

Report from the 3rd team project meeting

Team number 20 - Patronus

Meeting number: 3	Attendees: Bc. Daniela Hajdu Bc. Lukáš Marták Bc. Aleš Mäsiar Bc. Lukáš Miškovský Bc. Zora Moravčíková Bc. Filip Šandor
Team leader: Ing. Eduard Kuric	
Date: October 08, 2015	
Time: 9:00	
Room: STU FIIT 3.28	
Agenda: Discuss tasks from previous meeting Agreed collaboration with SAS (Slovak academy of sciences) Concept of game	
Report written by: Bc. Zora Moravčíková	Guests: doc. Mgr. Štefan Beňuš, PhD. Ing. Marián Trnka

Evaluation of assigned tasks

- Finishing of website:
 - o Look is prepared
 - o Gallery and documents aren't ready
 - o Check for CSS styles
- TFS
 - o It's done
 - o Make tasks
 - o Tasks assign to iterations
- Make names for tasks
 - o Incantation
 - o Make list of ten
- Prepare templates for documents and reports
 - o Done
- Slack
 - o Done

Items discussed

Voice module SAS

Modules are prepared

Communications has to be agreed

Recognizer needs a limited domain as much as possible, mini dialogues, but we don't have to be limited by vocabulary, it may contain thousands of words

Recognizer will run on SAS server

If the recognizer will be on SAS server, it is possible to serve five games at once? – We have to think about that, but it doesn't affect the development of game

The player speaks and SAS is monitoring parameters of speech, and that will come back to the game and we will log them

SAS's recognizer distinguishes the sound, bears the parameters and sends it back to game to save it

- We save the output of game, parameters of speech and reactions to responses

Start of listening: button – 'Now I want to speak', and sound starts recording

2 ways for customization of speech:

Change by change adaptation – we add the data of speech to request and set the parameter if we want or don't want the sound to be adapted to player

At the beginning of the game – there will be some questions at the beginning of the game, words will be similar to that at the game, it can be some text and player needs to read that

Slovak dialogs

Possibility to change the language

Communicating with the voice module

For our web game will be good to use a REST service

SAS has to provide at least 2 REST services

1. We send the sound
 - a. We get the answer with the text and the parameters of speech (intonation – the basic tone, speed of speech – number of syllables per second, the volume)
2. We send a text
 - a. We send a text with parameters of speech

We will send redundant data, but SAS doesn't need to solve any sessions

The only problem is that, if recognizer works during a dialog it's OK, but if it goes step by step a response will be slower (uncompressed data : 10 s = 300kB)

Pause detection: crop, send and the player still talks

Server with recognizer has to be ready when we start play, initialization of modules takes some time

The initial phase of recognizer takes a long time, the processing itself can take about 2s – we need to keep the player busy for this time, use thinking phrase (hesitation), research says when the robot did ‘hmm’ results were better.

We should think about configuration of communication during the game, like port and IP

Developing a simple game

Game where the player asks for card (Communication with avatar: “What should I do?”)

There is not such good voice module in Argentine like we have on SAS

Avatars: Two of them, just similar and the player asks, which one wants to hear

We can build a communication based on this principle

Game and advising:

There will be only one avatar advising, and the player could or couldn’t listen it.

- We would need a lot of people for testing

The player shouldn’t know if he won or not on the advice of the avatar.

Levels will be different only in the interface, but the logic will be the same

We can use two avatars – wins, similar voice but different at once?

Stefan inclines to only one avatar, but we need a lot of people with many data with initial questionnaire.

There can be two avatars, which would still say their advice and switching the order

In principle there can be only one avatar and both options should be evident and avatars advises just single option

The scenario should be built that both of options are clear

Mini games are required

We need a lot of data, but not so many, to avoid mistakes. Mini dialogs, avatar can initialize it, it can ask and not give the player a complete freedom. Maybe description of the room, we expect some words and make him say that. Some sings, text, pictograms and based on what player noticed our avatar generate an answer. Each person can see something different.

Language will be Slovak but easily translatable into English.

Dialog manager will conduct interviews, it will know where the player is located and will have some base of knowledge and can be limited. Specific knowledge to concrete action.

The player can be asked to determine which avatar is better – the player will focus on these voices

Time limits

After the first semester – late January, there would be a prototype with testing communication

Till October 15. – Communication, Rest services – until 2 weeks

We could invent one room till then.

SAS needs at least one month for processing of texts and adaptation

We should have one room and prepared text of dialogs, so we could test communication.

Till two week we should have a decent reflection of the story, one room, mini games

Necessary parameters for research

Number of decision from one person in one game:

- The order of 50 decision ('Go Fish' is played 3 times a row by 15 decisions)
- It's important that a set of questions and answers is the same? It should be good if the number will be the same, but questions and answers can be different.
- Prepare scale of answers. (The difference between deciding confidence and even with the weight), we will have 20 decisions, the 10 will be more serious, simple two-weight analysis
- Argentine person has an idea that at the end the player has to come up with decision whether or not to die and prefer, as a data point.
- Within the mini games would be a casino and player reach some score points, at the end he got the pennies where we determine the minimum and maximum reward in EUR
- Game should take some 30 – 45 minutes, with the questionnaire and all game time
- No transmits of the consequences between two levels

SUMMARY:

Build a game on the principle of two avatars, so that it can be used only with one

Stanley parable - <http://www.stanleyparable.com/>

When we create a dialogue model, it has to be provide to SAS as soon as possible, so they can prepare voice module with our word and 10000 most common Slovak words

Advance the story with the room

New tasks

- Filip
 - Analyze Stanley parable game
 - Analyze problem, why is it interesting
- Lukáš Ma.
 - Design main architecture of the client
 - Prepare UML models
 - Identify modules we can need – diagram of components
 - Dialog manager
 - Presentation layer separated from the logic
 - Separation through levels
 - No shared data between levels
 - Manager of logs
- Zora
 - Test unity web player
 - Established limits for web game
- Daniela
 - Create document with all options
 - Sum up all opportunities we haven't decided yet
- Lukáš Mi. a Aleš
 - Think intensively about inspiration for story of game
 - Reasons why people want to play our game
 - Think about different type of game
 - Builder game, jumping game, action games
 - Are they depended on player skills
- All of us
 - Make some simple room
 - Get to know with Unity 3D
 - Meeting on Tuesday earlier about 3pm

GRAFICS:

We need to unify our style through the game

Enable versioning of documents

Prepare sprint plan – two-weeks sprints

Data collection will be only during experiment on some external server