

Forest Escape

LT2816 – Dialogue Systems

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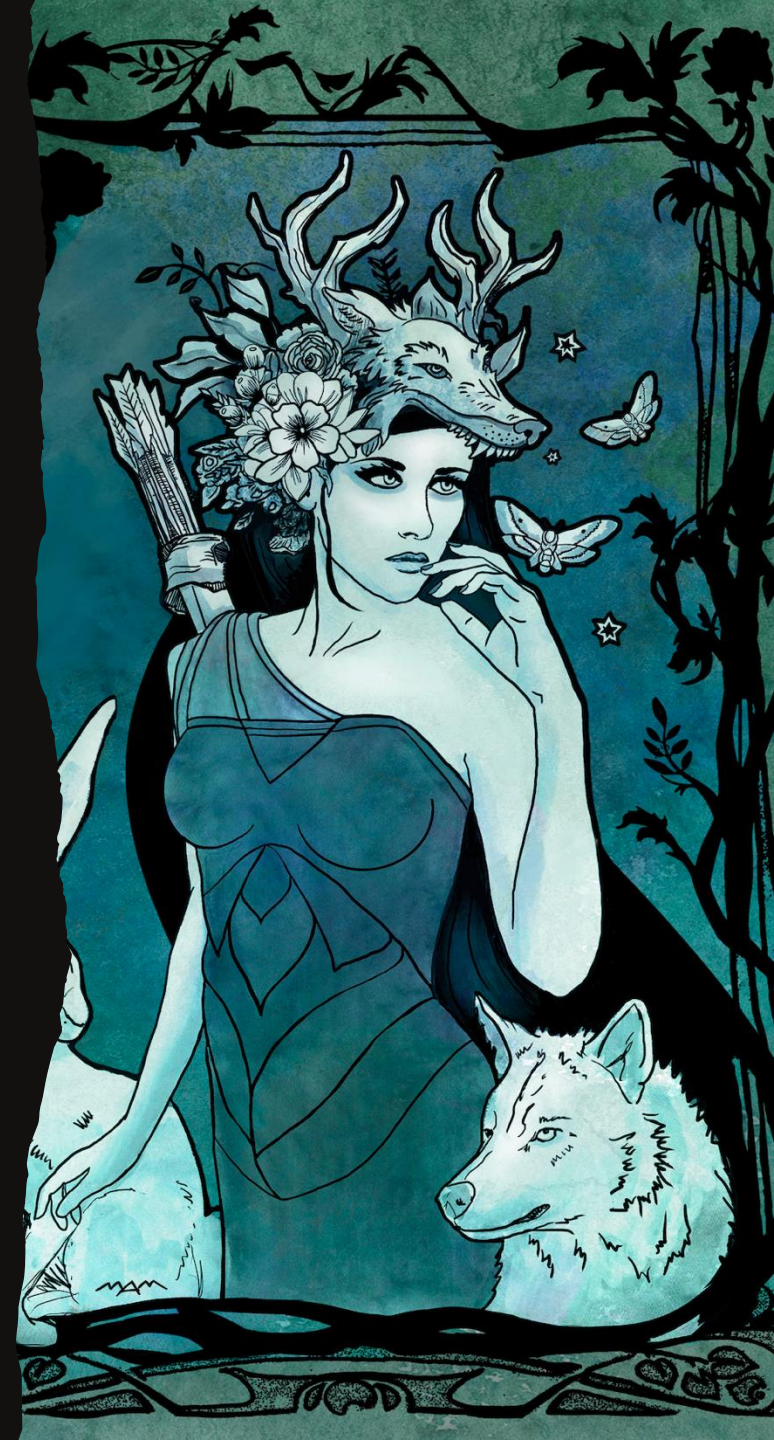


The Game

- Forest Escape
- Narrative-driven. Focus is on the story and the atmosphere
- Choices matter - Choose your own adventure
- Two opposing forces
- Medeina
- Leshy

<https://witcher.fandom.com/wiki/Leshy>

<https://www.maryancilla.com/blog/2021/4/21/medeina-the-goddess-of-the-forest>





Medeina

- Lithuanian mythology
- Part human – part wolf
- Ruler of forests, trees, animals
- Associated animals:
 - Hare
 - Wolf
- Friendly to humans but the forest comes first



Leshy

- Slavic mythology
- Part human – part plant
- Protector of the forest
- Trickster and Deceiver
- Attitude towards humans varies depending on how they treat the forest

Technicalities

XState /
Speechstate

Microsoft
Azure – NLU



Challenges

- State-chart structure
- Intent Recognition → Adding more intents to the same model
- Story-writing
- Typescript 😞

Future Work

- Story is not concluded – Writing needs to be polished
- More choices at each state
- Multiple NLU models for more precise intent recognition