

6

Referências Bibliográficas

APPERLEY, T. Genre and game studies: Toward a critical approach to video game genres. **Simulation & Gaming**, ISAGA, v. 37, n. 1, p. 6, 2006.

ARISTÓTELES. **Arte Poética**. Tradução: Pietro Nasseti. São Paulo: Martin Claret, 2004.

AYLETT, R. Narrative In Virtual Environments: Towards Emergent Narrative. **Working notes of the Narrative Intelligence Symposium**, 1999.

BAL, M. **Narratology**. Toronto, Canada: University of Toronto Press, 1997.

BARROS, L.; MUSSE, S. Planning algorithms for interactive storytelling. **ACM Computers in Entertainment**, ACM, New York, NY, USA, v. 5, n. 1, 2007. ISSN 1544-3574.

BATES, J.; LOYALL, A.; REILLY, W. **Integrating Reactivity, Goals, and Emotion in a Broad Agent**. Pittsburgh, PA, 1992.

BRANDÃO, L. et al. Narrativas Intergeracionais. **Psicologia: Reflexão e Crítica**, SciELO Brasil, v. 19, p. 98–105, 2006.

BRUNER, J. Life as Narrative. **Social Research: An International Quarterly of Social Sciences**, Social Research, v. 71, n. 3, p. 691–710, 2004.

BRUNER, J.; COSTA, S. **Atos de significação**. Original publicado em 1990. [S.l.]: Artes Médicas, 1997.

BYLANDER, T. The computational complexity of propositional strips planning. **Artificial Intelligence**, v. 69, n. 1-2, p. 165–204, 1994.

CAMPBELL, J. **The hero with a thousand faces**. Princeton, NJ, USA: Princeton University Press, 1968.

CAVAZZA, M.; CHARLES, F.; MEAD, S. Character-Based Interactive Storytelling. **Intelligent Systems, IEEE**, v. 17, n. 4, p. 17–24, 2002.

CHATMAN, S. **Story and Discourse: Narrative Structure in Fiction and Film**. Cornell, NY, USA: Cornell University Press, 1978.

CIARLINI, A. et al. A Logic-Based Tool for Interactive Generation and Dramatization of Stories. **ACM SIGCHI International Conference on Advances in Computer Entertainment Technology-ACE**, 2005.

CRAWFORD, C. **Chris Crawford on Interactive Storytelling**. New York, NY, USA: New Riders Games, 2005.

DEHN, N. Story generation after TALE-SPIN. **Proceedings of the 7th International Joint Conference on Artificial Intelligence**, p. 16–18, 1981.

EGRI, L. **The Art of Dramatic Writing: Its Basis in the Creative Interpretation of Human Motives**. New York, NY, USA: Simon and Schuster, 1960.

EROL, K.; HENDLER, J.; NAU, D. HTN planning: Complexity and expressivity. **Proceedings of the Twelfth National Conference on Artificial Intelligence**, AAAI Press/MIT Press, Seattle, Washington, USA, p. 1123–1128, 1994.

EROL, K.; HENDLER, J.; NAU, D. **Semantics for hierarchical task-network planning**. College Park, MD, USA, 1994.

ESTLIN, T. et al. Learning and Planning for Mars Rover Science. **IJCAI 2003 workshop notes on Issues in Designing Physical Agents for Dynamic Real-Time Environments: World modeling, planning, learning, and communicating**, 2003.

FIELD, S. **Screenplay: The Foundations of Screenwriting**. New York, NY, USA: Dell, 1982.

FIKES, R.; NILSSON, N. STRIPS: A New Approach to the Application of Theorem Proving to Problem Solving. **Artificial Intelligence**, v. 2, n. 3/4, p. 189–208, 1971.

FURTADO, A. O herói guerreiro. In: **Heróis do Ocidente e do Oriente**. Rio de Janeiro: Nova Era, 2006.

GIRARDELLO, G. Voz, presença e imaginação: a narração de histórias e as crianças pequenas. **Programa de Pós-Graduação em Educação da Universidade Federal de Santa Catarina.**, v. 15, n. 04, p. 2004, 2004.

GLASSNER, A. **Interactive Storytelling: Techniques for 21st Century Fiction**. Natick, MA, USA: AK Peters, Ltd., 2004.

HENDLER, J.; TATE, A.; DRUMMOND, M. AI Planning: Systems and Techniques. **AI Mag.**, American Association for Artificial Intelligence, Menlo Park, CA, USA, v. 11, n. 2, p. 61–77, 1990. ISSN 0738-4602.

HOWARD, D.; MABLEY, E. **The Tools of Screenwriting: A Writer's Guide to the Craft and Elements of a Screenplay**. New York: St. Martin's Griffin, 1995.

JONES, N. **Computability and Complexity: From a Programming Perspective**. Cambridge, MA, USA: MIT Press, 1997.

KARLSSON, B. et al. Improving the Scene: Extending LOGTELL to Support a Plan-recognition / Plan-generation Paradigm. **V Brazilian Symposium on Computer Games and Digital Entertainment**, 2006.

LANDA, J. The Structure of the Fabula, II: Boris Tomashevski, "Thematics"; Mieke Bal, Narratology. In: **Narrative Theory**. [s.n.], 1990. cap. 2. Disponível em: <http://www.unizar.es/departamentos/filologia_inglesa/garciala/publicaciones-/narrativetheory/2.Fabula.Tomashevsky.htm>. Acesso em: 01 out 2007.

LEBOWITZ, M. Creating Characters in a Story-telling Universe. **Poetics(Amsterdam)**, North Holland, v. 13, n. 3, p. 171–194, 1984.

LEBOWITZ, M. Story-telling as planning and learning. **Poetics**, v. 14, n. 6, 1985.

LIU, H.; SINGH, P. MAKEBELIEVE: Using commonsense knowledge to generate stories. **Proceedings of the Eighteenth National Conference on Artificial Intelligence and Fourteenth Conference on Innovative Applications of Artificial Intelligence**, p. 957–958, 2002.

LUCAS, G. **Star Wars Trilogy**. Estados Unidos: 20th Century Fox, 1977–1983.

MATEAS, M.; SENGERS, P. Narrative Intelligence. **AAAI Fall Symposium in Narrative Intelligence**, AAAI Press, 1999.

MATEAS, M.; STERN, A. Façade: An Experiment in Building a Fully-Realized Interactive Drama. **Game Developers Conference**, p. 4–8, 2003.

MCKEE, R. **Story: substance, structure, style, and the principles of screenwriting**. New York, NY, USA: HarperCollins, 1997.

MEEHAN, J. TALE-SPIN, an interactive program that writes stories. **Proceedings of the Fifth International Joint Conference on Artificial Intelligence**, p. 91–98, 1977.

MEEHAN, J. TALE-SPIN. In: SCHANK, R.; RIESBECK, C. (Ed.). **Inside Computer Understanding: Five Programs Plus Miniatures**. Hillsdale, NJ, USA: Lawrence Erlbaum Associates, 1981. cap. 9, p. 197–226.

