A Strategy Video-Game for Collaborative Agents with a Personality and Humoristic Dialogues

Context Survey

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Abstract—In this document, we provide a background for the areas of research related to the project, and some discussion of the tools and technologies that will be used. After describing the goals and results of previous research, we identify the components that could be reused or built upon for the purposes of building a system of collaborative agents with personality driven decisions and humouristic dialogues, and why the results of this project could be useful for areas such as human-computer interaction, modelling, and entertainment.

Index Terms—multiagent, personality, humour, strategy

I. INTRODUCTION

Overview of what multiagent systems are

II. SURVEY

A. Multiagent Systems

B. Models of Personality

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C. Computational Humour and Natural Language Generation

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