

# **Everything you Always Wanted to Know About Peter**

(And Should Not Be Afraid to Ask)

# Outline

- General idea
- Prototype
- Actual story example

# Assumptions

- Same kind of story
- Same kind of platform (dialogue-based)
- Hypothetical improved version of Scenejo (no limitations)

# Background Story

- **Peter**, a really influential person in town, organises a charity party — every person Peter has ever met is invited
- **Mary**, the user's best friend, has recently dated him, but she's unsure about Peter's real intentions
- Moreover, she can't be part of the party because of another engagement previously taken
- So she asks the **user** to attend the party and, incognito, get some information about Peter for her.

# Setting

- **One location:** the dancehall of the castle where the party takes place
- **Many people** the user can interact with: all of them know Peter in a way or another



# Main Mechanics 1

- you can **speak to everyone**
- BUT every character has **their own personality** and not everyone is necessarily interested in talking with you:
  - open characters who will welcome you but know just a little about Peter
  - more closed characters who know Peter really well, though
  - and everything in between

# Main Mechanics 2

- you can **move freely** within the boundaries of the dancehall and switch from a group of people to another
- BUT **social rules** apply:
  - if you leave a discussion abruptly, you won't be seen in a positive way
  - if you insist too much in getting the more information you can about Peter you'll look suspicious
  - and so on

# Characters' modelling (dialogue)

- basic **smalltalk patterns**
  - «It's so hot these days in Wiesbaden, isn't it?»
- **social rules** and behaviours
  - «Would you like something to drink?»
- **personal interests** (2 or 3 per character)
- **past experience** with Peter and **gossip** about him



# Characters' modelling (behaviour)

- dynamic **emotions**
- static **personality** and gesture patterns
  - open towards unknown people
  - shy
  - aggressive
- dynamic **judgments** and beliefs
  - about Peter
  - about other guests
  - about the user

# Emergent Storytelling 1

- random **matching** of NPCs into groups, according to:
  - personal interests
  - social rules
  - time of arriving (random)
- random **wandering** and **choice** by the user
- random progress of **dialogues**, according to:
  - personal interests
  - knowledge about Peter
  - user's questions

# Emergent Storytelling 2

- different possible **events** for Peter arrival:
  - random choice within partly pre-written events
  - choice depending on previous actions
  - mix of the two
- different kind of **discussions** with Peter and Mary
  - depending on information collected by the user
  - depending on user's opinion about Peter


# **Actual story example**

(Is There Any Chance To Finally Know Something About This Peter Guy?)

# Beginning 1

- The **user** has just arrived at the castle and wants to join the other guests
- At the doors the **security guy** asks the user the invitation card
- The user shows him **Mary's invitation card**, and has to explain why he/she doesn't have an invitation card for him and where's Mary

# Beginning 2

- The security guy is not a gatekeeper: 
  - story, not game
  - gatekeeper has no more influence on the story once passed
  - used to stress the fact that the user is in a weird situation
- If the user can't really convince him, the security guy will warn his colleagues inside
- FOR INSTANCE: if the user keep on looking suspicious, they may decide to bounce him outside

# Meet Some Characters 1

- **George**, surfing mate
  - he sees Peter in a really positive way, but also describes him as a playboy
- **Martha**, ex-girlfriend
  - they split up because Peter cheated on her.
- **Mark**, former Peter's associate
  - he describes him as a crook who just try to have the most money he can

# Meet Some Characters 2

- **Julie**, Peter's brother girlfriend
  - she says Peter is not collecting money for charity, but to build his own surfing centre on a remote island
- **Brenda**, Peter's neighbour
  - lately she saw Peter with a weird guy, playing with explosive
- **Joel**, surfing mate
  - lately he saw Peter with a weird guy preaching we're all doomed



# Possible Ending 1

- Peter comes, the user can talk a little with him
- **explosion** in the dance hall
- the bomber is the weird guy Brenda and Joel were talking about
- BUT the user looked suspicious and is taken into custody by the security guys
- the user's cell phone rings: it's **Mary, impatiently asking for comments about Peter.**

# Possible Ending 2

- Peter comes, the user can talk a little with him
- it's now clear that **money won't go to charity** but to Peter for his private surfing centre
- Peter impudently thanks everyone for their support for a good cause
- the user's cell phone rings: it's **Mary, impatiently asking for comments about Peter.**

# Possible Ending 3

- Peter comes, the user can talk a little with him
- it's now clear that Peter is seeing his **relationship with Mary not as a serious one**
- Peter begins to flirt with the user
- the user's cell phone rings: it's **Mary, impatiently asking for comments about Peter.**