**Time-Line/Graph Based Four Dimensional Drama Engine**

**(“Heroes” Algorithm)**

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**Synopsis: Use of a timeline, search, and intersection produce associations for a Drama Engine.**

**Abstract**

Random lines are generated within a four dimensional (3-space and time) space. Each line in the graph represents an advancing story for one character. When lines happen to intersect, a dramatic scene is to be generated for those characters involved in the intersection.

**Detail**

**Swordsman**

**Psychic**

**Cheerleader**

Cheerleader and Swordsman both take part in a dramatic scene

Swordsman, Cheerleader, and Psychic all take part in a dramatic scene

**Fig 1.1 “Drama” Space**

At intersection points, those character are involved together in some sort of “beat” together, causing a plot element to occur. Depending on the curves taken, and thus depending on the structure of the drama space, different stories will take place in the drama.

**Swordsman**

**Cheerleader**

**Psychic**

**Fig 1.2 Branching Drama Space**

In the above, it can be seen, that at intersections, different decisions between characters can cause the drama “timelines” to branch, allowing for multiple stories based off the users actions, along with, the previously mentioned timeline intersections.