

# MADE: Massive Artificial Drama Engine

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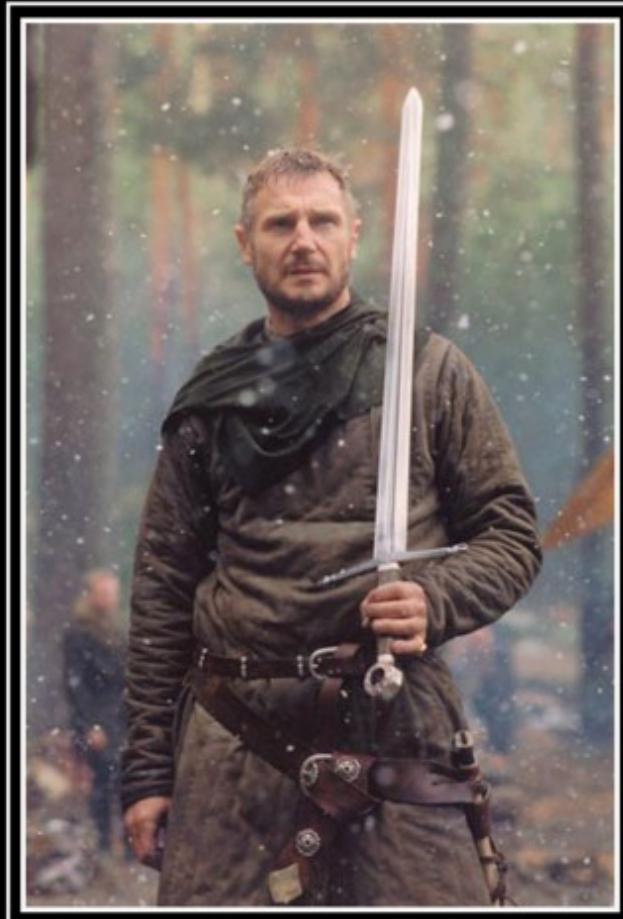
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# Arrow to the knee?



he once fought for 2 days  
with an arrow through his testicle



He fails. Don't be like him.

