

ELEVATOR PITCH

- Re-playable
- Drama



INTERACTIVE STORY GENERATION

- What is it?
- Why do it?
- What else is out there?

SETTING

- Wind's End Bastion
- Factions
- Player's character
- Decisions

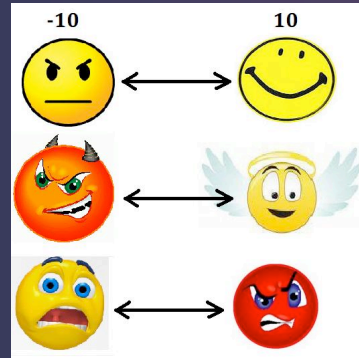


TABLE OF CONTENTS

- Elevator Pitch
- Interactive Story Generation
- Setting
- **Under the Hood**
 - NPC Stats
 - NPC Goals
 - Drama Manager
- Tools of the Trade

NPC STATS

- Rated -10 to 10
- Traits
- Moods
- Relations



NPC GOALS

- Super Goals
- Regular Goals
- Sub Goals
- Goal drama levels



DRAMA MANAGER

- World Drama Level
- Time Passage Effects



TABLE OF CONTENTS

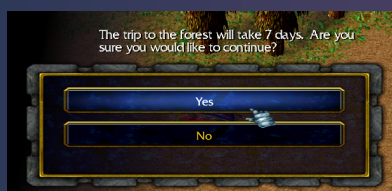
- Elevator Pitch
- Interactive Story Generation
- Setting
- Under the Hood
- **Tools of the Trade**
 - Conversation
 - Time
 - WarCraft 3

CONVERSATION



- Initialization
- Objectives
- Stances
- The Interface

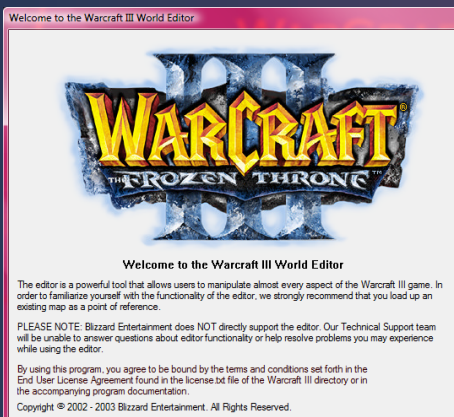
TIME



- Real
- Conversation
- Travel

WARCRAFT III

- Why a Mod?
- Why WarCraft III?



QUESTIONS?

SOURCES

- <http://www.snugd.com/wp-content/uploads/2008/09/angrismiliypinbadge.thumbnail.jpg>
- <http://www.buzzle.com/images/smiley-faces/angel-smiley-face.jpg>
- <http://1389blog.com/pix/SmileyAngryDevil.png>
- http://www.washingtonwatch.com/blog/wp-content/uploads/2009/02/happy_face.jpg
- http://theguiridispatches.files.wordpress.com/2009/02/ranty_face.jpg