

TUTORIAL MODELS

SCENARIO:

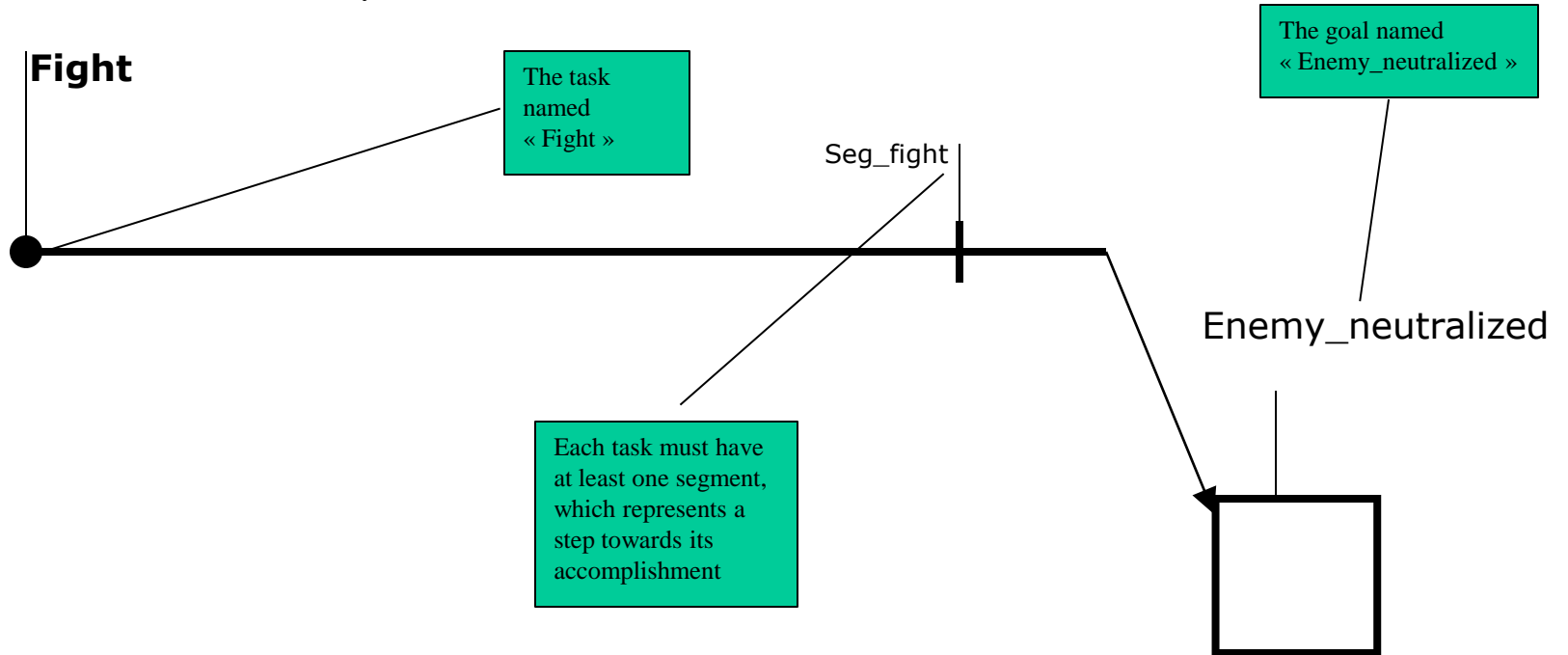
SHALIMA

Part 1: Hello World

First elements

- 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

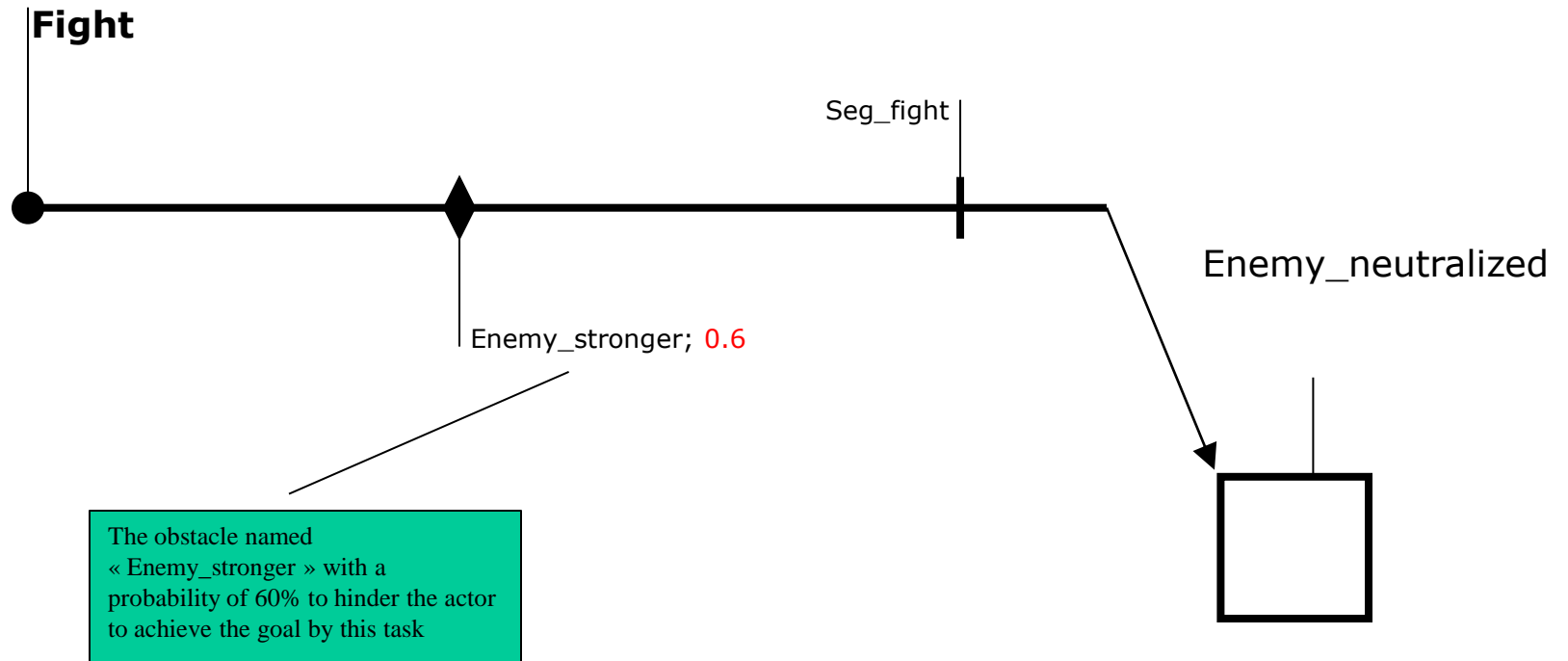
- Characters: Jack (protagonist), Peter
- Location: castle of Fortune
- Initial conditions: Jack wishes « Enemy neutralized »,



