Episode IV: A New Hope

This is the parent page of what will eventually be a large hyper-document specifying in detail the operation of the fourth generation system for interactive storytelling. (The first system was the original Siboot game in 1986, the second was the Erasmatron in 1999, and the third was the Storytron system in 2010.)

The long term goal is to built a community capable of building an entire open source technology for interactive storytelling. I will write the source pages and place them on the new incarnation of the erasmatazz website (I'm having it converted to WordPress format); members of the community will post comments on the pages. I will revise the source material in response to comments. With the passage of time, this hyper-document will grow in detail. Eventually it will reach a point where it is detailed enough to permit code to be written. Thus, this hyper-document will be layered, with the highest level goals at the top, followed by strategies, implementation issues, and increasingly detailed specifications; at the bottom will be programming specifications.

This process will take a long time; I do not anticipate a working system for a number of years. I will not authorize development of code until we have fully specified exactly what it will do. Different components of the technology will proceed at different rates.

The six major components of the technology are as follows:

1. Universal Personality Model
2. Facial Display System
3. Storytelling Engine
4. Language of Interaction
5. Encounter System
6. Development Environment

There will also be branches concerned with general organizational and housekeeping issues (e.g., preferred programming language, division of

responsibilities, Crawford's cognitive deficiencies, etc), storytelling theory, interfacing of the six components, and wild and crazy ideas.

The discussion area will not be a traditional forum; I shall require that comments provide substantial criticisms of the source pages, criticisms that can be used to improve those pages. Access to this section of www.erasmatazz.com will be by invitation only.

The entire process will take years. I cannot start until the website is converted to WordPress format in a few weeks. I have begun working on the hyper-document, but I expect that it will be very large and will take at least a year to work out. The community will grow slowly, and people will gravitate towards the particular technology (of six) that most interests them. Eventually we'll have one group for each of those technologies. I hope that at least one group will be able to start coding before 2021.