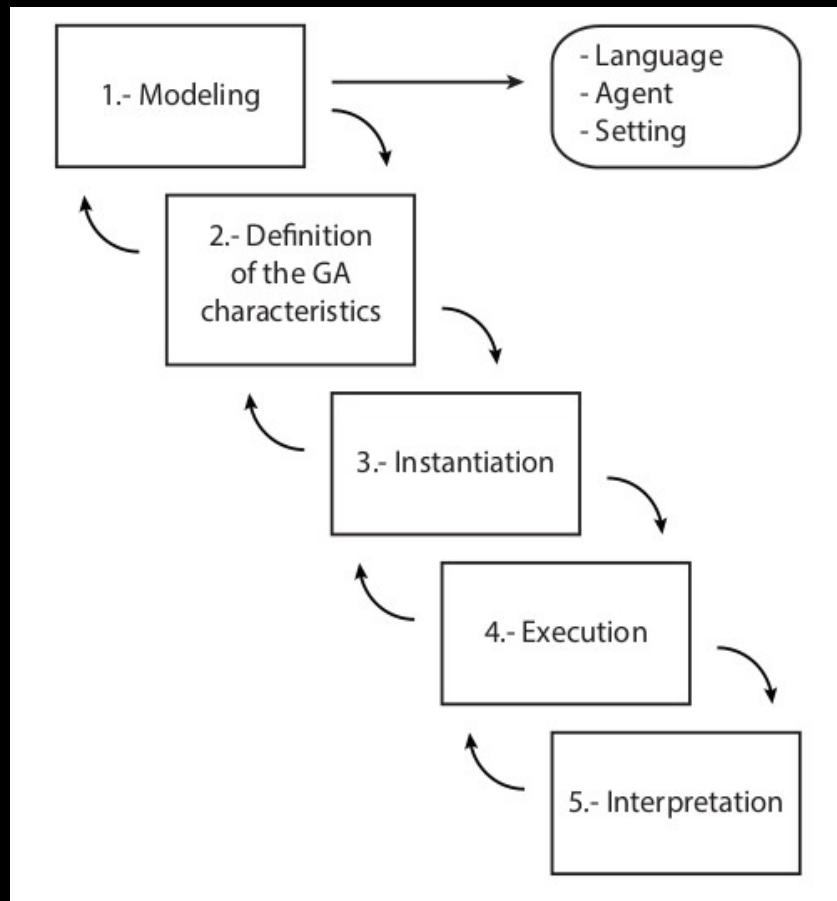
# Archetypes



# Moar archetypes



# Our methodology

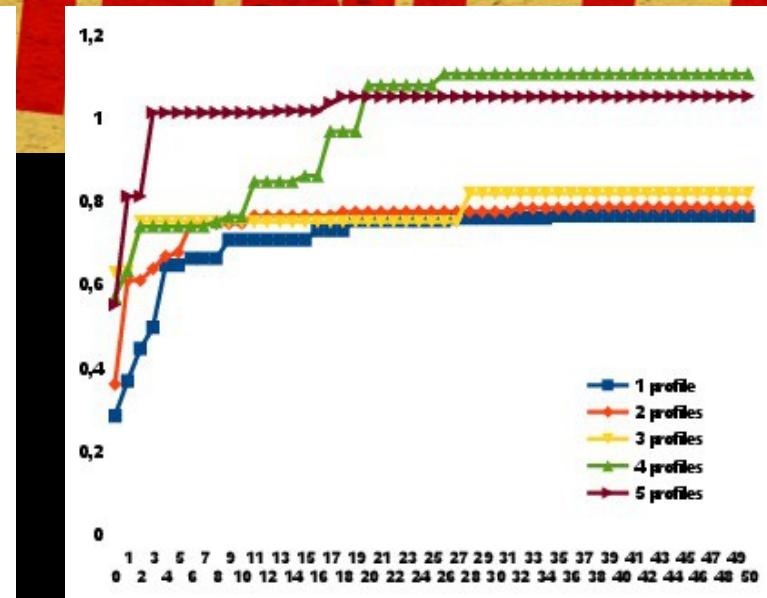
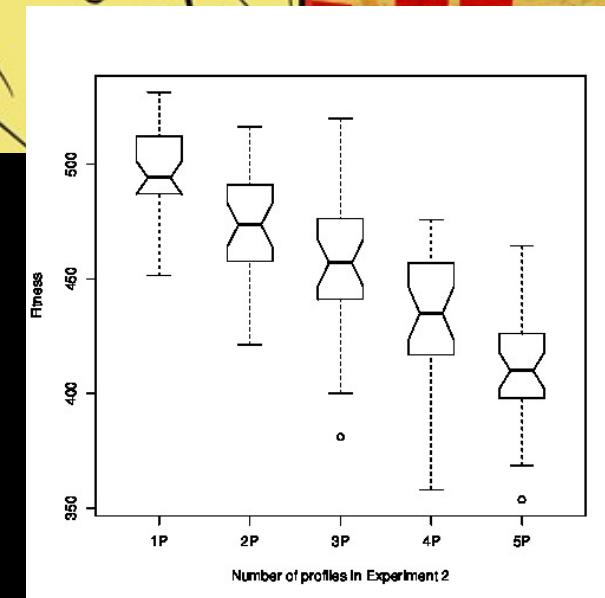
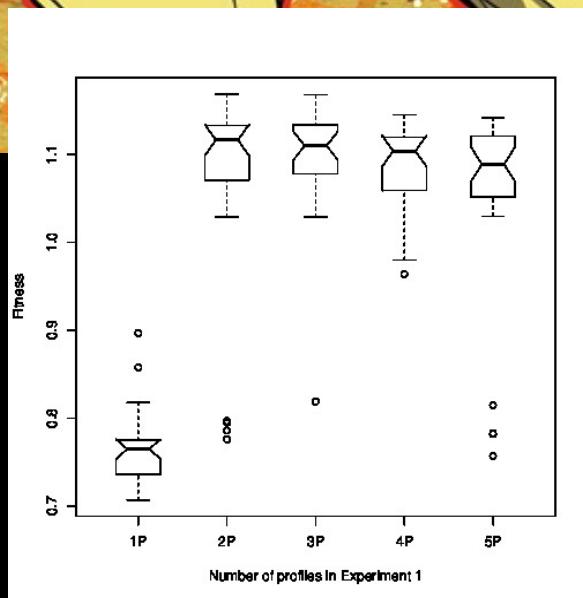