Part 2: Different outcomes

Obstacles

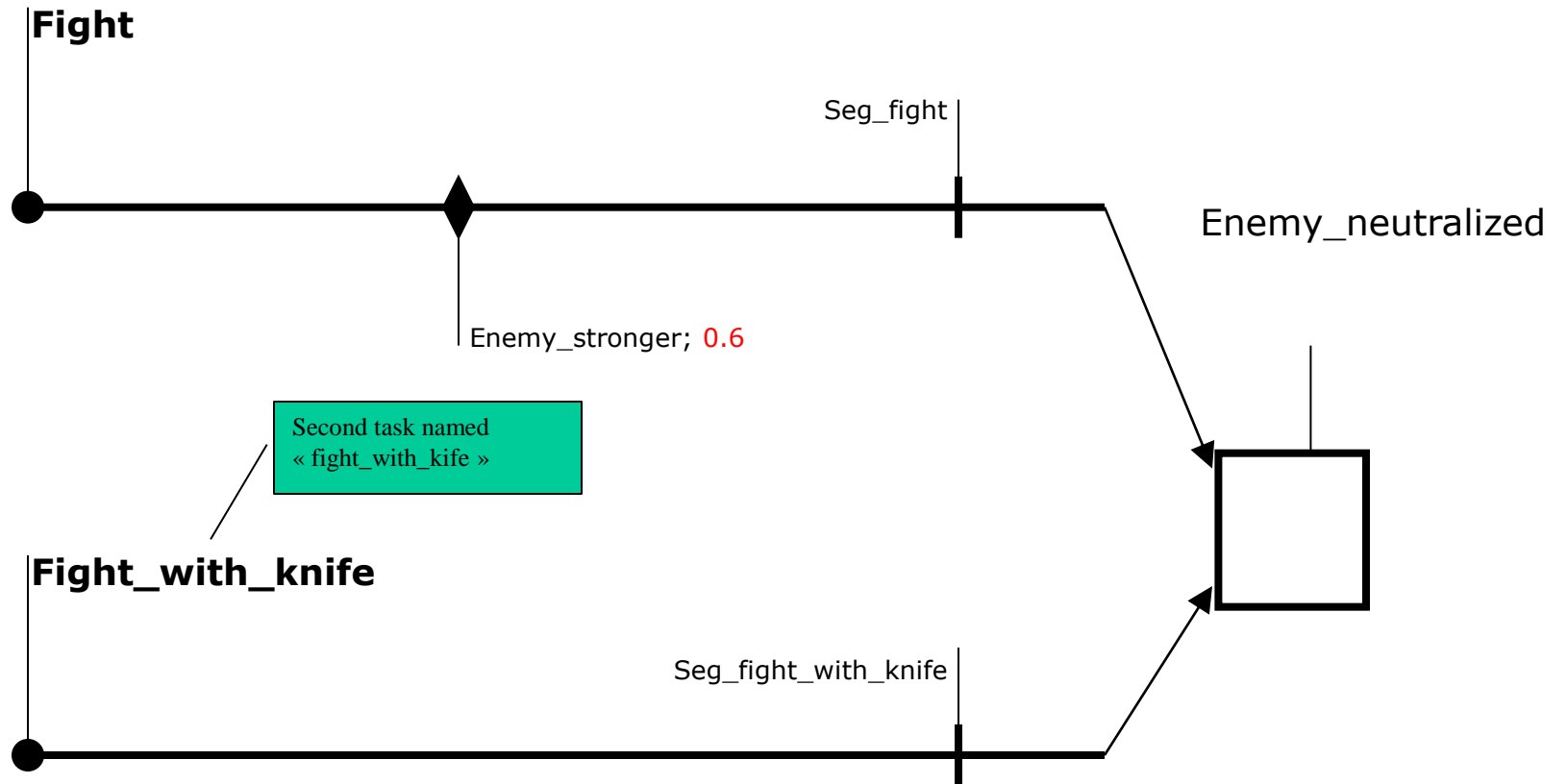
- Characters: Jack (protagonist), Peter
- Location: castle of Fortune
- Initial conditions: Jack wishes « Enemy_neutralized »



