

DIALOGUE MANAGER

MINDBOARD STRUCTURE

DialogueScheme : DialogueScheme
WorkingDialogueScheme : DialogueScheme
DialogueState : DialogueState
DialogueInput : DialogueInput
DialogueOutput : DialogueOutput

DialogueScheme

DialogueSchemeDescriptor : string
DialogueScripts : Batch(DialogueScript)

DialogueScript

ScriptDescriptor : string
ScriptNodes : Batch(ScriptNode)
DialogueTrigger : DialogueAct
ActivatedScriptNodes : Batch(string)
CurrentNodeDescriptor : string

DialogueInput

PreferenceChunks : Batch(PreferenceChunk)

DialogueOutput

PreferenceChunks : Batch(DialogueAct)

ScriptNode

ScriptNodeDescriptor : string
ScriptNodePreconditions : Batch(DialogueActionPrecondition)
ScriptNodeType : {'tell',...}
ScriptNodeContent : DialogueAct
ScriptNodeState : ScriptNodeState
ScriptNodePostconditions : Batch(DialogueAction)

DialogueActionPrecondition

NegatedPrecondition : bool
DialogueAction : DialogueAction

DialogueAction

DialogueActionName : {'is_node_state',...}
DialogueActionArguments : Batch(string)

ScriptNodeState

ScriptNodeCounter : int
ScriptNodeStateName : {'finalized',...}

DialogueState

DialoguePhase : {'booting_dialogue',...}
ActivatedScriptsStack : Batch(string)
CurrentScriptDescriptor : string

DIALOGUE PHASES

1. booting_dialogue
2. start_talking
3. digest_dialogue_input
4. activate_scripts
5. select_current_node
6. process_talking → (5)
7. close_talking → (2)

ELEMENT RANGE

ScriptNodeType

- tell
- wait
- execute

DialogueActionName

- is_node_state
- empty_slot
- pull_script
- set_node_state

ScriptNodeStateName

- finalized

DialoguePhase

- booting_dialogue
- start_talking
- digest_dialogue_input
- activate_scripts
- select_current_node
- process_talking
- close_talking