

# 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 is a schema for hybrid human-machine use, with anticipated human users being game developers and modders.


Items in **[brackets]** are machine-readable variables. Items in **[[double-brackets]]** represent machine-readable lists of variables. For example, **[[clan id] list]** is a list of all possible **[clan id]** variables.

Some variables are ranges. These may be any integer within the indicated range.

Some variables are dependent upon other attributes. These are indicated by the **[variable]>** prefix. For example, because a character's abilities are determined by their job, their ability list is represented as **[job]>[[ability list]]**

## Example Characters:

General		Campaign		Battle		Aesthetic	
ID	0855301	rank	2	resilience_max	74	name	Bagganzo
faction	computer1	exp	7	resilience_current	74		
clan	Frog	loyalty	2	courage_max	3	palette	palette_2
job	Vernamancer	Relationships		courage_current	3	personality	Haughty, Wry, Oblivious
		00024991,4 04723555, -2 04723589, 0		Abilities			
				Sunbeam Vine Lash Toadsong Ponder		appearance	frog_eyes1, frog_mouth1, frog_pattern1

General		Campaign		Battle		Aesthetic	
ID	00024991	rank	1	resilience_max	111	name	Dorgus
faction	human	exp	9	resilience_current	14		
clan	Mouse	loyalty	7	courage_max	4	palette	palette_1
job	Scout	Relationships		courage_current	2	personality	Bold, Stubborn, Dour
		0855301,-7 04723555, 10 04723589, 7		Abilities			
				Lunging Strike Throw Stone Duck and Weave Battlecry		appearance	mouse_eyes1, mouse_snout2, mouse_ears4

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 id] list]
clan	Basic	[clan id]	Determines base statistics, graphical body assets, and available jobs. (e.g. "Mouse", "Frog", "Beetle")	✓		[[clan id] list]
job	Basic	[job id]	Determines statistical modifiers, graphical costume assets, and equipable abilities. Each clan has a unique list of available jobs. (e.g. "Shieldmouse", "Arquebusier", "Sparrowknight")	✓		clan>[[job id] 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 <i>target</i> of the relationship. [range(-10,10)]: represents this character's attitude towards the target 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. Each job has a unique list of available abilities. (e.g. "Leap Attack", "Battlecry")		✓	job>[[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.	✓		faction>[[palette id] 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 id] list]
appearance	Aesthetic	[appearance id]	Applies graphical facial customizations (such as noses, mouths, eyes, skin and fur patterns). Appearance options are limited by clan. (e.g. [mouse_ears3], [frog_eyes1] )	✓	✓	clan>[[appearance id] list]