Part 3: Two choices

Second task

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



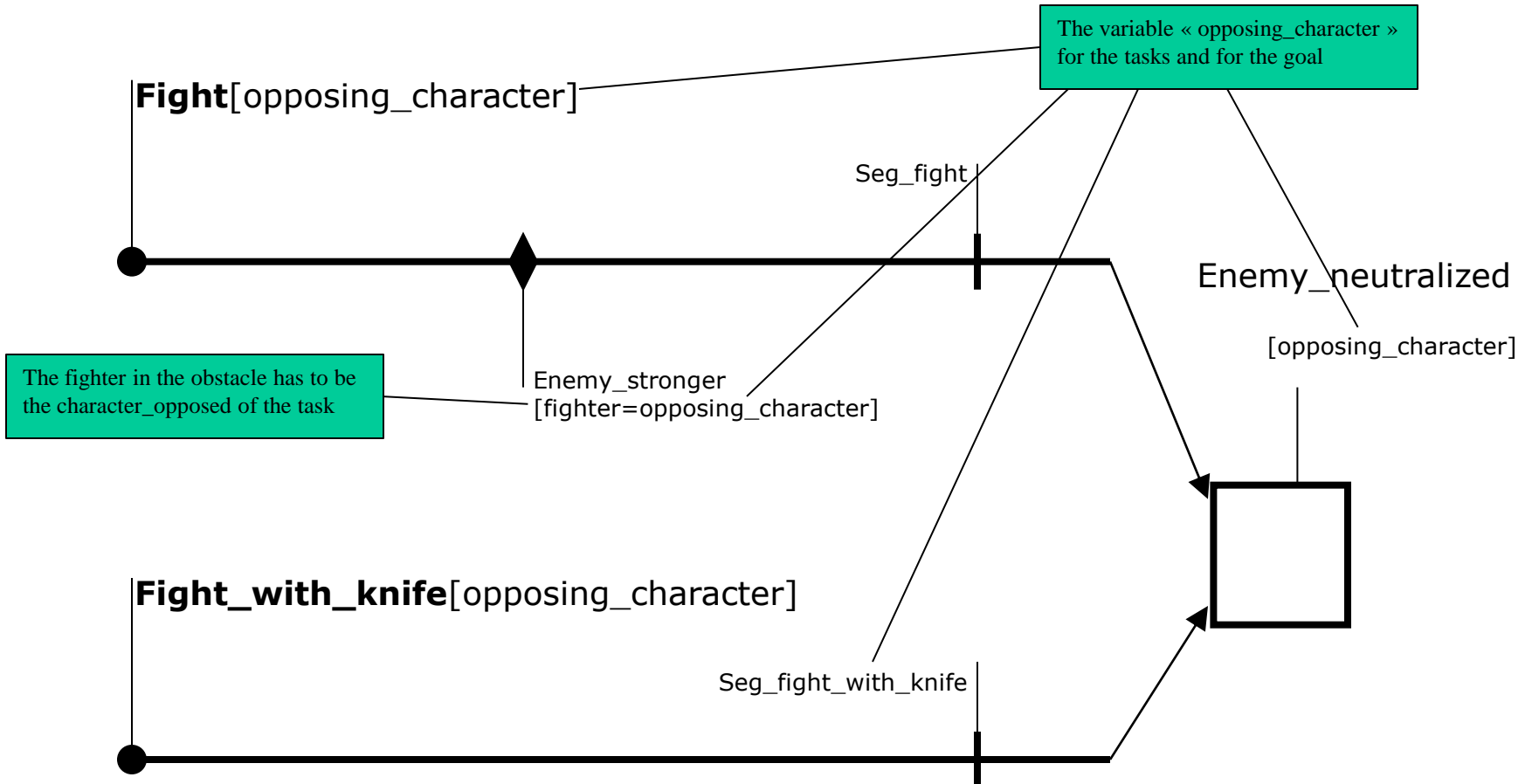
Part 4: Working with variables

Variables for characters

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

The variable « opposing_character »
is attributed to « Peter »