MINSKY, M. Commonsense-based interfaces. **Communications of the ACM**, ACM Press, New York, NY, USA, v. 43, n. 8, p. 66–73, 2000.

MINSKY, M. Common sense. In: **The Emotion Machine: Commonsense Thinking, Artificial Intelligence, and the Future of the Human Mind**. New York, NY, USA: Simon and Schuster, 2006.

MUELLER, E. Story understanding through multi-representation model construction. **Proceedings of the HLT-NAACL 2003 workshop on Text meaning**, Association for Computational Linguistics Morristown, NJ, USA, v. 9, p. 46–53, 2003.

MURRAY, J. **Hamlet no holodeck o futuro da narrativa no ciberespaço**. Tradução: Daher, E.K. e Cuzziol, M.F. São Paulo, SP, Brasil: UNESP, 2003.

NAU, D. Current trends in automated planning. **AI Magazine**, 2007.

NAU, D. et al. SHOP2: An HTN planning system. **Journal of Artificial Intelligence Research**, v. 20, n. 4, p. 379–404, 2003.

POLTI, G. **Thirty-Six Dramatic Situations**. Whitefish, MT, USA: Kessinger Publishing, 1945.

POZZER, C. **Um Sistema para Geração, Interação e Visualização 3D de Histórias para TV Interativa**. Tese (Doutorado) — Departamento de Informática, PUC-Rio, 2005.

PROPP, V. **Morphology of the folktale**. Austin, TX, USA: University of Texas Press Austin, 1973.

RAGLAN, F. **The Hero: A Study in Tradition, Myth and Drama**. Mineola, NY, USA: Dover Publications, 2003.

REITER, E.; DALE, R. Building applied natural language generation systems. **Natural Language Engineering**, Cambridge University Press, v. 3, n. 01, p. 57–87, 1997.

RIEDL, M. **Narrative Planning: Balancing Plot and Character**. Tese (Doutorado) — North Carolina State University, 2004.

RIEDL, M.; YOUNG, R. Character-focused narrative generation for execution in virtual worlds. **Proceedings of the 2003 International Conference on Intelligent User Interfaces**, 2003.

ROBERTS, D.; ISBELL, C. Desiderata for managers of interactive experiences: A survey of recent advances in drama management. **Proceedings of the First Workshop on Agent-Based Systems for Human Learning and Entertainment (ABSHLE 07)**, 2007.

SCHANK, R.; ABELSON, R. Scripts, plans and knowledge. **Proceedings of the Fourth International Joint Conference on Artificial Intelligence**, p. 151–157, 1975.

SEARLE, J. et al. Minds, brains, and programs. **Behavioral and Brain Sciences**, v. 3, n. 3, p. 417–457, 1980.

SHKLOVSKY, V. The Novel as Parody: Sterne's Tristram Shandy. In: **Theory of Prose**. Normal, IL, USA: Dalkey Archive Press, 1991. p. 147–170.

TOMASHEVSKI, B. Thematics. In: **Russian Formalist Criticism: Four Essays**. Lincoln, NE, USA: University Nebraska Press, 1965. p. 61–95.

TURNER, S. **MINSTREL: a computer model of creativity and storytelling**. Tese (Doutorado) — Computer Science Department, University of California, 1992.

VOGLER, C. **The writer's journey: mythic structure for writers**. Studio City, CA, USA: Michael Wiese Productions, 1998.

WACHOWSKI, L.; WACHOWSKI, A. **The Matrix**. Australia: Warner Bros, 1999–2003.

YOUNG, M. Notes on the use of plan structures in the creation of interactive plot. **AAAI Fall Symposium in Narrative Intelligence**, 1999.

YOUNG, R. An Overview of the Mimesis Architecture: Integrating Intelligent Narrative Control into an Existing Gaming Environment. **The Working Notes of the AAAI Spring Symposium on Artificial Intelligence and Interactive Entertainment**, 2001.

A

Descrição da Conjugação dos Verbos

```

<?xml version="1.0"?>

<conjugation>
  <language name="pt-br">
    <verb name="be" infinitive="ser" gerund="sendo" pastparticiple="sido">
      <tense name="present" mood="indicative">
        <conjugation person="1" number="singular" value="sou"/>
        <conjugation person="2" number="singular" value="Ã@s"/>
        <conjugation person="3" number="singular" value="Ã@"/>
        <conjugation person="1" number="plural" value="somos"/>
        <conjugation person="2" number="plural" value="sois"/>
        <conjugation person="3" number="plural" value="sÃ£o"/>
      </tense>
      <tense name="past" mood="indicative">
        <conjugation person="1" number="singular" value="fui"/>
        <conjugation person="2" number="singular" value="foste"/>
        <conjugation person="3" number="singular" value="foi"/>
        <conjugation person="1" number="plural" value="fomos"/>
        <conjugation person="2" number="plural" value="fostes"/>
        <conjugation person="3" number="plural" value="foram"/>
      </tense>
    </verb>
    <verb name="go" infinitive="ir" gerund="indo" pastparticiple="ido">
      <tense name="present" mood="indicative">
        <conjugation person="1" number="singular" value="vou"/>
        <conjugation person="2" number="singular" value="vais"/>
        <conjugation person="3" number="singular" value="vai"/>
        <conjugation person="1" number="plural" value="vamos"/>
        <conjugation person="2" number="plural" value="ides"/>
        <conjugation person="3" number="plural" value="vÃ£o"/>
      </tense>
      <tense name="past" mood="indicative">
        <conjugation person="1" number="singular" value="fui"/>
        <conjugation person="2" number="singular" value="foste"/>
        <conjugation person="3" number="singular" value="foi"/>
        <conjugation person="1" number="plural" value="fomos"/>
        <conjugation person="2" number="plural" value="fostes"/>
        <conjugation person="3" number="plural" value="foram"/>
      </tense>
    </verb>
  </language>
</conjugation>

