Myles Wirth
50460096
9.30.25

LIBR 509 Activity:
Content Schema

This is a schema for adding characters to a tactical role-playing game. In the game, the player assembles squads of characters and sends them on missions, in which they travel together and fight battles. Each character has a unique appearance and set of personality traits, which influence their behavior and relationships with other characters. This schema is designed for use by game developers and modders.

Attribute	Attribute Class	Input	Description	Required	Repeat	Controlled Vocabulary
ID	Basic	[ID]	8-digit permanent system-facing identifier. (e.g. "00000000")	✓		
faction	Basic	[faction id]	Indicates which faction the unit belongs to. (e.g. "player", "computer1", "computer2")	✓		[faction list]
clan	Basic	[type id]	Determines base statistics, graphical body assets, and available jobs. (e.g. "Mouse", "Frog", "Beetle")	✓		[clan list]
job	Basic	[job id]	Determines statistical modifiers, graphical costume assets, and equipable abilities. (e.g. "Shieldmouse", "Arquebusier", "Sparrowknight")	✓		[job list]
rank	Campaign	[range (1,10)]	Progression system; increasing rank applies statistical bonuses and unlocks abilities.	✓		
exp	Campaign	[range (0,10)]	When this attribute is increased to 10, [rank] is increased by 1 and this attribute is set to 0. If left blank, defaults to 0.			
loyalty	Campaign	[range (0,10)]	Range 1-10; if reduced to zero, will desert the faction.	✓		

relationships	Campaign	[ID][range (-10,10)]	Represents relationships formed with other characters.
			    [ID]: [ID] of the target of the relationship
			    [range(-10,10)]: represents attitude towards character
			
			(e.g. "[0020115][-2]")
					✓	

resilience_max	Battle	[range (1,200)	Combat resource representing resilience. Depletes when injured.	✓		
resilience_current	Battle	[range (0, [resilience_max])	If reduced to 0, falls unconscious. If left blank, defaults to [resilience_max].			
courage_max	Battle	[range (2,8)]	Combat resource representing courage. Depletes when frightened.	✓		
courage_current	Battle	[range (0, [courage_max])	If reduced to 0, retreats from battle. If left blank, defaults to [courage_max].			
abilities	Battle	[ability id]	Special combat abilities usable during battle. May have up to 4 abilities at a time. (e.g. "Leap Attack", "Battlecry")		✓	[ability list]
name	Aesthetic	[input string]	Customizable player-facing identifier. 1-12 characters. (e.g. "Dorgus", "Bagganzo")	✓		
palette	Aesthetic	[palette id]	Applies a color palette to the unit.	✓		[palette list]
personality	Aesthetic	[personality trait id]	Assigns dialogue lines and determines compatibility with other characters. May have up to 3 personality traits. Mutually exclusive traits (eg "Bold" and "Timid") cannot be combined.	✓	✓	[personality trait list]
appearance	Aesthetic	appearance id	Applies graphical facial customizations (such as noses, mouths, eyes, skin and fur patterns). Available vocabulary limited by [clan]. (e.g. [mouse_ears3], [frog_eyes1])	✓		[appearance graphics list]