- Think in archetypes
- Model the agents and the environment
- Model how to measure the archetypes
- Find parameters for the agents (different profiles) using a GA
- The story emerges!

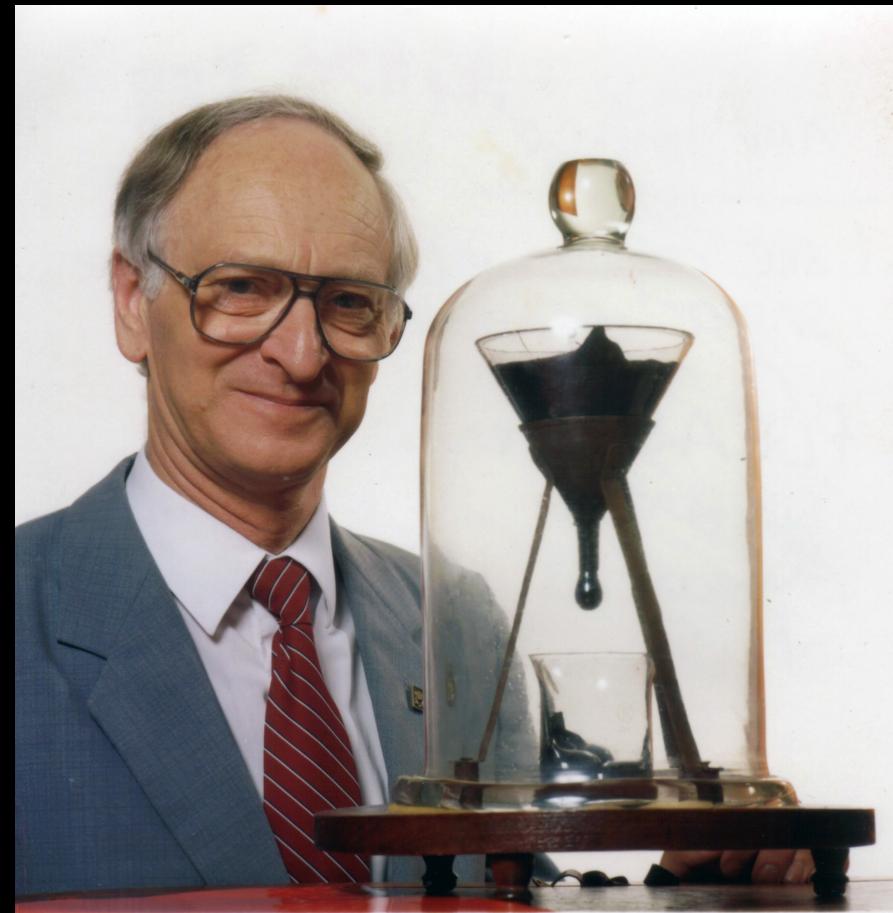
# Genetic Algorithms?