```

```

<verb name="force" infinitive="forçar" gerund="forçando" pastparticiple="forçado">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="forço"/>
    <conjugation person="2" number="singular" value="forças"/>
    <conjugation person="3" number="singular" value="força"/>
    <conjugation person="1" number="plural" value="forçamos"/>
    <conjugation person="2" number="plural" value="forçais"/>
    <conjugation person="3" number="plural" value="forçam"/>
  </tense>
  <tense name="past" mood="indicative">
    <conjugation person="1" number="singular" value="forcei"/>
    <conjugation person="2" number="singular" value="forceste"/>
    <conjugation person="3" number="singular" value="forceu"/>
    <conjugation person="1" number="plural" value="forçamos"/>
    <conjugation person="2" number="plural" value="forçastes"/>
    <conjugation person="3" number="plural" value="forçaram"/>
  </tense>
</verb>
<verb name="kidnap" infinitive="sequestrar" gerund="sequestrando" pastparticiple="sequestrado">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="sequestro"/>
    <conjugation person="2" number="singular" value="sequestras"/>
    <conjugation person="3" number="singular" value="sequestra"/>
    <conjugation person="1" number="plural" value="sequestramos"/>
    <conjugation person="2" number="plural" value="sequestrais"/>
    <conjugation person="3" number="plural" value="sequestram"/>
  </tense>
  <tense name="past" mood="indicative">
    <conjugation person="1" number="singular" value="sequestrei"/>
    <conjugation person="2" number="singular" value="sequestraste"/>
    <conjugation person="3" number="singular" value="sequestrou"/>
    <conjugation person="1" number="plural" value="sequestramos"/>
    <conjugation person="2" number="plural" value="sequestrastes"/>
    <conjugation person="3" number="plural" value="sequestraram"/>
  </tense>
</verb>
<verb name="kill" infinitive="matar" gerund="matando" pastparticiple="morto">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="mato"/>
    <conjugation person="2" number="singular" value="matas"/>
    <conjugation person="3" number="singular" value="mata"/>
    <conjugation person="1" number="plural" value="matamos"/>
    <conjugation person="2" number="plural" value="matais"/>
    <conjugation person="3" number="plural" value="matam"/>
  </tense>
  <tense name="past" mood="indicative">
    <conjugation person="1" number="singular" value="matei"/>
    <conjugation person="2" number="singular" value="mataste"/>
    <conjugation person="3" number="singular" value="matou"/>
    <conjugation person="1" number="plural" value="matamos"/>
    <conjugation person="2" number="plural" value="matastes"/>
    <conjugation person="3" number="plural" value="mataram"/>
  </tense>
</verb>
<verb name="incarcerate" infinitive="prender" gerund="prendendo" pastparticiple="prendido">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="prendo"/>
    <conjugation person="2" number="singular" value="prendes"/>
    <conjugation person="3" number="singular" value="prende"/>
    <conjugation person="1" number="plural" value="prendemos"/>

```

```

    <conjugation person="2" number="plural" value="prendeis"/>
    <conjugation person="3" number="plural" value="prendem"/>
  </tense>
  <tense name="past" mood="indicative">
    <conjugation person="1" number="singular" value="prendi"/>
    <conjugation person="2" number="singular" value="prendeste"/>
    <conjugation person="3" number="singular" value="prendeui"/>
    <conjugation person="1" number="plural" value="prendemos"/>
    <conjugation person="2" number="plural" value="prendestes"/>
    <conjugation person="3" number="plural" value="prenderam"/>
  </tense>
</verb>
<verb name="live" infinitive="viver" gerund="vivendo" pastparticiple="vivido">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="vivo"/>
    <conjugation person="2" number="singular" value="vives"/>
    <conjugation person="3" number="singular" value="vive"/>
    <conjugation person="1" number="plural" value="vivemos"/>
    <conjugation person="2" number="plural" value="viveis"/>
    <conjugation person="3" number="plural" value="vivem"/>
  </tense>
  <tense name="past" mood="indicative">
    <conjugation person="1" number="singular" value="vivi"/>
    <conjugation person="2" number="singular" value="viveste"/>
    <conjugation person="3" number="singular" value="viveu"/>
    <conjugation person="1" number="plural" value="vivemos"/>
    <conjugation person="2" number="plural" value="vivestes"/>
    <conjugation person="3" number="plural" value="viveram"/>
  </tense>
</verb>
<verb name="give" infinitive="dar" gerund="dando" pastparticiple="dado">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="dou"/>
    <conjugation person="2" number="singular" value="dÃ;s"/>
    <conjugation person="3" number="singular" value="dÃ;"/>
    <conjugation person="1" number="plural" value="damos"/>
    <conjugation person="2" number="plural" value="dais"/>
    <conjugation person="3" number="plural" value="dÃfo"/>
  </tense>
  <tense name="past" mood="indicative">
    <conjugation person="1" number="singular" value="dei"/>
    <conjugation person="2" number="singular" value="deste"/>
    <conjugation person="3" number="singular" value="deu"/>
    <conjugation person="1" number="plural" value="demos"/>
    <conjugation person="2" number="plural" value="destes"/>
    <conjugation person="3" number="plural" value="deram"/>
  </tense>
</verb>
<verb name="say" infinitive="dizer" gerund="dizendo" pastparticiple="dito">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="digo"/>
    <conjugation person="2" number="singular" value="dizes"/>
    <conjugation person="3" number="singular" value="diz"/>
    <conjugation person="1" number="plural" value="dizemos"/>
    <conjugation person="2" number="plural" value="dizeis"/>
    <conjugation person="3" number="plural" value="dizem"/>
  </tense>
  <tense name="past" mood="indicative">
    <conjugation person="1" number="singular" value="disse"/>
    <conjugation person="2" number="singular" value="disseste"/>

```

```

    <conjugation person="3" number="singular" value="disse"/>
    <conjugation person="1" number="plural" value="dissemos"/>
    <conjugation person="2" number="plural" value="dissestes"/>
    <conjugation person="3" number="plural" value="disseram"/>
  </tense>
</verb>
<verb name="encounter" infinitive="encontrar" gerund="encontrando" pastparticiple="encontrado">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="encontro"/>
    <conjugation person="2" number="singular" value="encontras"/>
    <conjugation person="3" number="singular" value="encontra"/>
    <conjugation person="1" number="plural" value="encontramos"/>
    <conjugation person="2" number="plural" value="encontrais"/>
    <conjugation person="3" number="plural" value="encontram"/>
  </tense>
  <tense name="past" mood="indicative">
    <conjugation person="1" number="singular" value="encontrei"/>
    <conjugation person="2" number="singular" value="encontraste"/>
    <conjugation person="3" number="singular" value="encontrou"/>
    <conjugation person="1" number="plural" value="encontramos"/>
    <conjugation person="2" number="plural" value="encontrastes"/>
    <conjugation person="3" number="plural" value="encontraram"/>
  </tense>
</verb>
<verb name="offer" infinitive="oferecer" gerund="oferecendo" pastparticiple="oferecido">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="ofereço"/>
    <conjugation person="2" number="singular" value="ofereces"/>
    <conjugation person="3" number="singular" value="oferece"/>
    <conjugation person="1" number="plural" value="oferecemos"/>
    <conjugation person="2" number="plural" value="ofereceis"/>
    <conjugation person="3" number="plural" value="oferecem"/>
  </tense>
  <tense name="past" mood="indicative">
    <conjugation person="1" number="singular" value="ofereci"/>
    <conjugation person="2" number="singular" value="ofereceste"/>
    <conjugation person="3" number="singular" value="ofereceu"/>
    <conjugation person="1" number="plural" value="oferecemos"/>
    <conjugation person="2" number="plural" value="oferecestes"/>
    <conjugation person="3" number="plural" value="ofereceram"/>
  </tense>
</verb>
<verb name="accept" infinitive="aceitar" gerund="aceitando" pastparticiple="aceitado">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="aceito"/>
    <conjugation person="2" number="singular" value="aceitas"/>
    <conjugation person="3" number="singular" value="aceita"/>
    <conjugation person="1" number="plural" value="aceitamos"/>
    <conjugation person="2" number="plural" value="aceitais"/>
    <conjugation person="3" number="plural" value="aceitam"/>
  </tense>
  <tense name="past" mood="indicative">
    <conjugation person="1" number="singular" value="aceitei"/>
    <conjugation person="2" number="singular" value="aceitaste"/>
    <conjugation person="3" number="singular" value="aceitou"/>
    <conjugation person="1" number="plural" value="aceitamos"/>
    <conjugation person="2" number="plural" value="aceitastes"/>
    <conjugation person="3" number="plural" value="aceitaram"/>
  </tense>
</verb>

