Knowledge-Based Systems

Laboratory activity
Ontology title: **TES V: Skyrim Skill Tree**
Team name: **Dovahyol**

Students: Coman Nicolae
Zavaczki Peter
Email: ncoman32@yahoo.com
peter.zavaczki@gmail.com

Assoc. Prof.dr. eng. Adrian Groza
Adrian.Groza@cs.utcluj.ro

Contents

Chapter 1

Contents

1.1 Competency questions

Use cases:

- Anyone who wants to play the game TES V: Skyrim.

- Anyone who wants to know which skills can be learnt at current level.

- Anyone who wants to know what perks the skills provide.

- Anyone who wants to know suitable skills based on the character's class.

- Anyone who wants to know the pre-required skill in order to learn a specific skill.

- Anyone who wants to know the level required to learn a specific skill.

- Anyone who wants to know the skills not worth prioritizing.

Competency questions:

- What are the classes of characters I can play?

- What are the skills suitable for class X?

- Should I invest in skill tree X if my character is class Y?

- What skills can I unlock at level X?

- What skill is required for unlocking skill X?

- What level is required for unlocking skill X?

- What are the perks provided by skill X?

1.2   Related ontologies

The ontologies we found were related to ours based on the fact that they all tackle the topic of video games.

- Dota 2 ontology - An ontology describing a scenario from the game - https://ontohub.org/repositories/
  2-ontology

- Core Game Ontology - An ontology classifying games by their properties - http://autosemanticgame.i
  game-ontology/

- Dota 2 item ontology - An ontology about the items and builds in Dota 2 - https://ontohub.org/boc20

Unfortunately none of these ontologies are useful to us, as we tackle a very specific topic. None of them will be used.

1.3 Tbox

1.4 Abox

1.5   Rules

1.6 Queries

1.7 Abox

Appendix A

Original code

A.1   Racer ontology

Intelligent Systems Group