- Optimization methods
- Natural selection
- Population based
- Stochastic

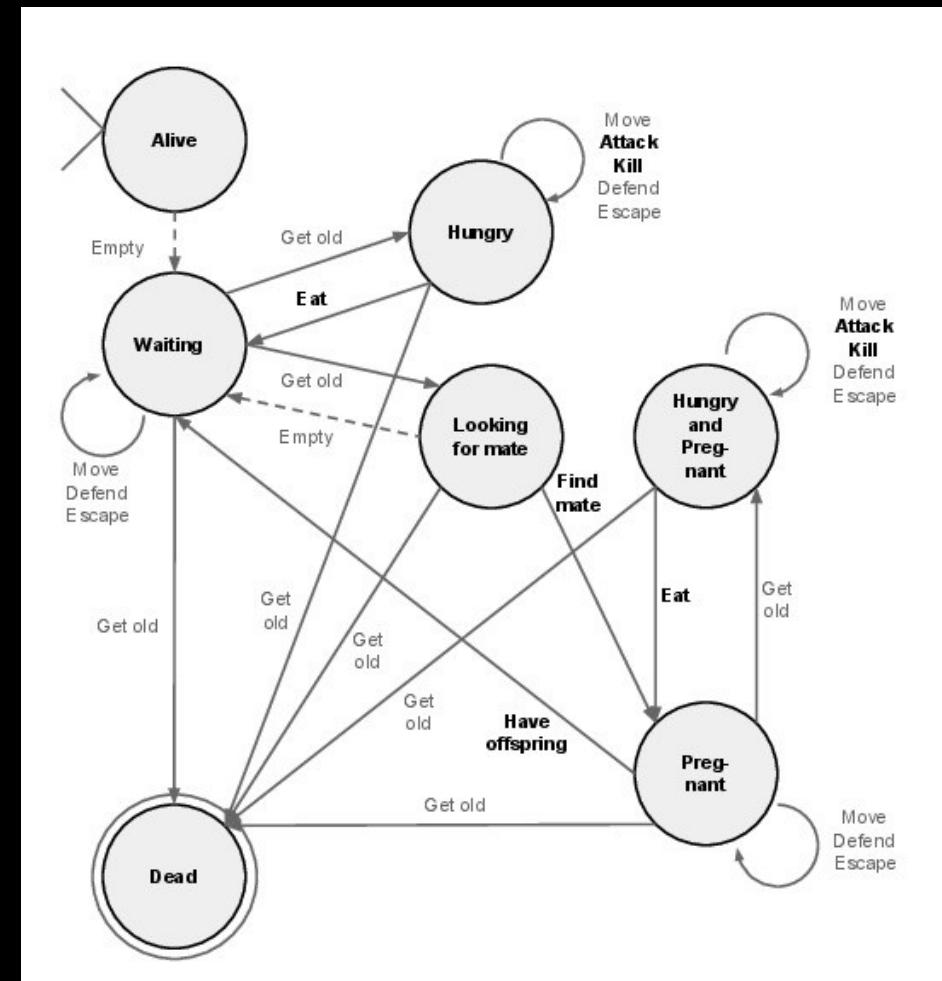
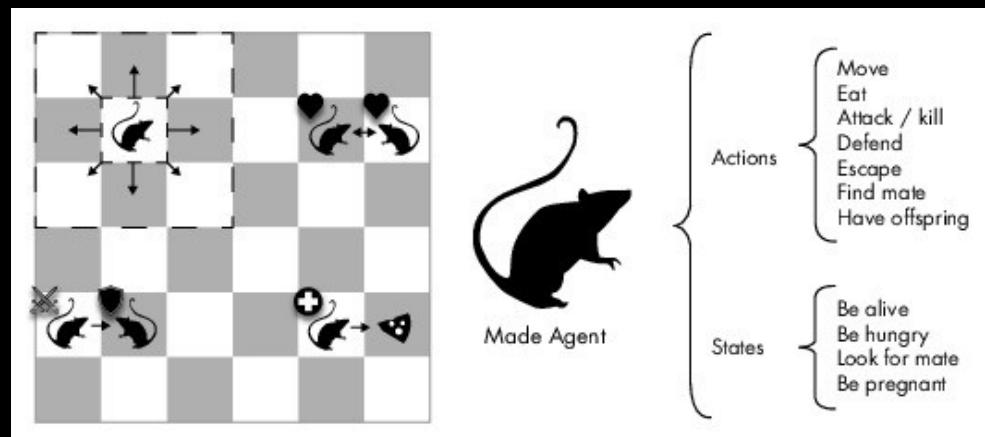




And now...  
Experimenting...



