders :)
No more facts
true.
```

Inputs for: solve_mystery: yes, yes, no, no. | finish_story: no, no, no.

```
?- story.
Answer these questions to solve the murder of Steve with y or n followed by %"."
Did you see an egg on the ground?  (y/n): y.

Were seeds planted at Steves home? (y/n): |: y.

Was it night time? (y/n): |: n.

Did you see arrows in the area? (y/n): |: n.
The probability that the Chicken killed Steve is: 0.9929437800570285
The probability that the Skeleton killed Steve is: 0.04444444444444442
Answer these questions about your story preferences with y or n followed by %"."
Do you think the murder was justified?  (y/n): |: n.

Do you like happy endings? (y/n): |: n.

Do you think Steve forgives? (y/n): |: n.
Derived: steve respawns angry
Derived: searches for the chicken
Derived: captures the chicken
Derived: cooks the chicken
No more facts
true.
```

Inputs for: solve_mystery: yes, yes, no, yes. | finish_story: yes, no, yes.

```
true.

?- story.
Answer these questions to solve the murder of Steve with y or n followed by %"."
Did you see an egg on the ground?  (y/n): y.

Were seeds planted at Steves home? (y/n): |: y.

Was it night time? (y/n): |: n.

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The probability that the Skeleton killed Steve is: 0.5655172413793104
Answer these questions about your story preferences with y or n followed by %"."
Do you think the murder was justified?  (y/n): |: y.

Do you like happy endings? (y/n): |: n.

Do you think Steve forgives? (y/n): |: y.
Derived: steve respawns sad
Derived: forgives the chicken
Derived: steve moves to new location
Derived: chicken has no food or home
No more facts
true.
```

Inputs for: solve_mystery: yes, yes, no, no. | finish_story: no, yes, no.

```
true.

?- story.
Answer these questions to solve the murder of Steve with y or n followed by %"."
Did you see an egg on the ground?  (y/n): y.

Were seeds planted at Steves home? (y/n): |: y.

Was it night time? (y/n): |: n.

Did you see arrows in the area? (y/n): |: n.
The probability that the Chicken killed Steve is: 0.9929437800570285
The probability that the Skeleton killed Steve is: 0.04444444444444442
Answer these questions about your story preferences with y or n followed by %"."
Do you think the murder was justified?  (y/n): |: n.

Do you like happy endings? (y/n): |: y.

Do you think Steve forgives? (y/n): |: n.
Derived: Steve Respawn upset again
Derived: Chicken made a chicken army
Derived: Steve surrenders to chicken
Derived: Chicken makes steve to farm for endless amount of seeds
Derived: Steve does not forgive but happy to not despawn
No more facts
true.
```

**_Outcomes when Skeleton is the murderer_**: We have 8 outcomes.  Below is 4:

Inputs for: solve_mystery: yes, no, yes, yes. | finish_story: no, yes, no.

```
?- story.
Answer these questions to solve the murder of Steve with y or n followed by %"."
Did you see an egg on the ground?  (y/n): y.

Were seeds planted at Steves home? (y/n): |: n.

Was it night time? (y/n): |: y.

Did you see arrows in the area? (y/n): |: y.
The probability that the Chicken killed Steve is: 0.5897610921501707
The probability that the Skeleton killed Steve is: 0.9791044776119402
Answer these questions about your story preferences with y or n followed by %"."
Do you think the murder was justified?  (y/n): |: n.

Do you like happy endings? (y/n): |: y.

Do you think Steve forgives? (y/n): |: n.
Derived: Steve respawns determined
Derived: Skeleton gets away
Derived: Steve seeks revenge on Skeleton
Derived: Steve gets Skeleton and gives bones to dog
No more facts
true.
```

Inputs for: solve_mystery: no,yes, yes, yes. | finish_story: yes, no, yes.

```
?- story.
Answer these questions to solve the murder of Steve with y or n followed by %"."
Did you see an egg on the ground?  (y/n): n.

Were seeds planted at Steves home? (y/n): |: y.

Was it night time? (y/n): |: y.

Did you see arrows in the area? (y/n): |: y.
The probability that the Chicken killed Steve is: 0.5070769230769229
The probability that the Skeleton killed Steve is: 0.9791044776119403
Answer these questions about your story preferences with y or n followed by %"."
Do you think the murder was justified?  (y/n): |: y.

Do you like happy endings? (y/n): |: n.

Do you think Steve forgives? (y/n): |: y.
Derived: Steve respawns
Derived: searches for skeleton
Derived: Tells Skeleton he forgives
Derived: Skeleton shoots steve again for fun lol
No more facts
true.
```

Inputs for: solve_mystery: no, yes, yes, yes. | finish_story: yes, yes, yes.

```
?- story.
Answer these questions to solve the murder of Steve with y or n followed by %"."
Did you see an egg on the ground?  (y/n): n.

Were seeds planted at Steves home? (y/n): |: y.

Was it night time? (y/n): |: y.

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The probability that the Chicken killed Steve is: 0.5070769230769229
The probability that the Skeleton killed Steve is: 0.9791044776119403
Answer these questions about your story preferences with y or n followed by %"."
Do you think the murder was justified?  (y/n): |: y.

Do you like happy endings? (y/n): |: y.

Do you think Steve forgives? (y/n): |: y.
Derived: Steve Respawns at night
Derived: Steve looks for skeleton
Derived: forgives skeleton
Derived: Steve joins Skeleton to chase and shoot other mobs :)
No more facts
true.
```

Inputs for: solve_mystery: yes,no, yes, yes. | finish_story: no, no, no.

```
?- story.
Answer these questions to solve the murder of Steve with y or n followed by %"."
Did you see an egg on the ground?  (y/n): y.

Were seeds planted at Steves home? (y/n): |: n.

Was it night time? (y/n): |: y.

Did you see arrows in the area? (y/n): |: y.
The probability that the Chicken killed Steve is: 0.5897610921501707
The probability that the Skeleton killed Steve is: 0.9791044776119402
Answer these questions about your story preferences with y or n followed by %"."
Do you think the murder was justified?  (y/n): |: n.

Do you like happy endings? (y/n): |: n.

Do you think Steve forgives? (y/n): |: n.
Derived: steve respawns furious
Derived: Steve crafts sheild and weapon
Derived: hunts all skeletons around the area
Derived: Feeds the killer skeleton bones to his dog
No more facts
true.
```