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

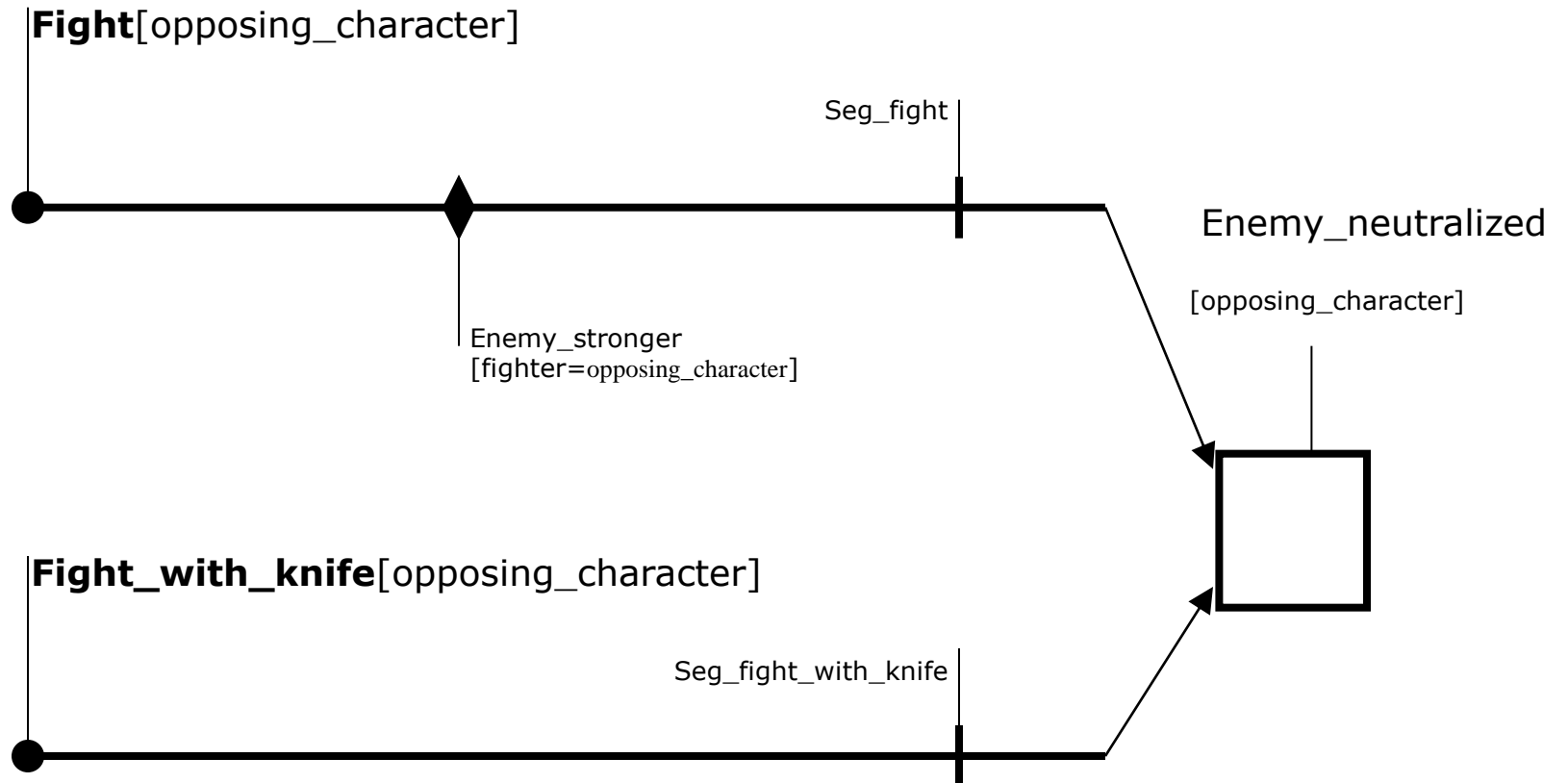


Part 5: Dialogs

More characters

Two more characters: Malcolm and Shalima

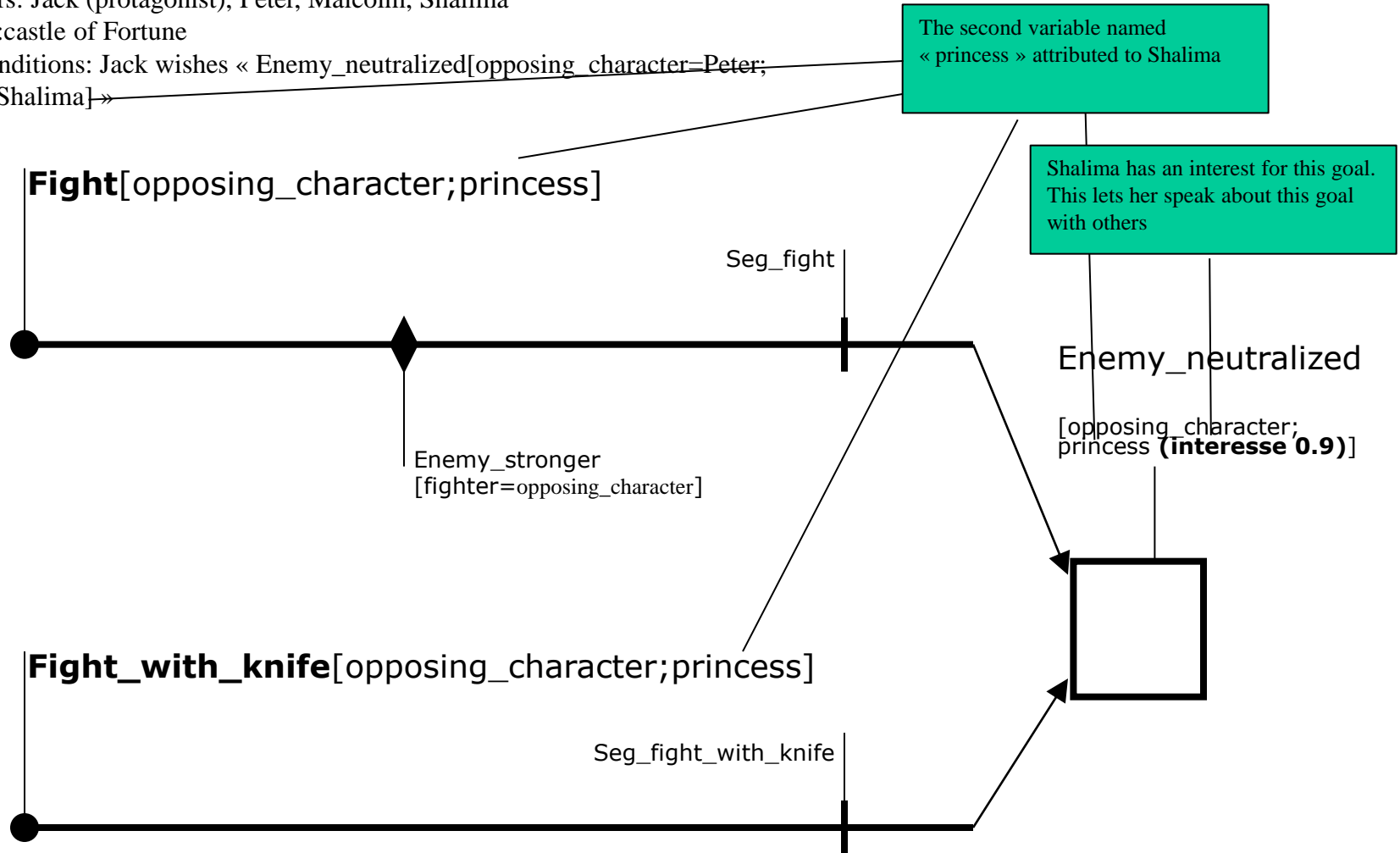
- Characters: Jack (protagonist), Peter, Malcolm, Shalima
- Location: castle of Fortune
- Initial conditions: Jack wishes « Enemy_neutralized[opposing_character=Peter] »



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] »



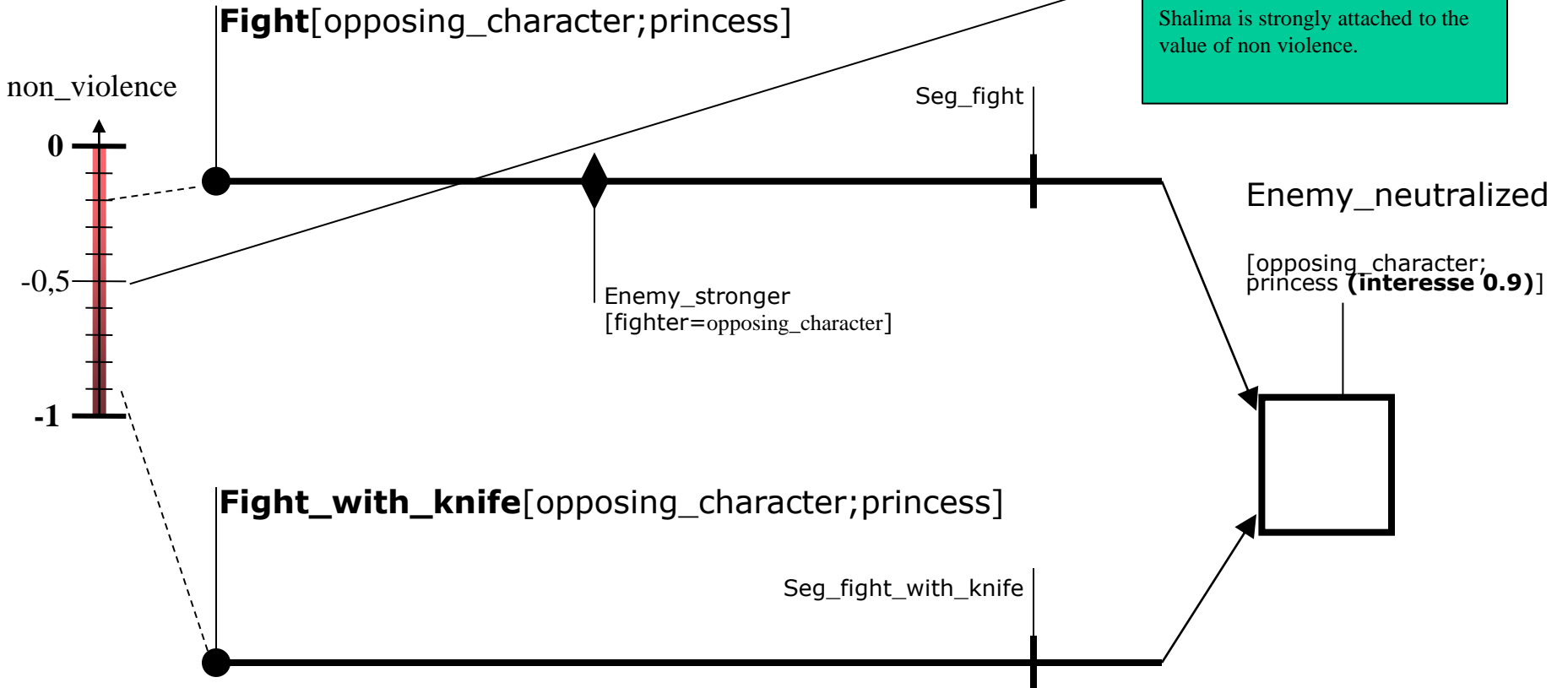
Part 5 – c : Dialogs – make them express meaning