# The current agent

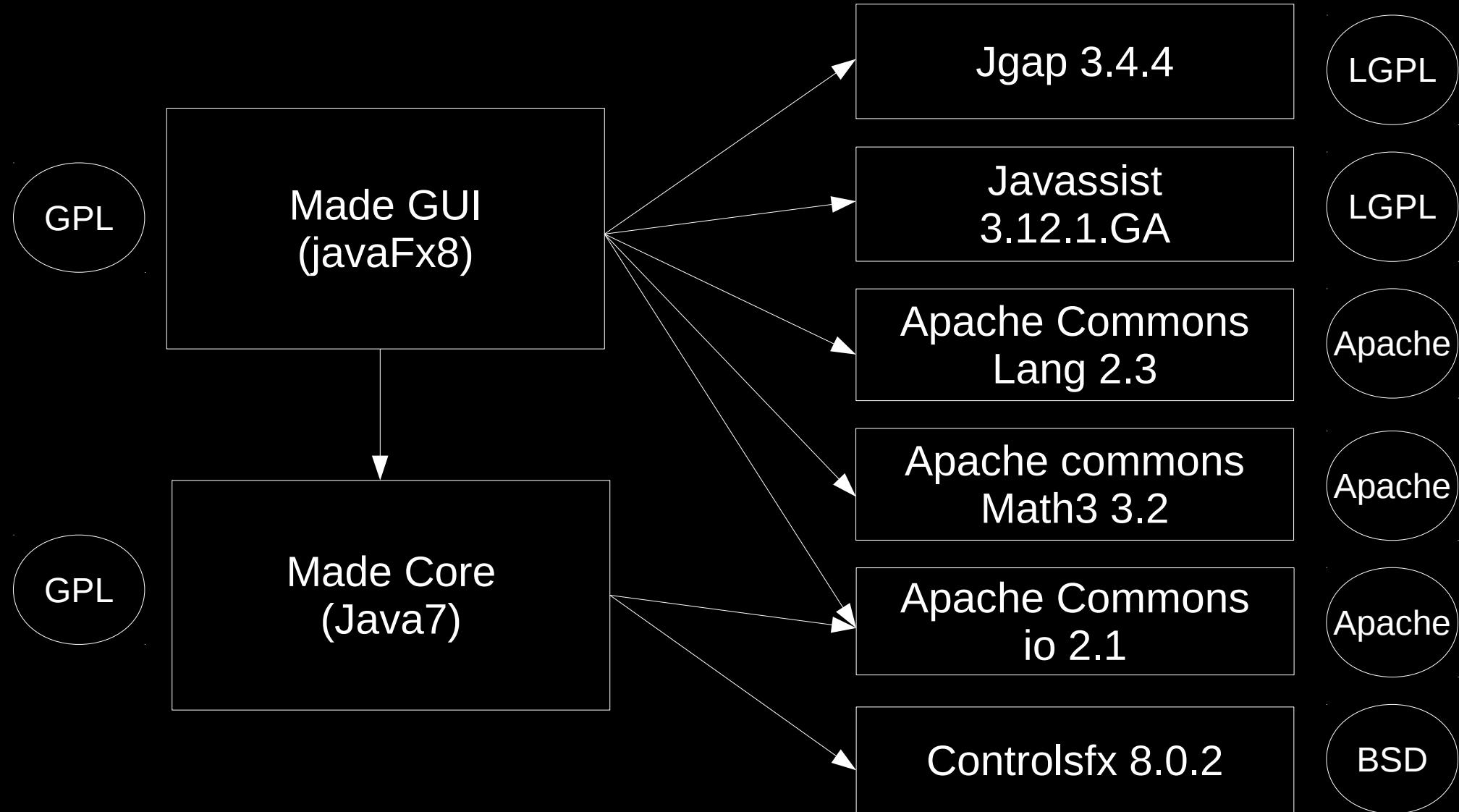


# Defining archetypes

Interface Archetype:

```
public abstract double evaluate(  
    GlobalSetup setup,  
    ArrayList<MadeAgentInterface> agents,  
    Float from,  
    Float to);
```

