

# SceneMaker

Modelling a storyworld based on  
finite states

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

# STATE MACHINES

SceneMaker

Modelling a storyworld based on  
finite states

# DIALOGUES

Cesar Pozzer, Daniela Genz, Georg Struck, Gregor Mühlmann,  
Karim Omar, Steve Hoffmann, Thomas Lehm

# 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**

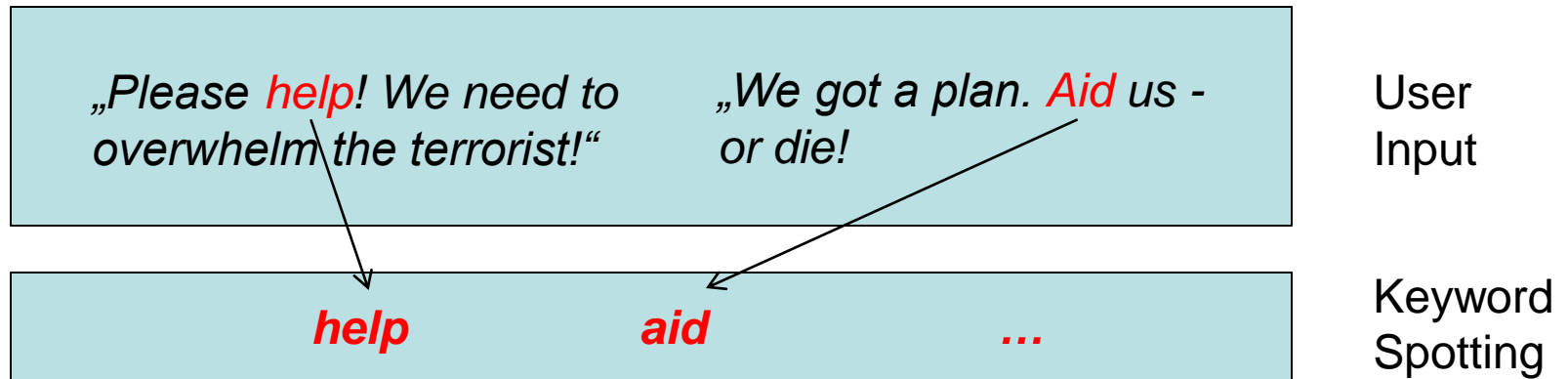
*„Please help! We need to  
overwhelm the terrorist!“*