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] »

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

Shalima is strongly attached to the value of non violence.



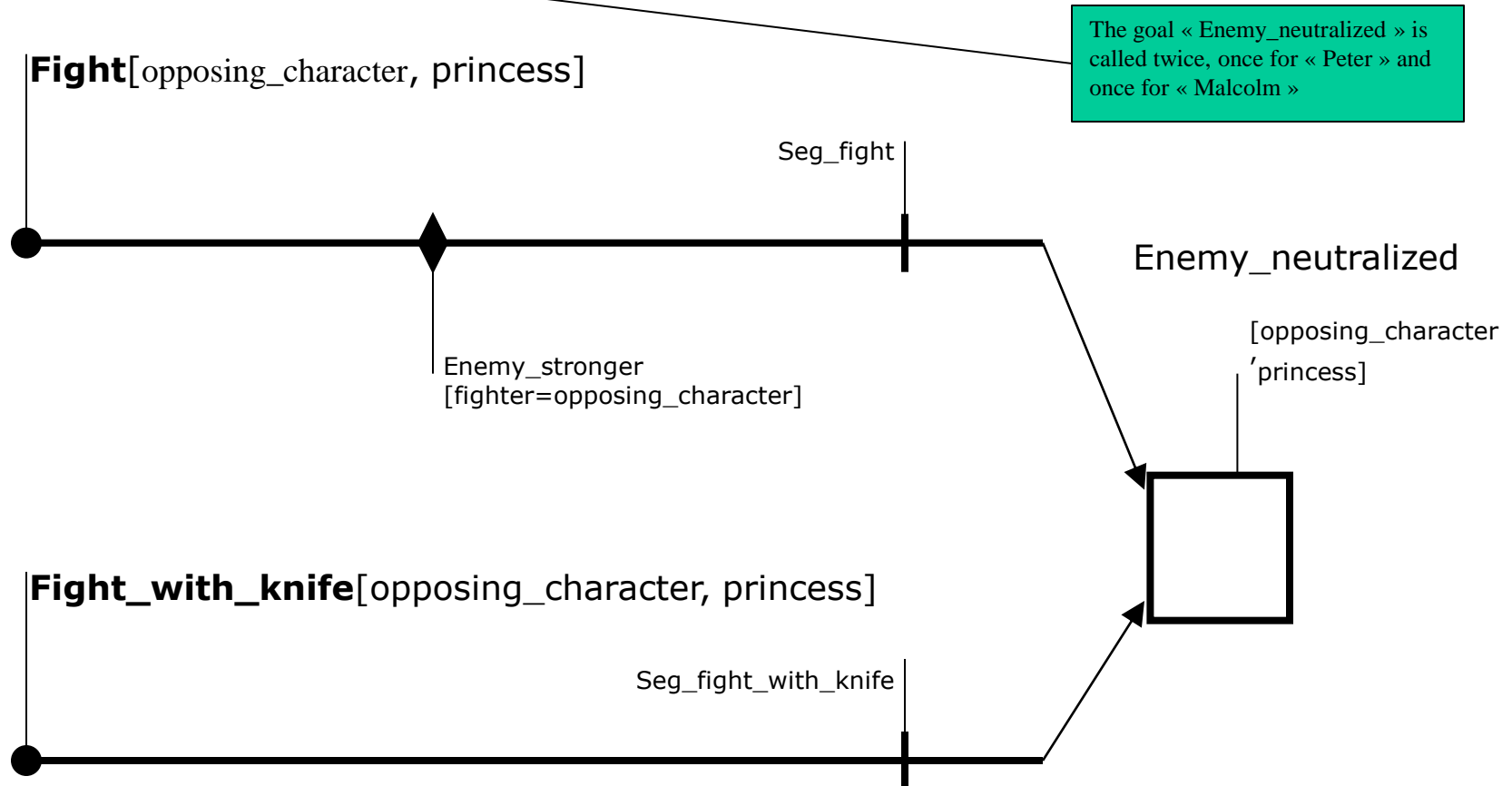
Part 6: Fight with almost everybody

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] »