```

```

<verb name="fight" infinitive="lutar" gerund="lutando" pastparticiple="lutado">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="luto"/>
    <conjugation person="2" number="singular" value="lutas"/>
    <conjugation person="3" number="singular" value="luta"/>
    <conjugation person="1" number="plural" value="lutamos"/>
    <conjugation person="2" number="plural" value="lutais"/>
    <conjugation person="3" number="plural" value="lutam"/>
  </tense>
  <tense name="past" mood="indicative">
    <conjugation person="1" number="singular" value="lutei"/>
    <conjugation person="2" number="singular" value="lutaste"/>
    <conjugation person="3" number="singular" value="lutou"/>
    <conjugation person="1" number="plural" value="lutamos"/>
    <conjugation person="2" number="plural" value="lutastes"/>
    <conjugation person="3" number="plural" value="lutaram"/>
  </tense>
</verb>
<verb name="defeat" infinitive="derrotar" gerund="aceitando" pastparticiple="aceitado">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="derroto"/>
    <conjugation person="2" number="singular" value="derrotas"/>
    <conjugation person="3" number="singular" value="derrota"/>
    <conjugation person="1" number="plural" value="derrotamos"/>
    <conjugation person="2" number="plural" value="derrotais"/>
    <conjugation person="3" number="plural" value="derrotam"/>
  </tense>
  <tense name="past" mood="indicative">
    <conjugation person="1" number="singular" value="aceitei"/>
    <conjugation person="2" number="singular" value="aceitaste"/>
    <conjugation person="3" number="singular" value="aceitou"/>
    <conjugation person="1" number="plural" value="aceitamos"/>
    <conjugation person="2" number="plural" value="aceitastes"/>
    <conjugation person="3" number="plural" value="aceitaram"/>
  </tense>
</verb>
<verb name="free" infinitive="libertar" gerund="libertando" pastparticiple="libertado">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="liberto"/>
    <conjugation person="2" number="singular" value="libertas"/>
    <conjugation person="3" number="singular" value="liberta"/>
    <conjugation person="1" number="plural" value="libertamos"/>
    <conjugation person="2" number="plural" value="libertais"/>
    <conjugation person="3" number="plural" value="libertam"/>
  </tense>
  <tense name="past" mood="indicative">
    <conjugation person="1" number="singular" value="libertei"/>
    <conjugation person="2" number="singular" value="libertaste"/>
    <conjugation person="3" number="singular" value="libertou"/>
    <conjugation person="1" number="plural" value="libertamos"/>
    <conjugation person="2" number="plural" value="libertastes"/>
    <conjugation person="3" number="plural" value="libertaram"/>
  </tense>
</verb>
<verb name="marry" infinitive="casar" gerund="casando" pastparticiple="casado">
  <tense name="present" mood="indicative">
    <conjugation person="1" number="singular" value="caso"/>
    <conjugation person="2" number="singular" value="casas"/>
    <conjugation person="3" number="singular" value="casa"/>
    <conjugation person="1" number="plural" value="casamos"/>

```

```

        <conjugation person="2" number="plural" value="casais"/>
        <conjugation person="3" number="plural" value="casam"/>
    </tense>
    <tense name="past" mood="indicative">
        <conjugation person="1" number="singular" value="casei"/>
        <conjugation person="2" number="singular" value="casaste"/>
        <conjugation person="3" number="singular" value="casou"/>
        <conjugation person="1" number="plural" value="casamos"/>
        <conjugation person="2" number="plural" value="casastes"/>
        <conjugation person="3" number="plural" value="casaram"/>
    </tense>
</verb>
</language>

<language name="en">
    <verb name="be" infinitive="be" gerund="being" pastparticiple="been">
        <tense name="present" mood="indicative">
            <conjugation person="1" number="singular" value="am"/>
            <conjugation person="2" number="singular" value="are"/>
            <conjugation person="3" number="singular" value="is"/>
            <conjugation person="1" number="plural" value="are"/>
            <conjugation person="2" number="plural" value="are"/>
            <conjugation person="3" number="plural" value="are"/>
        </tense>
        <tense name="past" mood="indicative">
            <conjugation person="1" number="singular" value="was"/>
            <conjugation person="2" number="singular" value="were"/>
            <conjugation person="3" number="singular" value="was"/>
            <conjugation person="1" number="plural" value="were"/>
            <conjugation person="2" number="plural" value="were"/>
            <conjugation person="3" number="plural" value="were"/>
        </tense>
    </verb>
</language>
</conjugation>

