SceneMaker
Modelling a storyworld based on finite states

Cesar Pozzer, Daniela Genz, Georg Struck, Gregor Mehlmann, Karim Omar, Steve Hoffmann, Thomas Römer
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Process

1. Brainstorming
2. Find setting, characters, user role, plot…
   → messed up (total confusion)
   → **NARROWING!!!**
   → found plot and characters!

3. Dialogue Drafts
   1. Linear Dialogue Drafts
   2. Dialogue Alternatives
      (Keywords & (Abstract) Dialogue Acts)
   3. Values (AttackLevel/ChanceOfSuccess, Time, …)
Process

4. Abstract Story Structure
   → „IF … THEN … ELSE“ (Values)
   → empty Super Nodes

5. Dialogues & Dialogue Structures
Dialog Acts

• Abstraction

„Please help! We need to overwhelm the terrorist!“ „We got a plan. Aid us - or die!“
Dialog Acts

• Abstraction

„Please help! We need to overwhelm the terrorist!“  „We got a plan. Aid us - or die!“

User Input

Keyword Spotting

help  aid  ...
Dialog Acts

• Abstraction

„Please help! We need to overwhelm the terrorist!“  „We got a plan. Aid us - or die!“

help  aid  ...

RequestHelp

User Input
Keyword Spotting
(Abstract) Dialog Act
Dialogue Acts

IF UserInput == RequestHelp

USER: "Please help! We need to overwhelm the terrorist!"

WOMAN: "OK, I will help you! What can I do?"
IF UserInput == RequestHelp
USER: „Please help! We need to overwhelm the terrorist!“

USER: „I love chocolate!“
IF UserInput == InputNotRecognised

WOMAN: „OK, I will help you! What can I do?“

WOMAN: „I don't understand. What do you want?“