Part 7: Personalize characters

Attributes

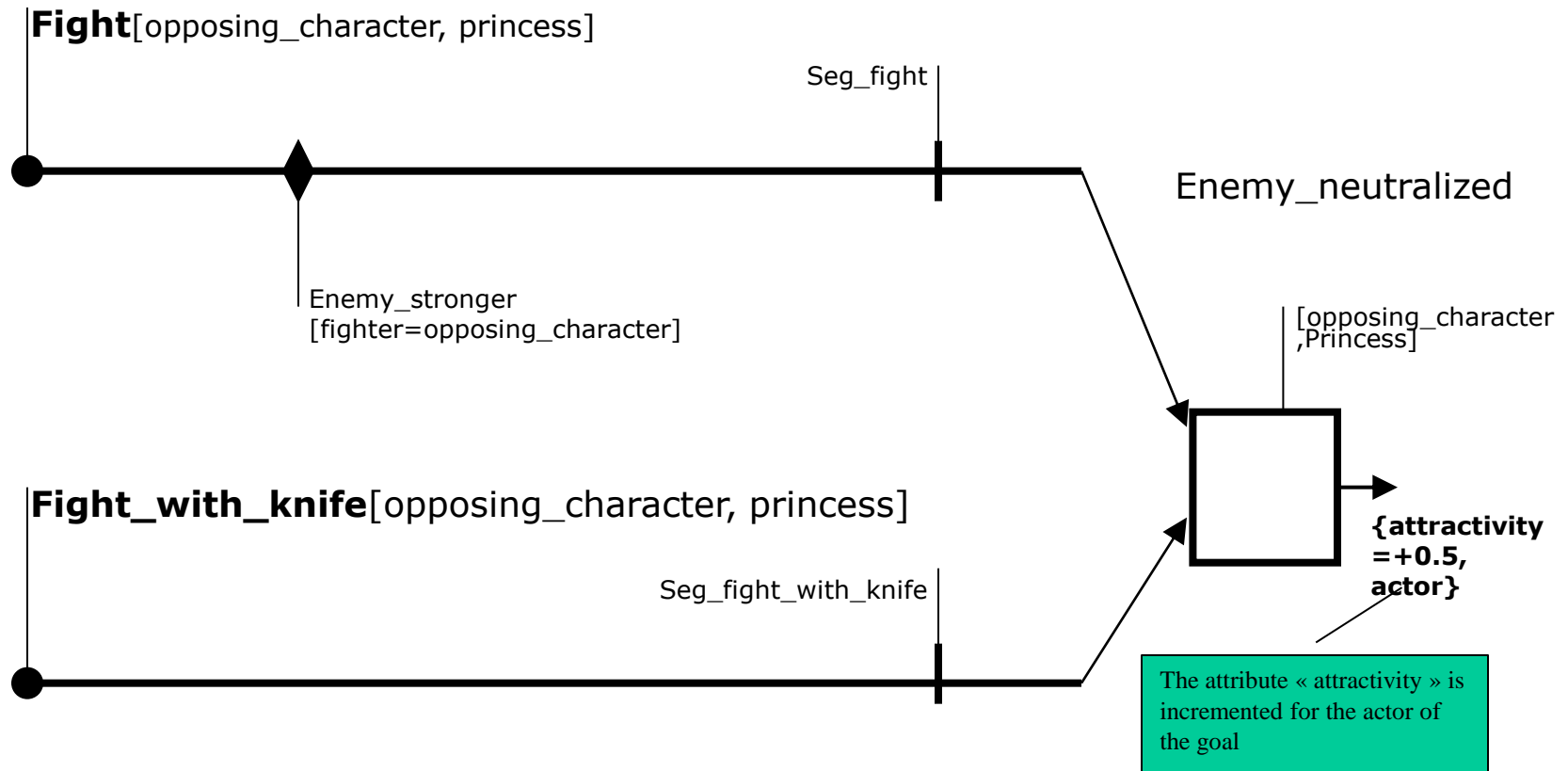
-Characters: Jack (protagonist, attractivity=0), Peter, Malcolm, Shalima

-Attribute: attractivity

-Location: castle of Fortune

-Initial conditions: Jack wishes « Enemy_neutralized[opposing_character=Peter, princess=Shalima] », Jack wishes « Enemy_neutralized[opposing_character=Malcolm, princess=Shalima] »

Attribute « attractivity »
attributed to Jack for increasing his
attractivity after fighting against
enemies



