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Smite Characters Ontology

For this assignment, I chose to do an ontology based on my favourite online video game, Smite. Smite is an multiplayer online battle arena (MOBA) and strategy game developed by Hi-Rez Games. You play against people around the world in different game modes, working on teams with other players and competing for points and ranks within the game. The thing that drew me to Smite, as opposed to other free MOBAs online, was the lore and characters for it. In Smite, the characters you chose to play as in matches are based on different characters from mythologies around the world. Each character comes with its own special abilities and power-ups, all based off the stories about them from their respective cultures. The developers have done a great job with their design of the characters and having them interact with each other within their game world.

For my ontology, I chose to focus only on the characters in Smite and not include the different game modes and items. I listed each character within their respected pantheon (this is the mythology they come from) and gave them short bios. From there, I created classes for different characters traits, such as what class of fighter they belonged to, their power type, attack type, and what type of being they are. Object properties for this ontology connect characters to their different traits and some of the traits to the different fighter classes.