

Scene

A community buffet-dinner organized to raise funds for some charity; a large amount of people in the town was invited to participate, though not everybody; in this context, it is perfectly OK for the user to go around and interact with people even though he/she knows

Characters

George, a friend of Peter, but not very close; he likes Peter because he finds him a funny guy, but does not share any common interest or activity with him;

Martha, a former classmate who is not in good terms with Peter; not really very angry with him but rather critical and ready to report any gossip she heard about him.

User, a newcomer in the area, who does not know anybody very much but wants to gather information about Peter, so as to help his/her friend Mary - the only friend he/she has in town, and relatively newcomer in the town as well- to decide whether do accept dating Peter or not; Mary finds Peter charming but she heard that he has a bad reputation, and can not decide whether to trust him or not. She is not at the dinner, and anyway would not dare to go around

Dialogue content

Chunks of dialogue concern: 1) generic information; 2) Peter is selfish; 3) Peter does not like to work and takes advantage of people; 4) Peter cheats women.

Dialogue organization

The conversation in the sheet Dialogue takes place between the 2 NPC, but the user can enter at any point with similar arguments and receive the correspondent replays. Any 2 consecutive utterances may constitute an action/reaction pair (for this reason the name Peter is repeated Each utterance belongs to a category, which can be weak or strong; intensive of answer are functions of : the previous utterance; the current mood of the character; a random component. The NPCs will have utterances corresponding to the 3 ways a person can enter into an ongoing dialogue, i.e. questions, and rebuttal or reinforcement of what has just been said, so that the user can enter at any point without disruption the dialogue.

Variables

We don't want the conversation to go on forever, hence we plan for it to go to an end as soon as one of these conditions take place: 1) the user has collected enough consistent information to give an opinion to Mary; 2) the conversation has been going on for over a number (100?) Moreover we need 2 variables to describe the state of mind of 3) George and 4) Martha.

And we need a variable for 5) dialogue tone (more or less excited).

Characters' moods are functions of the last n utterances.

The user has collected enough info on Peter if at least 30 sentences on each topic has been run. Passing from one topic to the other is based on a random function when at least 10 consecutive utterances on a topic have passed.