```

B

Descrição do Léxico

```
<?xml version="1.0"?>

<lexicon>

  <lexeme type="proper noun">
    <entry language="en" word="John" gender="male"/>
    <entry language="pt-br" word="João" gender="male"/>
  </lexeme>
  <lexeme type="proper noun">
    <entry language="en" word="Mary" gender="female"/>
    <entry language="pt-br" word="Maria" gender="female"/>
  </lexeme>
  <lexeme type="proper noun">
    <entry language="en" word="Peter" gender="male"/>
    <entry language="pt-br" word="Pedro" gender="male"/>
  </lexeme>
  <lexeme type="proper noun">
    <entry language="en" word="Anthony" gender="male"/>
    <entry language="pt-br" word="Antônio" gender="male"/>
  </lexeme>
  <lexeme type="proper noun">
    <entry language="en" word="Samuel" gender="male"/>
    <entry language="pt-br" word="Samuel" gender="male"/>
  </lexeme>

  <lexeme type="preposition">
    <entry language="en" word="to"/>
    <entry language="pt-br" word="para"/>
  </lexeme>
  <lexeme type="preposition">
    <entry language="en" word="in"/>
    <entry language="pt-br" word="dentro do" gender="male"/>
    <entry language="pt-br" word="dentro da" gender="female"/>
  </lexeme>
  <lexeme type="preposition">
    <entry language="en" word="at"/>
    <entry language="pt-br" word="em"/>
    <entry language="pt-br" word="no" gender="male"/>
    <entry language="pt-br" word="na" gender="female"/>
  </lexeme>
</lexicon>
```

```

<lexeme type="preposition">
  <entry language="en" word="from"/>
  <entry language="pt-br" word="do" gender="male"/>
  <entry language="pt-br" word="da" gender="female"/>
</lexeme>

<lexeme type="preposition">
  <entry language="en" word="with"/>
  <entry language="pt-br" word="com"/>
</lexeme>

<lexeme type="conjunction">
  <entry language="en" word="and"/>
  <entry language="pt-br" word="e"/>
</lexeme>

<lexeme type="verb">
  <entry language="en" word="go"/>
  <entry language="pt-br" word="ir"/>
</lexeme>

<lexeme type="expression">
  <entry language="en" word="good-luck"/>
  <entry language="pt-br" word="boa-sorte"/>
</lexeme>

<lexeme type="noun">
  <entry language="en" word="captivity"/>
  <entry language="pt-br" word="cativoiro" gender="male"/>
</lexeme>

<lexeme type="noun">
  <entry language="en" word="prison"/>
  <entry language="pt-br" word="pris o" gender="female"/>
</lexeme>

<lexeme type="noun">
  <entry language="en" word="magic-sword"/>
  <entry language="pt-br" word="espada m gica" gender="female"/>
</lexeme>

<lexeme type="noun">
  <entry language="en" word="magic-shield"/>
  <entry language="pt-br" word="escudo m gico" gender="male"/>
</lexeme>

<lexeme type="noun">
  <entry language="en" word="help"/>
  <entry language="pt-br" word="ajuda" gender="female"/>
</lexeme>

<lexeme type="noun">
  <entry language="en" word="house"/>
  <entry language="pt-br" word="casa" gender="male"/>
</lexeme>

<lexeme type="noun">
  <entry language="en" word="castle"/>
  <entry language="pt-br" word="castelo" gender="male"/>
</lexeme>

<lexeme type="noun">
  <entry language="en" word="princess"/>
  <entry language="pt-br" word="princesa" gender="female"/>
</lexeme>

<lexeme type="noun">
  <entry language="en" word="queen"/>

```

```

    <entry language="pt-br" word="rainha" gender="female"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="fairy"/>
    <entry language="pt-br" word="fada" gender="female"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="forest"/>
    <entry language="pt-br" word="floresta" gender="female"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="cavern"/>
    <entry language="pt-br" word="caverna" gender="female"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="garden"/>
    <entry language="pt-br" word="jardins" gender="male" number="plural"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="knight"/>
    <entry language="pt-br" word="cavaleiro" gender="male"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="plebeian"/>
    <entry language="pt-br" word="plebeu" gender="male"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="village"/>
    <entry language="pt-br" word="vila" gender="female"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="farm"/>
    <entry language="pt-br" word="campo" gender="male"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="adventurer"/>
    <entry language="pt-br" word="aventureiro" gender="male"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="tavern"/>
    <entry language="pt-br" word="taverna" gender="female"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="witcher"/>
    <entry language="pt-br" word="feiticeiro" gender="male"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="ogre"/>
    <entry language="pt-br" word="ogro" gender="male"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="swamp"/>
    <entry language="pt-br" word="pantano" gender="male"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="master"/>
    <entry language="pt-br" word="mestre" gender="male"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="elder"/>

```

```

    <entry language="pt-br" word="anciao" gender="male"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="monk"/>
    <entry language="pt-br" word="monge" gender="male"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="vagabond"/>
    <entry language="pt-br" word="andarilho" gender="male"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="streets"/>
    <entry language="pt-br" word="estrada" gender="female"/>
  </lexeme>
  <lexeme type="noun">
    <entry language="en" word="enemy"/>
    <entry language="pt-br" word="" gender="male"/>
  </lexeme>
</lexicon>

```

C

Descrição do Mapeamento de Eventos

```
<?xml version="1.0"?>

<text_generator name="simple english generation">

  <structure task="monomyth" type="document"/>

  <structure task="set_dramatic_situation" type="paragraph"/>

  <structure task="ordinary_world" type="paragraph"/>
  <structure task="call_to_adventure" type="paragraph"/>
  <structure task="meeting_with_the_mentor" type="paragraph"/>
  <structure task="tests_allies_enemies" type="paragraph"/>
  <structure task="aproach_inmost_cave" type="paragraph"/>
  <structure task="ordeal" type="paragraph"/>
  <structure task="return_home" type="paragraph"/>
  <structure task="ressurrection" type="paragraph"/>
  <structure task="return_with_elixir" type="paragraph"/>

  <phrase task="op_1" tense="past" passive="true">
    <subject>
      <noun_phrase>
        <noun var="a"/>
      </noun_phrase>
    </subject>
    <verb value="call"/>
    <complement>
      <noun_phrase>
        <noun value="operator"/>
      </noun_phrase>
    </complement>
  </phrase>

  <phrase task="op_2" tense="past" passive="true">
    <subject>
      <noun_phrase>
        <noun var="name"/>
      </noun_phrase>
    </subject>
    <verb value="call"/>
    <complement>
```

```

    <noun_phrase>
      <noun value="operator"/>
    </noun_phrase>
  </complement>
</phrase>

<phrase task="nop">
</phrase>

<phrase task="say_character_type">
  <subject>
    <noun_phrase>
      <noun var="name"/>
    </noun_phrase>
  </subject>
  <verb value="is"/>
  <complement>
    <noun_phrase>
      <article type="indefinite"/>
      <noun var="type"/>
    </noun_phrase>
  </complement>
</phrase>

<phrase task="say_character_place">
  <subject>
    <noun_phrase>
      <noun var="name"/>
    </noun_phrase>
  </subject>
  <verb value="live"/>
  <complement>
    <prepositional_phrase>
      <preposition value="at"/>
      <complement>
        <noun_phrase>
          <noun var="place"/>
        </noun_phrase>
      </complement>
    </prepositional_phrase>
  </complement>
</phrase>

<phrase task="start_method">
</phrase>

<phrase task="end_method">
</phrase>

<phrase task="goto">
  <subject>
    <noun_phrase>
      <noun var="who"/>
    </noun_phrase>
  </subject>
  <verb value="go"/>
  <complement>
    <prepositional_phrase>
      <preposition value="to"/>
      <complement>

```

```

        <noun_phrase>
          <article type="definite"/>
          <noun var="new_place"/>
        </noun_phrase>
      </complement>
    </prepositional_phrase>
  </complement>
</phrase>

```

```

<phrase task="forced_goto">
  <subject>
    <noun_phrase>
      <noun var="vil"/>
    </noun_phrase>
  </subject>
  <verb value="force"/>
  <complement>
    <noun_phrase>
      <noun var="vic"/>
    </noun_phrase>
  </complement>
  <modifier>
    <prepositional_phrase>
      <preposition value="to"/>
      <complement>
        <noun_phrase>
          <noun value="go"/>
        </noun_phrase>
      </complement>
    </prepositional_phrase>
  </modifier>
  <modifier>
    <prepositional_phrase>
      <preposition value="to"/>
      <complement>
        <noun_phrase>
          <article type="definite"/>
          <noun var="new_place"/>
        </noun_phrase>
      </complement>
    </prepositional_phrase>
  </modifier>
</phrase>

