Desperate House Pi

User Manual

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**1. What is a Crust?**

A Crust is an artificial personality with which interactions can be made, by either a human user, or with other Crusts. Each crust has a name, needs, interests, relationships, and personality traits, which are all described in more detail in the rest of this manual. As a user, you can interact with your Crust to keep it fed, rested, and entertained; or, if you choose, you can allow it to fend for itself. As it ages, your Crust will grow and develop both itself and its relationships.

**2. Creating your Crust**

**2.1 Random Crust Generation**

The simplest way to create your Crust is by determining its traits randomly. It will be given the generic name “John Jacob Smith,” which you can change at any time, and all of its personality traits and initial interests will be set randomly.

**2.2 Custom Crust Generation**

The next way to create your crust is by manually entering all your Crust’s traits. You will be prompted first to give your Crust a First, Middle, and Last name, and then prompted to set its personality traits one by one. Personality traits are described further in the next section.

**2.3 Personality Test for Self Generation**

The final way to create your Crust is to take a personality test, which consists of 16 statements (one for each personality trait). You are given a series of statements, and asked to rate how it applies to you as an integer between -5 to 5; with an answer of zero meaning you are somewhere in between.

For example, the question “I prefer to be around others (-5) OR I prefer to be alone (5)” determines the Crust’s privateness trait. An answer of -5 would mean you can’t stand being alone and always crave social contact, and an answer of 5 would mean you are quite private and try and avoid social contact as much as possible; zero would be somewhere in between, where you enjoy the company of others, but you also need your alone time every once in awhile.

With this method, you can either insert your own personality into your Crust, or create a customized Crust in a less direct way than the custom creation option.

**3. Personality Traits and Descriptions**

Each personality trait represents a different aspect of your Crust on a spectrum, ranging from low to high levels in each category. Each trait will have different effects depending on if it is on one side of the spectrum or another, or somewhere in the middle. These effects include how it interacts with other Crusts and maintains relationships, how it takes care of itself and goes about taking actions, what interests it accumulates, and how it grows and develops.

There are 16 traits in all, which are taken from psychologist Raymond Cattell’s 16 Personality Factors (16PF) personality test. Each is described below with their effects on your Crust:

**3.1 Warmth**

**3.2 Reasoning**

**3.3 Emotional Stability**

**3.4 Dominance**

**3.5 Liveliness**

**3.6 Rule Consciousness**

**3.7 Social Boldness**

**3.8 Sensitivity**

**3.9 Vigilance**

**3.10 Abstractedness**

**3.11 Privateness**

**3.12 Apprehensiveness**

**3.13 Openness to Change**

**3.14 Self Reliance**

**3.15 Perfectionism**

**3.16 Tension**

**4. Maintaining and Interacting with your Crust**

**4.1 Crust Actions**

Your Crust has the ability to take a number of actions, as well as have actions acted upon it. These actions are described below.

**4.1.1 Types of Actions**

* **Use item:** This will make the Crust use an item, be it food, a bed, a toy or some other object. Depending on what object is used, it will have different effects on the Crust’s needs.

**4.1.2 Action Log**

The action log will keep track of any action that your Crust takes or that was taken upon it, as well as record how your Crust is feeling at certain points during the day.

**4.2 Crust Needs**

Each Crust has needs that need to be maintained so that your Crust can survive, be happy, and grow. Currently, Crusts have three needs, Hunger, Energy, and Entertainment. Fulfillment of these needs is described below.

**4.2.1 Manual Item Creation**

You can manually create items for your Crust to use. If it needs them, it will use them.

**4.2.2 Automatic Item Use**

If your Crust’s needs go unfulfilled by you, eventually, it will be forced to provide for itself. It will seek out its own sources of food, entertainment and such, instead of waiting for the user.

**4.2.3 Item List and Effects**

* **APPLE:** Restores a small amount of Crust’s hunger
* **RASBERRY:** Restores a moderate amount of Crust’s hunger
* **FISH:** Restores a moderate amount of Crust’s hunger
* **BED:** Restores a large amount of a Crust’s energy level
* **COFFEE:** Restores a moderate amount of a Crust energy, as well as a small amount of its hunger
* **TV:** Provides the Crust with a moderate source of entertainment
* **BALL:** Provides the Crust with a small amount of entertainment

**4.3 Crust Interests**

Each Crust has a number of interests, pertaining to the types of activities and hobbies it enjoys participating in.

**4.4 Crust Relationships**

Each Crust will have unique relationships with other Crusts, ranging from best friends to sworn enemies. These relationships develop over time, and depending on the personality of each Crust, will grow stronger in the direction of either friendship or rivalry.

**4.5 Crust Chat**

You the user are able to chat with your Crust directly via Chatterbot. Whether the conversation is interesting is more or less up to you.

**4.6 Crust Growth**

Crusts have the ability to develop and evolve beyond just their personalities and relationships.