Part 8: Enrich the scenario

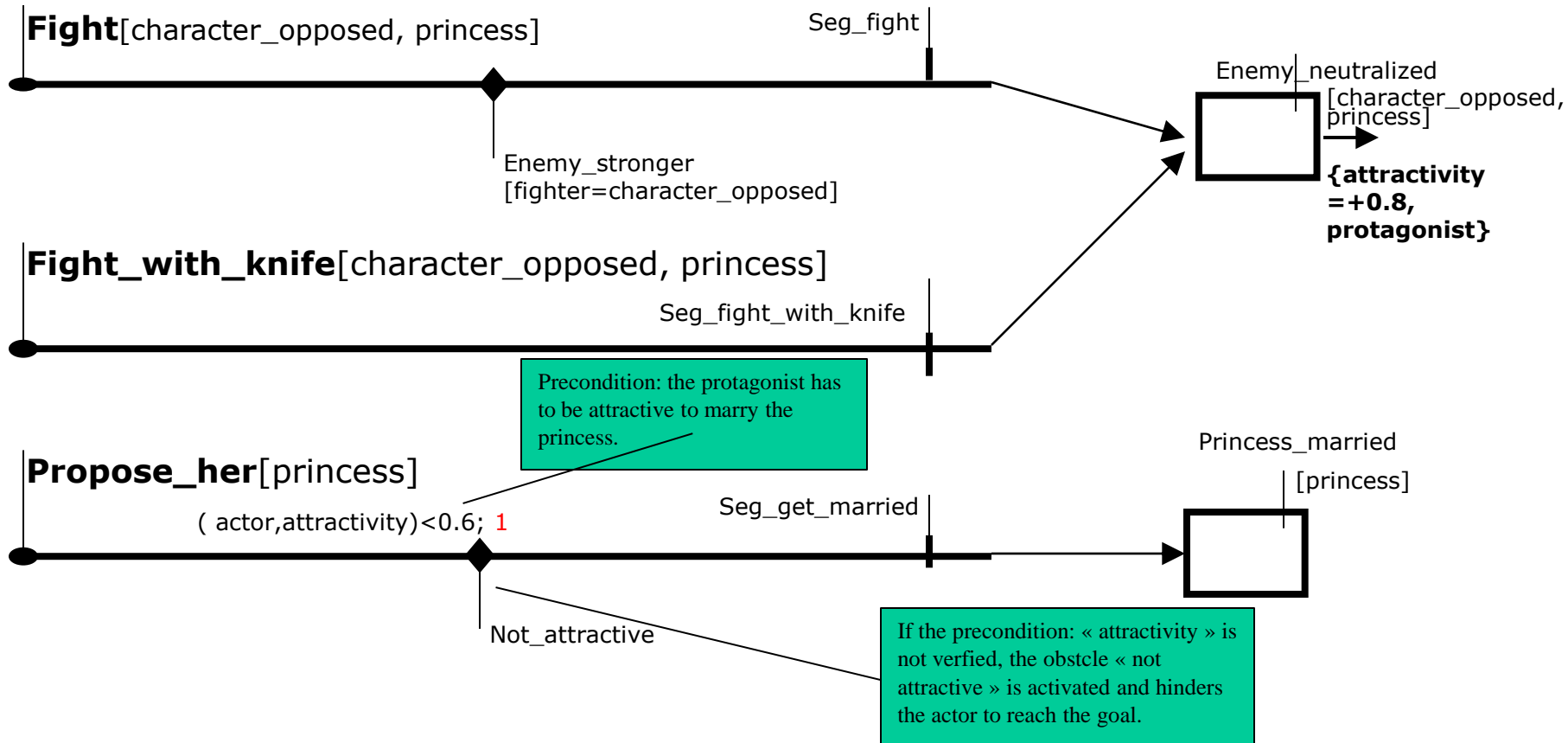
Second goal

-Characters: Jack (protagonist), Peter, Malcolm, Shalima

-Attribute: attractivity

-Location: castle of Fortune

-Initial conditions: Jack wishes « Enemy_neutralized[Malcolm, Shalima] », Jack wishes « Enemy_neutralized[Peter, Shalima] », **Jack wishes « princess_married [Shalima] »**



