Chapter 6: Conclusion

The PHISH-Nets[1] architecture is an action selection architecture designed to create virtual characters for interactive story systems. These characters can hold multiple, possibly conflicting goals, and secondary goals can affect the ways in which primary goals are accomplished. Using secondary goals and appropriate setting of architecture parameters, an author can give a character unique personality traits. Characters can operate in a continuous, dynamic and unpredictable world, can perform complex sequences of actions to achieve their goals, and are easy to create and extend.

The issues involved in creating characters for interactive story systems have been discussed, and comparisons have been made between this architecture and other agent architectures designed for interactive story systems. The PHISH-Nets architecture has been described and several examples of its operation have been given. An interactive story system has been created to test and showcase the architecture. Experiments have been performed to demonstrate how different design goals of the architecture have been satisfied, and to show remaining limitations of the algorithm. Specific aspects of the architecture have been discussed, including the creation of personalities, the extensibility and modifiability of character specifications, the speed of the algorithm, and finally limitations of the algorithm and future directions for this research.

1. Planning Heuristically In Situated Hybrid Networks