# The libraries



# Configuring the experiment

JavaFX and Maven

Calculate the seed GA exec (1)

Load setup Save setup Run experiment

▶ Global setup  
▶ Base agent profile  
▼ Genetic Algorithm setup

Generations: 100  
Population: 30  
Executions per individual: 5

▶ Fitness: Global behaviour  
▶ Fitness: Character archetypes  
▶ Fitness: Classical literary archetypes

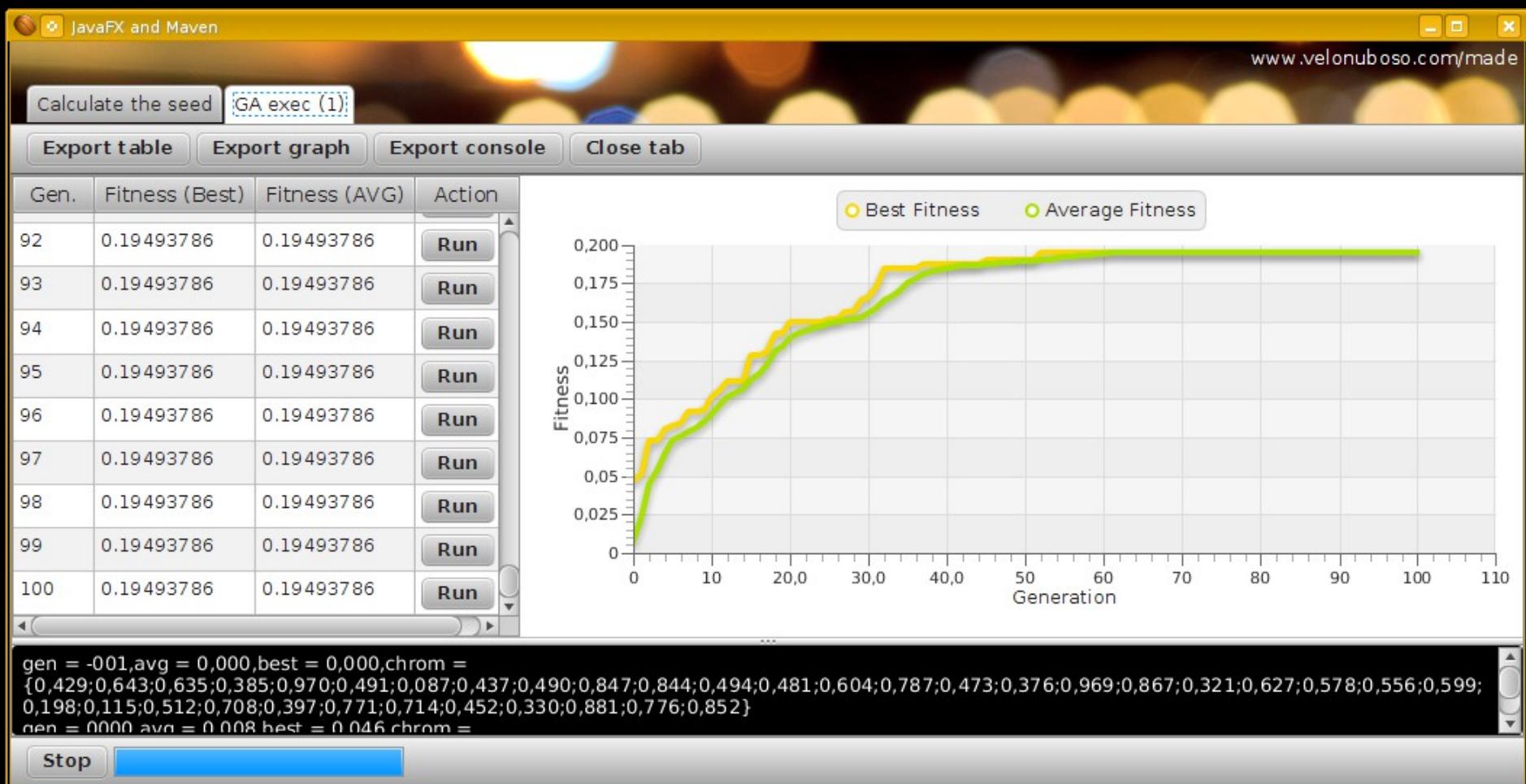
Maximum Fitness

Category	Value
Avenger (1)	1,0
Survival (1)	0,0

fitness

The screenshot shows a JavaFX application window titled "JavaFX and Maven". At the top, there are buttons for "Calculate the seed" and "GA exec (1)". Below these are three buttons: "Load setup", "Save setup", and "Run experiment", with "Run experiment" being highlighted in blue. A sidebar on the left contains collapsed sections for "Global setup" and "Base agent profile", and an expanded section for "Genetic Algorithm setup" which includes fields for "Generations" (100), "Population" (30), and "Executions per individual" (5). At the bottom of the sidebar are three more collapsed sections: "Fitness: Global behaviour", "Fitness: Character archetypes", and "Fitness: Classical literary archetypes". To the right of the configuration area is a chart titled "Maximum Fitness". The chart has a yellow bar representing the value for "Avenger (1)" which is 1,0, and a white bar representing the value for "Survival (1)" which is 0,0. The y-axis ranges from 0 to 1,1. A small icon labeled "fitness" is located at the bottom right of the chart area.

