



Knowledge-Based Systems

Laboratory activity

Ontology title: **TES V: Skyrim Skill Tree**

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Chapter 1

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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 skills 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.
- Anyone who wants to know the additional bonuses the potential skill's upgrades bring.

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 skills are required for unlocking skill X?
- What level is required for unlocking skill X?
- How many skill points are needed for skill X?
- What are the perks provided by skill X?
- What are the perks of skill X at skill level Y?
- What aspect of the game does skill X affect?