*„We got a plan. Aid us -  
or die!“*

User  
Input

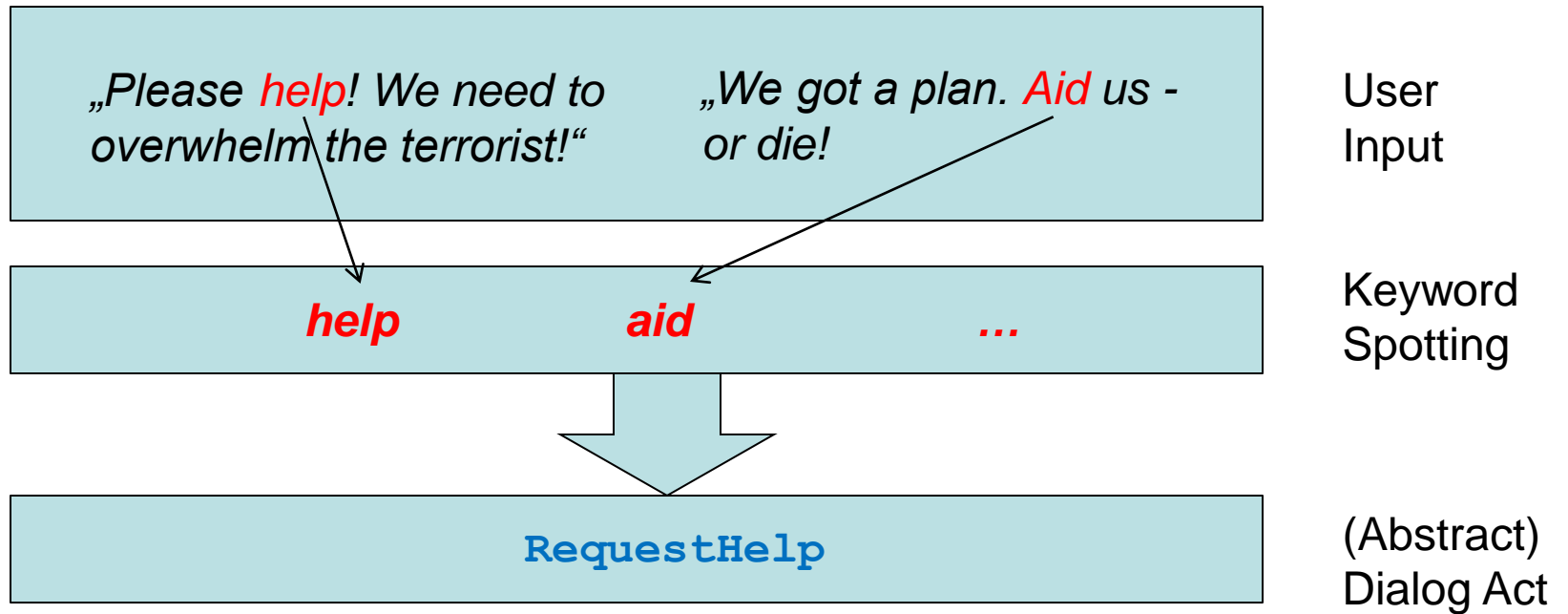
# Dialog Acts

- **Abstraction**

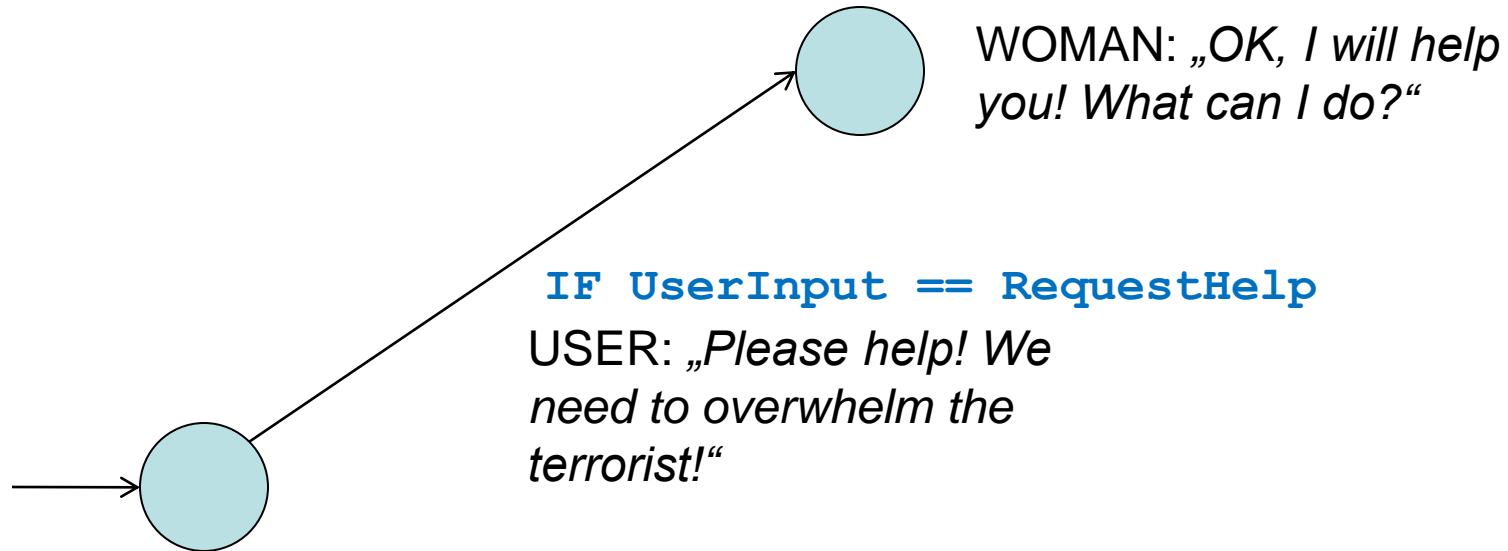


# Dialog Acts

- **Abstraction**



# Dialog Acts





# Dialog Acts