# Execution of the genetic algorithm



# Launching a MADE environment

JavaFX and Maven

www.velonuboso.com/made

Calculate the seed GA exec (1) Env exec (1.B) Env exec (1.C) Env exec (1.D)

Export execution log

Agents Profiles

Search

id	Name	Alive	A	G	Archetypes	
0	Daniel"Sumidero"...	false	313	M...	Avenger(17)	
1	Fiona"Sumidero"...	false	189	F...		
2	Basil"Escombro"...	false	256	M...		
3	Polly"Gorgonzola"...	false	324	F...		
4	Jude"Brie de cabr...	false	183	M...		
5	Jenny"Estuario"Ma...	false	206	F...		
6	Vladimir"Albanal"...	false	324	M...	Avenger(5)	
7	Helena/Helen"Alc...	false	147	F...		
8	Derek"Provolone"...	false	236	M...		
9	Julia"Cottage"Gab...	false	324	F...		
10	Howard"Escombro"...	false	324	M...	Avenger(3)	
11	Ann"Escombro"Be...	false	262	F...		

Label

```
275:@HUNGRY 8
275:@NUDGE_OK 56
275:@EAT 4
275:@NUDGED 17
276:@FREE_TIME
276:@MOVE 5 0
277:@HUNGRY 9
277:@MOVE_TO_EAT 5 2
278:@HUNGRY 8
278:@EAT 4
279:@FREE_TIME
279:@MOVE 4 2
280:@FREE_TIME
280:@MOVE 3 5
281:@FREE_TIME
281:@MOVE 6 6
282:@HUNGRY 8
282:@EAT 4
283:@FREE_TIME
283:@MOVE 2 7
284:@FREE_TIME
284:@MOVE 3 8
285:@HUNGRY 9
285:@NUDGE_OK 17
285:@EAT 4
286:@FREE_TIME
```

# Roadmap

The current version is still alpha

- More complex agents and archetypes
- Importation/Exportation to real game engines
- Literary interpretations
- Social Network Analysis on archetypes modeling

# Fork us in github!

- <https://github.com/raiben/made>

# Follow us!

- @made\_project
- @fergunet
- @rubenhek
- @jjmerelo

# Thanks!

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