Part 9 : Connect goals

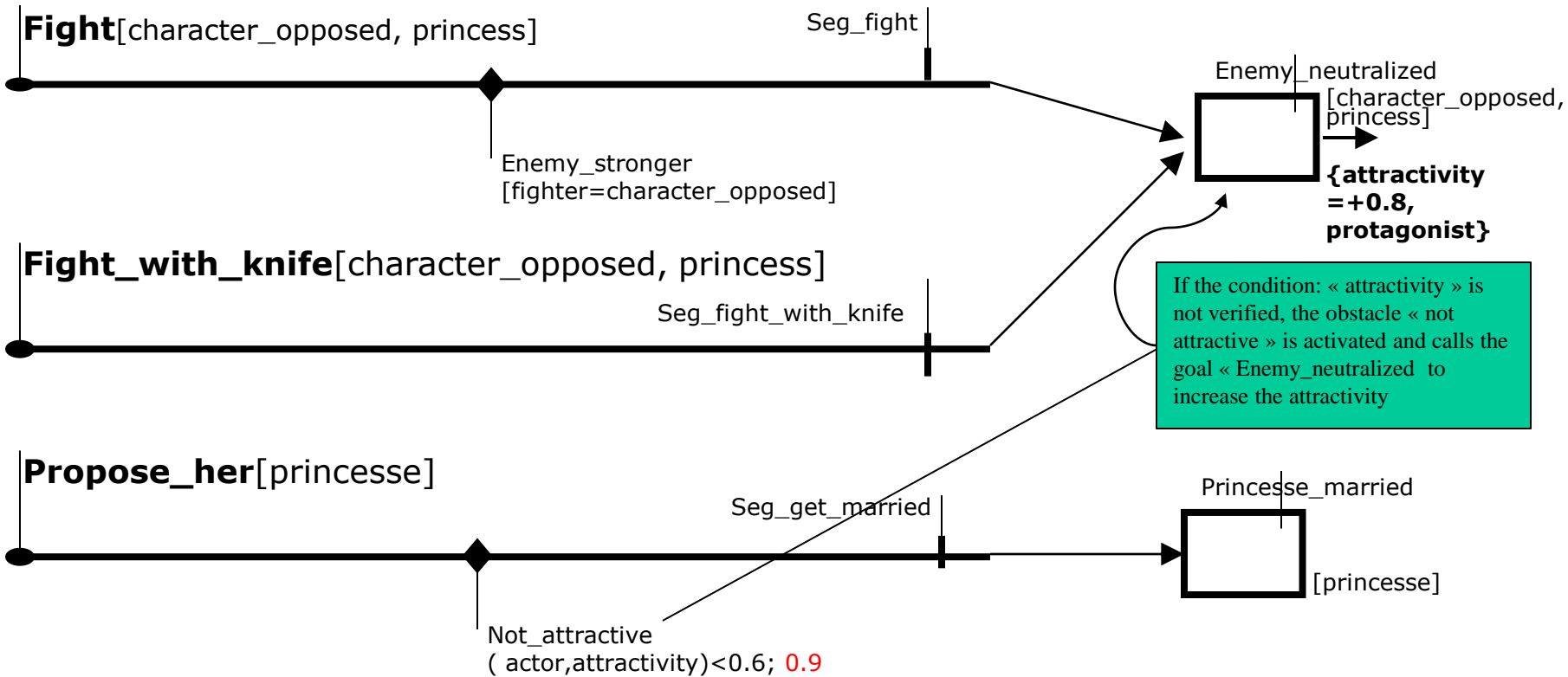
Cause

-Characters: Jack (protagonist), Peter, Malcolm, Shalima

-Attribute: attractivity

-Location: castle of Fortune

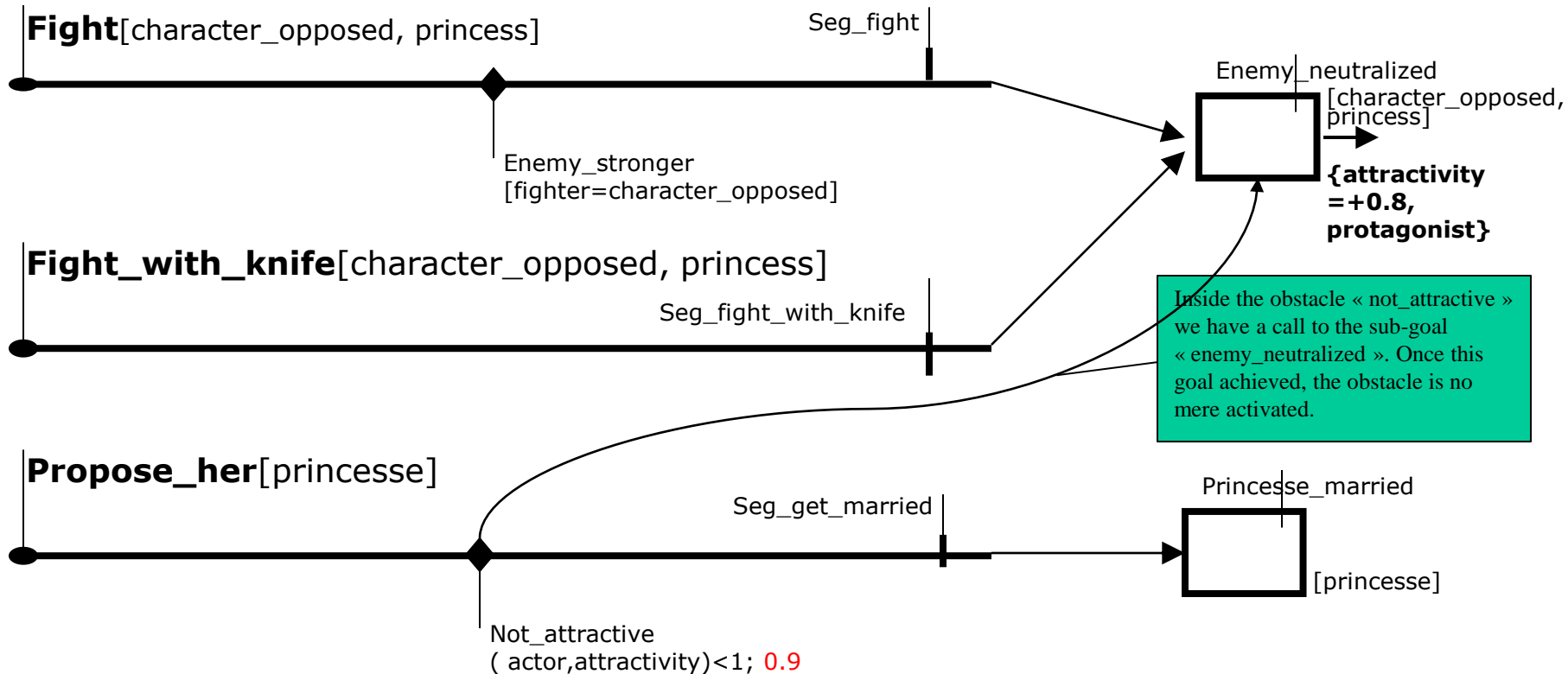
-Initial conditions: Jack wishes « Enemy_neutralized[Malcolm, Shalima] », Jack wishes « Enemy_neutralized[Peter, Shalima] », Jack wishes « princess_married [Shalima] »



Part 10 : connect goals

Sub-goal

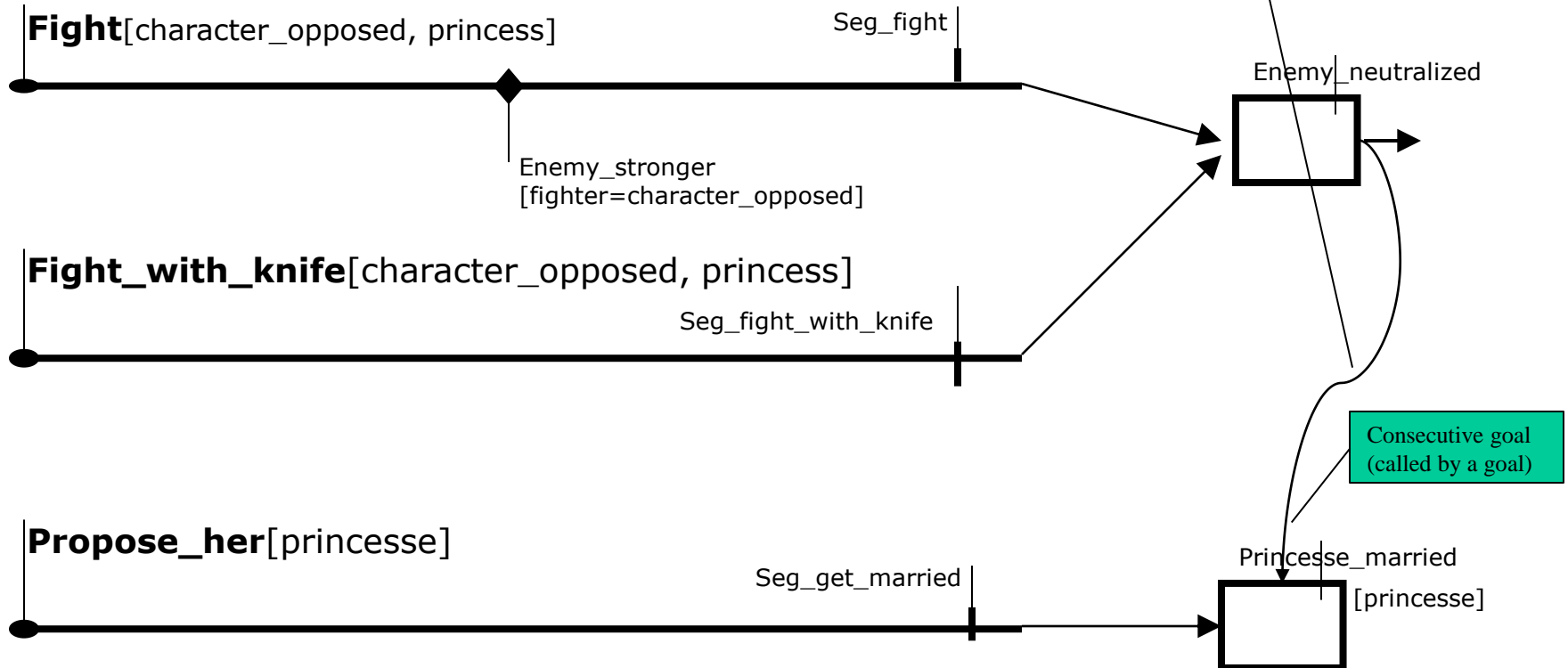
- Characters: Jack (protagonist), Peter, Malcolm, Shalima
- Attribute: attractivity
- Location: castle of Fortune
- Initial conditions: Jack wishes « princess_married [Shalima] »



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] »



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] »