```

```

<phrase task="kidnap">
  <subject>
    <noun_phrase>
      <noun var="villain"/>
    </noun_phrase>
  </subject>
  <verb value="kidnap"/>
  <complement>
    <noun_phrase>
      <noun var="victim"/>
    </noun_phrase>
  </complement>
</phrase>

```

```

<phrase task="kill">
  <subject>

```

```

    <noun_phrase>
      <noun var="killer"/>
    </noun_phrase>
  </subject>
  <verb value="kill"/>
  <complement>
    <noun_phrase>
      <noun var="victim"/>
    </noun_phrase>
  </complement>
</phrase>

<phrase task="put_in_jail">
  <subject>
    <noun_phrase>
      <noun var="vil"/>
    </noun_phrase>
  </subject>
  <verb value="incarcerate"/>
  <complement>
    <noun_phrase>
      <noun var="vic"/>
    </noun_phrase>
  </complement>
  <modifier>
    <prepositional_phrase>
      <preposition value="in"/>
      <complement>
        <noun_phrase>
          <noun var="place"/>
        </noun_phrase>
      </complement>
    </prepositional_phrase>
  </modifier>
</phrase>

<phrase task="give">
  <subject>
    <noun_phrase>
      <noun var="from"/>
    </noun_phrase>
  </subject>
  <verb value="give"/>
  <complement>
    <noun_phrase>
      <noun var="item"/>
    </noun_phrase>
  </complement>
  <modifier>
    <prepositional_phrase>
      <preposition value="to"/>
      <complement>
        <noun_phrase>
          <noun var="to"/>
        </noun_phrase>
      </complement>
    </prepositional_phrase>
  </modifier>
</phrase>

```

```

<phrase task="say">
  <subject>
    <noun_phrase>
      <noun var="from"/>
    </noun_phrase>
  </subject>
  <verb value="say"/>
  <complement>
    <noun_phrase>
      <noun var="what"/>
    </noun_phrase>
  </complement>
  <modifier>
    <prepositional_phrase>
      <preposition value="to"/>
      <complement>
        <noun_phrase>
          <noun var="to"/>
        </noun_phrase>
      </complement>
    </prepositional_phrase>
  </modifier>
</phrase>

```

```

<phrase task="encounter">
  <subject>
    <noun_phrase>
      <noun var="a"/>
    </noun_phrase>
  </subject>
  <verb value="encounter"/>
  <complement>
    <noun_phrase>
      <noun var="b"/>
    </noun_phrase>
  </complement>
</phrase>

```

```

<phrase task="offer-help">
  <subject>
    <noun_phrase>
      <noun var="from"/>
    </noun_phrase>
  </subject>
  <verb value="offer"/>
  <complement>
    <noun_phrase>
      <noun value="help"/>
    </noun_phrase>
  </complement>
  <modifier>
    <prepositional_phrase>
      <preposition value="to"/>
      <complement>
        <noun_phrase>
          <noun var="to"/>
        </noun_phrase>
      </complement>
    </prepositional_phrase>
  </modifier>

```

```

</phrase>

<phrase task="accept-help">
  <subject>
    <noun_phrase>
      <noun var="who"/>
    </noun_phrase>
  </subject>
  <verb value="accept"/>
  <complement>
    <noun_phrase>
      <noun value="help"/>
    </noun_phrase>
  </complement>
  <modifier>
    <prepositional_phrase>
      <preposition value="from"/>
      <complement>
        <noun_phrase>
          <noun var="donor"/>
        </noun_phrase>
      </complement>
    </prepositional_phrase>
  </modifier>
</phrase>

<phrase task="fight">
  <subject>
    <noun_phrase>
      <noun var="a"/>
    </noun_phrase>
  </subject>
  <verb value="fight"/>
  <complement>
    <prepositional_phrase>
      <preposition value="with"/>
      <complement>
        <noun_phrase>
          <noun var="b"/>
        </noun_phrase>
      </complement>
    </prepositional_phrase>
  </complement>
</phrase>

<phrase task="defeat">
  <subject>
    <noun_phrase>
      <noun var="a"/>
    </noun_phrase>
  </subject>
  <verb value="defeat"/>
  <complement>
    <noun_phrase>
      <noun var="b"/>
    </noun_phrase>
  </complement>
</phrase>

<phrase task="free_from_jail">

```

```

<subject>
  <noun_phrase>
    <noun var="hero"/>
  </noun_phrase>
</subject>
<verb value="free"/>
<complement>
  <noun_phrase>
    <noun var="vic"/>
  </noun_phrase>
</complement>
<modifier>
  <prepositional_phrase>
    <preposition value="from"/>
    <complement>
      <noun_phrase>
        <noun value="prison"/>
      </noun_phrase>
    </complement>
  </prepositional_phrase>
</modifier>
</phrase>

<phrase task="marry">
  <subject>
    <noun_phrase>
      <noun var="husband"/>
    </noun_phrase>
  </subject>
  <verb value="marry"/>
  <complement>
    <prepositional_phrase>
      <preposition value="with"/>
      <complement>
        <noun_phrase>
          <noun var="wife"/>
        </noun_phrase>
      </complement>
    </prepositional_phrase>
  </complement>
</phrase>

</text_generator>

```

D

Descrição de uma Fábula

```
<?xml version="1.0"?>

<!-- This is an automatic generated file. -->

<fabula>
  <initial_state>
    <fact attribute="situation">
      <argument name="name" value="rescue"/>
    </fact>
    <fact attribute="situation">
      <argument name="name" value="revenge"/>
    </fact>
    <fact attribute="charname">
      <argument name="gender" value="male"/>
      <argument name="name" value="John"/>
      <argument name="archetype" value="hero"/>
    </fact>
    <fact attribute="charname">
      <argument name="gender" value="male"/>
      <argument name="name" value="Peter"/>
      <argument name="archetype" value="villain"/>
    </fact>
    <fact attribute="charname">
      <argument name="gender" value="male"/>
      <argument name="name" value="Anthony"/>
      <argument name="archetype" value="mentor"/>
    </fact>
    <fact attribute="charname">
      <argument name="gender" value="male"/>
      <argument name="name" value="Ethan"/>
      <argument name="archetype" value="ally"/>
    </fact>
    <fact attribute="charname">
      <argument name="gender" value="male"/>
      <argument name="name" value="Samuel"/>
      <argument name="archetype" value="enemy"/>
    </fact>
    <fact attribute="charname">
      <argument name="gender" value="female"/>
      <argument name="name" value="Mary"/>
    </fact>
  </initial_state>

