TUTORIAL MODELS

SCENARIO:

SHALIMA
Part 1: Hello World

First elements

-Characters: Jack (protagonist), Peter
-Location: castle of Fortune
-Initial conditions: Jack wishes « Enemy neutralized »,

A minimal IDtension-scenario needs:
- at least 1 character
- a location
- at least 1 goal
- at least 1 task to achieve the goal
- an initial wish to achieve a goal

The goal named « Enemy_neutralized »

Each task must have at least one segment, which represents a step towards its accomplishment

The task named « Fight »

Fight
Part 2: Different outcomes

Obstacles

- Characters: Jack (protagonist), Peter
- Location: castle of Fortune
- Initial conditions: Jack wishes « Enemy_neutralized »

The obstacle named « Enemy_stronger » with a probability of 60% to hinder the actor to achieve the goal by this task
Part 3: Two choices

Second task

- Characters: Jack (protagonist), Peter
- Location: castle of Fortune
- Initial conditions: Jack wishes «Enemy_neutralized»
Part 4: Working with variables

Variables for characters

- Characters: Jack (protagonist), Peter
- Location: castle of Fortune
- Initial conditions: Jack wishes "Enemy_neutralized[opposing_character=Peter]"

**Fight[opposing_character]**

The variable « opposing_character » is attributed to « Peter »

The variable « opposing_character » for the tasks and for the goal

**Fight_with_knife[opposing_character]**

The fighter in the obstacle has to be the character_opposed of the task

**Enemy_neutralized**

**Enemy_stronger**

[fighter=opposing_character]
Part 5: Dialogs

More characters

- Characters: Jack (protagonist), Peter, Malcolm, Shalima
- Location: castle of Fortune
- Initial conditions: Jack wishes « Enemy_neutralized[opposing_character=Peter] »

Fight[opposing_character]

Enemy_neutralized

Enemy_stronger

[fighter=opposing_character]

Fight_with_knife[opposing_character]

Seg_fight

Seg_fight_with_knife

Two more characters: Malcolm and Shalima

Characters: Jack (protagonist), Peter, Malcolm, Shalima
Location: castle of Fortune
Initial conditions: Jack wishes « Enemy_neutralized[opposing_character=Peter] »
Part 5 – b : Dialogs – make them speak

Interest

Characters: Jack (protagonist), Peter, Malcolm, Shalima
Location: castle of Fortune
Initial conditions: Jack wishes «Enemy_neutralized[opposing_character=Peter; princess=Shalima]»

Fight[opposing_character;princess]

The second variable named «princess» attributed to Shalima
Shalima has an interest for this goal. This lets her speak about this goal with others

Enemy_neutralized[opposing_character;princess (interesse 0.9)]

Fight_with_knife[opposing_character;princess]

Seg_fight

Enemy_stronger[fighter=opposing_character]
Part 5 – c : Dialogs – make them express meaning

Values

- Characters: Jack (protagonist), Peter, Malcolm, Shalima (non violence: 0.8)
- Location: castle of Fortune
- Initial conditions: Jack wishes « Enemy_neutralized[opposing_character=Peter; princess=Shalima] »

Fight[opposing_character;princess]

Tasks are badly evaluated according to the story’s value "non violence"

Shalima is strongly attached to the value of non violence.

Fight_with_knife[opposing_character;princess]
Part 6: Fight with almost everybody

Call the same goal for diff. characters

- Characters: Jack (protagonist), Peter, Malcolm, Shalima
- Location: castle of Fortune
- Initial conditions: Jack wishes «Enemy_neutralized[opposing_character=Peter, princess=Shalima]», Jack wishes «Enemy_neutralized[opposing_character=Malcolm, princess=Shalima]»

The goal «Enemy_neutralized» is called twice, once for «Peter» and once for «Malcolm»
Part 7: Personalize characters

Attributes

- Characters: Jack (protagonist, attractivity=0), Peter, Malcolm, Shalima
- Attribute: attractivity
- Location: castle of Fortune

\[ \text{Fight}[\text{opposing_character}, \text{princess}] \]

\[ \text{Seg_fight} \]

\[ \text{Enemy_neutralized} \]

\[ [\text{opposing_character}, \text{Princess}] \]

\[ \{\text{attractivity} = +0.5, \text{actor}\} \]

The attribute « attractivity » is incremented for the actor of the goal

Attribute « attractivity » attributed to Jack for increasing his attractivity after fighting against enemies
Part 8: Enrich the scenario

Second goal

- Characters: Jack (protagonist), Peter, Malcolm, Shalima
- Attribute: attractivity
- Location: castle of Fortune

**Fight**[character_opposed, princess]

**Fight_with_knife**[character_opposed, princess]

**Propose_her**[princess]

If the precondition: « attractivity » is not verified, the obstacle « not attractive » is activated and hinders the actor to reach the goal.
- Characters: Jack (protagonist), Peter, Malcolm, Shalima
- Attribute: attractivity
- Location: castle of Fortune

**Part 9: Connect goals**

**Cause**

**Fight**[character_opposed, princess]  
Enemy_stronger [fighter=character_opposed]

**Fight_with_knife**[character_opposed, princess]  
Seg_fight_with_knife

**Propose_her**[princesse]  
Seg_get_married

If the condition: « attractivity » is not verified, the obstacle « not attractive » is activated and calls the goal « Enemy_neutralized to increase the attractivity

Not_attractive (actor,attractivity)<0.6; 0.9
- Characters: Jack (protagonist), Peter, Malcolm, Shalima
- Attribute: attractivity
- Location: castle of Fortune
- Initial conditions: Jack wishes « princess_married [Shalima] »

**Fight**[character_opposed, princess]

**Fight_with_knife**[character_opposed, princess]

**Propose_her**[princesse]

Inside the obstacle « not_attractive » we have a call to the sub-goal « enemy_neutralized ». Once this goal achieved, the obstacle is no mere activated.
Part 11: from step to step

Consecutive goal

- Characters: Jack (protagonist), Peter, Malcolm, Shalima
- Attribute: attractivity
- Location: castle of Fortune
- Initial conditions: Jack wishes « princess_married [Shalima] »

**Fight[character_opposed, princess]**

**Fight_with_knife[character_opposed, princess]**

**Propose_her[princesse]**

Once the goal « enemy_neutralized » reached, the next goal « »princess_married « is called. – in opposition to the « caus » mechanism (part 8) the attribut « attractivity » is not used in the
Part 12: ask for help

Delegation

Characters: Jack (protagonist), Peter, Malcolm, Shalima
Attribute: attractivity
Location: castle of Fortune
Initial conditions: Jack wishes «princess_married [Shalima]»

Fight[character_opposed, princess]

Fight_with_knife[character_opposed, princess]

Propose_her[princesse]

Inside the obstacle «not_attractive» we have a call to the sub-goal «enemy_neutralized». Once this goal achieved, the obstacle is no mere activated.