Knowledge Base

These tables store the generated stories, in lists of the story components primary keys in columns like event_sequence and location_sequence.
The constraints used to build the stories are kept as strings or stored as a flag of 1 or 0 to indicate if a setting such as respect_death was used.

Like the action/event/location tables these too were intended to be stored as a primary key/foreign key with one JSON or XML column that would allow the data that is stored to change and expand without the database needing to change.

Simple user feedback is stored in the user_feedback table.

evaluated_story

+ <u>story_id: int(11)</u>
+ event_sequence: varchar(150)
+ location_sequence: varchar(150)
+ action_sequence: varchar(150)
+ rating: varchar(2)
+ respect_death: int(1)
+ allow_doppelgangers: int(1)
+ invert_cm: int(1)
+ n_gram_size: int(2)
+ event_choice: varchar(10)
+ location_choice: varchar(10)
+ action_choice: varchar(10)

user_feedback

+ <u>id: int(11)</u>
+ story_id: int(11)
+ dataset: varchar(50)
+ liked: varchar(5)
+ timeRated: timestamp

evaluated_character

+ <u>c_id: int(10)</u>
+ character_obj: varchar(1000)
+ story_id: int(10) FK
   evaluated_story story_id