```

```

    <argument name="archetype" value="victim"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="princess"/>
    <argument name="place" value="castle"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="queen"/>
    <argument name="place" value="castle"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="fairy"/>
    <argument name="place" value="forest"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="fairy"/>
    <argument name="place" value="garden"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="knight"/>
    <argument name="place" value="castle"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="knight"/>
    <argument name="place" value="house"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="plebeian"/>
    <argument name="place" value="village"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="plebeian"/>
    <argument name="place" value="farm"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="adventurer"/>
    <argument name="place" value="village"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="adventurer"/>
    <argument name="place" value="tavern"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="witcher"/>
    <argument name="place" value="forest"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="witcher"/>
    <argument name="place" value="captivity"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="ogre"/>
    <argument name="place" value="forest"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="ogre"/>
    <argument name="place" value="swamp"/>
  </fact>
  <fact attribute="type_place">
    <argument name="type" value="ogre"/>

```

```

    <argument name="place" value="captivity"/>
</fact>
<fact attribute="type_place">
    <argument name="type" value="master"/>
    <argument name="place" value="castle"/>
</fact>
<fact attribute="type_place">
    <argument name="type" value="elder"/>
    <argument name="place" value="temple"/>
</fact>
<fact attribute="type_place">
    <argument name="type" value="monk"/>
    <argument name="place" value="temple"/>
</fact>
<fact attribute="type_place">
    <argument name="type" value="vagabond"/>
    <argument name="place" value="streets"/>
</fact>
<fact attribute="place">
    <argument name="name" value="garden"/>
</fact>
<fact attribute="place">
    <argument name="name" value="streets"/>
</fact>
<fact attribute="place">
    <argument name="name" value="castle"/>
</fact>
<fact attribute="place">
    <argument name="name" value="house"/>
</fact>
<fact attribute="place">
    <argument name="name" value="farm"/>
</fact>
<fact attribute="place">
    <argument name="name" value="village"/>
</fact>
<fact attribute="place">
    <argument name="name" value="tavern"/>
</fact>
<fact attribute="place">
    <argument name="name" value="forest"/>
</fact>
<fact attribute="place">
    <argument name="name" value="swamp"/>
</fact>
<fact attribute="role_type">
    <argument name="role" value="victim"/>
    <argument name="type" value="princess"/>
</fact>
<fact attribute="role_type">
    <argument name="role" value="victim"/>
    <argument name="type" value="queen"/>
</fact>
<fact attribute="role_type">
    <argument name="role" value="victim"/>
    <argument name="type" value="fairy"/>
</fact>
<fact attribute="role_type">
    <argument name="role" value="hero"/>
    <argument name="type" value="knight"/>

```

```

</fact>
<fact attribute="role_type">
  <argument name="role" value="hero"/>
  <argument name="type" value="plebeian"/>
</fact>
<fact attribute="role_type">
  <argument name="role" value="hero"/>
  <argument name="type" value="adventurer"/>
</fact>
<fact attribute="role_type">
  <argument name="role" value="villain"/>
  <argument name="type" value="monster"/>
</fact>
<fact attribute="role_type">
  <argument name="role" value="villain"/>
  <argument name="type" value="witcher"/>
</fact>
<fact attribute="role_type">
  <argument name="role" value="mentor"/>
  <argument name="type" value="master"/>
</fact>
<fact attribute="role_type">
  <argument name="role" value="mentor"/>
  <argument name="type" value="elder"/>
</fact>
<fact attribute="role_type">
  <argument name="role" value="mentor"/>
  <argument name="type" value="monk"/>
</fact>
<fact attribute="role_type">
  <argument name="role" value="ally"/>
  <argument name="type" value="vagabond"/>
</fact>
<fact attribute="role_type">
  <argument name="role" value="enemy"/>
  <argument name="type" value="ogre"/>
</fact>
<fact attribute="house">
  <argument name="name" value="house"/>
</fact>
<fact attribute="place">
  <argument name="name" value="mentor_home"/>
</fact>
<fact attribute="cave">
  <argument name="name" value="cavern"/>
</fact>
<fact attribute="cave">
  <argument name="name" value="forest"/>
</fact>
<fact attribute="castle">
  <argument name="name" value="castle"/>
</fact>
</initial_state>
<events>
  <method name="main">
    <event operator="init_dramatic_situation">
      <argument name="dramatic_situation" value="rescue"/>
      <argument name="situation" value="rescue"/>
    </event>
    <method name="set_dramatic_situation">

```

```

<method name="create_main_characters">
  <method name="create_character">
    <argument name="role" value="victim"/>
    <argument name="name" value="Mary"/>
    <argument name="place" value="castle"/>
    <argument name="gender" value="female"/>
    <argument name="type" value="princess"/>
    <event operator="new_character">
      <argument name="role" value="victim"/>
      <argument name="name" value="Mary"/>
      <argument name="place" value="castle"/>
      <argument name="gender" value="female"/>
      <argument name="type" value="princess"/>
    </event>
    <event operator="say_character_type">
      <argument name="name" value="Mary"/>
      <argument name="type" value="princess"/>
    </event>
    <event operator="say_character_place">
      <argument name="name" value="Mary"/>
      <argument name="place" value="castle"/>
    </event>
  </method>
</method>
<method name="create_character">
  <argument name="role" value="hero"/>
  <argument name="name" value="John"/>
  <argument name="place" value="castle"/>
  <argument name="gender" value="male"/>
  <argument name="type" value="knight"/>
  <event operator="new_character">
    <argument name="role" value="hero"/>
    <argument name="name" value="John"/>
    <argument name="place" value="castle"/>
    <argument name="gender" value="male"/>
    <argument name="type" value="knight"/>
  </event>
  <event operator="say_character_type">
    <argument name="name" value="John"/>
    <argument name="type" value="knight"/>
  </event>
  <event operator="say_character_place">
    <argument name="name" value="John"/>
    <argument name="place" value="castle"/>
  </event>
</method>
</method>
<method name="create_character">
  <argument name="role" value="villain"/>
  <argument name="name" value="Peter"/>
  <argument name="place" value="forest"/>
  <argument name="gender" value="male"/>
  <argument name="type" value="witcher"/>
  <event operator="new_character">
    <argument name="role" value="villain"/>
    <argument name="name" value="Peter"/>
    <argument name="place" value="forest"/>
    <argument name="gender" value="male"/>
    <argument name="type" value="witcher"/>
  </event>
  <event operator="say_character_type">
    <argument name="name" value="Peter"/>

```

```

        <argument name="type" value="witcher"/>
    </event>
    <event operator="say_character_place">
        <argument name="name" value="Peter"/>
        <argument name="place" value="forest"/>
    </event>
</method>
</method>
<method name="set_inciting_incident">
    <event operator="init_inciting_incident">
        <argument name="ii" value="kidnap"/>
    </event>
</method>
</method>
<method name="monomyth">
    <method name="call_to_adventure">
        <method name="do_inciting_incident">
            <method name="kidnap_prepare">
                <argument name="vil" value="Peter"/>
                <argument name="vic" value="Mary"/>
                <method name="goto_victim_place">
                    <argument name="vil" value="Peter"/>
                    <argument name="vic" value="Mary"/>
                    <method name="goto">
                        <argument name="who" value="Peter"/>
                        <argument name="new_place" value="castle"/>
                        <event operator="goto">
                            <argument name="who" value="Peter"/>
                            <argument name="new_place" value="castle"/>
                        </event>
                    </method>
                </method>
                <event operator="nop">
                    <argument name="a" value="Mary"/>
                    <argument name="vic" value="Mary"/>
                </event>
            </method>
        </method>
        <event operator="kidnap">
            <argument name="villain" value="Peter"/>
            <argument name="vil" value="Peter"/>
            <argument name="victim" value="Mary"/>
            <argument name="vic" value="Mary"/>
        </event>
        <method name="kidnap_finish">
            <argument name="vil" value="Peter"/>
            <argument name="vic" value="Mary"/>
            <method name="kidnap_incarcerate">
                <argument name="vil" value="Peter"/>
                <argument name="vic" value="Mary"/>
                <argument name="where" value="cavern"/>
                <method name="forced_goto">
                    <argument name="vil" value="Peter"/>
                    <argument name="vic" value="Mary"/>
                    <argument name="new_place" value="cavern"/>
                    <event operator="goto">
                        <argument name="who" value="Peter"/>
                        <argument name="vil" value="Peter"/>
                        <argument name="new_place" value="cavern"/>
                    </event>
                </method>
            </method>
        </method>
    </method>

```

```

        <argument name="who" value="Mary"/>
        <argument name="vic" value="Mary"/>
        <argument name="new_place" value="cavern"/>
    </event>
</method>
<event operator="put_in_jail">
    <argument name="vic" value="Mary"/>
    <argument name="vil" value="Peter"/>
    <argument name="place" value="cavern"/>
    <argument name="where" value="cavern"/>
</event>
</method>
</method>
</method>
<method name="meeting_with_the_mentor">
    <method name="mentor_create_character">
        <method name="create_character">
            <argument name="role" value="mentor"/>
            <argument name="name" value="Anthony"/>
            <argument name="place" value="castle"/>
            <argument name="gender" value="male"/>
            <argument name="type" value="master"/>
            <event operator="new_character">
                <argument name="role" value="mentor"/>
                <argument name="name" value="Anthony"/>
                <argument name="place" value="castle"/>
                <argument name="gender" value="male"/>
                <argument name="type" value="master"/>
            </event>
            <event operator="say_character_type">
                <argument name="name" value="Anthony"/>
                <argument name="type" value="master"/>
            </event>
            <event operator="say_character_place">
                <argument name="name" value="Anthony"/>
                <argument name="place" value="castle"/>
            </event>
        </method>
    </method>
</method>
<method name="mentor_give_items">
    <event operator="give">
        <argument name="from" value="Anthony"/>
        <argument name="mentor" value="Anthony"/>
        <argument name="to" value="John"/>
        <argument name="hero" value="John"/>
        <argument name="item" value="magic-sword"/>
    </event>
</method>
<method name="mentor_improve_motivation">
    <event operator="say">
        <argument name="from" value="Anthony"/>
        <argument name="mentor" value="Anthony"/>
        <argument name="to" value="John"/>
        <argument name="hero" value="John"/>
        <argument name="what" value="good-luck"/>
    </event>
</method>
</method>
<method name="tests_allies_enemies">

```

```

<method name="tae_create_allies">
  <method name="create_character">
    <argument name="role" value="ally"/>
    <argument name="name" value="Ethan"/>
    <argument name="place" value="streets"/>
    <argument name="gender" value="male"/>
    <argument name="type" value="vagabond"/>
    <event operator="new_character">
      <argument name="role" value="ally"/>
      <argument name="name" value="Ethan"/>
      <argument name="place" value="streets"/>
      <argument name="gender" value="male"/>
      <argument name="type" value="vagabond"/>
    </event>
    <event operator="say_character_type">
      <argument name="name" value="Ethan"/>
      <argument name="type" value="vagabond"/>
    </event>
    <event operator="say_character_place">
      <argument name="name" value="Ethan"/>
      <argument name="place" value="streets"/>
    </event>
  </method>
</method>
<method name="tae_meet_allies">
  <event operator="encounter">
    <argument name="a" value="John"/>
    <argument name="hero" value="John"/>
    <argument name="b" value="Ethan"/>
    <argument name="ally" value="Ethan"/>
  </event>
  <event operator="offer-help">
    <argument name="from" value="Ethan"/>
    <argument name="ally" value="Ethan"/>
    <argument name="to" value="John"/>
    <argument name="hero" value="John"/>
  </event>
  <event operator="accept-help">
    <argument name="who" value="John"/>
    <argument name="hero" value="John"/>
    <argument name="donor" value="Ethan"/>
    <argument name="ally" value="Ethan"/>
  </event>
</method>
<method name="tae_create_obstacles">
  <method name="tae_enemies">
    <method name="create_character">
      <argument name="role" value="enemy"/>
      <argument name="name" value="Samuel"/>
      <argument name="place" value="forest"/>
      <argument name="gender" value="male"/>
      <argument name="type" value="ogre"/>
      <event operator="new_character">
        <argument name="role" value="enemy"/>
        <argument name="name" value="Samuel"/>
        <argument name="place" value="forest"/>
        <argument name="gender" value="male"/>
        <argument name="type" value="ogre"/>
      </event>
      <event operator="say_character_type">

```

```

        <argument name="name" value="Samuel"/>
        <argument name="type" value="ogre"/>
    </event>
    <event operator="say_character_place">
        <argument name="name" value="Samuel"/>
        <argument name="place" value="forest"/>
    </event>
</method>
<method name="tae_defeat_enemies">
    <event operator="encounter">
        <argument name="a" value="John"/>
        <argument name="hero" value="John"/>
        <argument name="b" value="Samuel"/>
        <argument name="enemy" value="Samuel"/>
    </event>
    <event operator="fight">
        <argument name="a" value="John"/>
        <argument name="hero" value="John"/>
        <argument name="b" value="Samuel"/>
        <argument name="enemy" value="Samuel"/>
    </event>
    <event operator="defeat">
        <argument name="a" value="John"/>
        <argument name="hero" value="John"/>
        <argument name="b" value="Samuel"/>
        <argument name="enemy" value="Samuel"/>
    </event>
</method>
</method>
</method>
</method>
<method name="aproach_inmost_cave">
    <method name="aic_get_near_cave">
        <method name="guide_to_destination">
            <argument name="leader" value="Ethan"/>
            <argument name="follower" value="John"/>
            <argument name="destination" value="cavern"/>
            <event operator="goto">
                <argument name="who" value="Ethan"/>
                <argument name="leader" value="Ethan"/>
                <argument name="new_place" value="cavern"/>
                <argument name="destination" value="cavern"/>
            </event>
            <method name="goto">
                <argument name="who" value="John"/>
                <argument name="new_place" value="cavern"/>
                <event operator="goto">
                    <argument name="who" value="John"/>
                    <argument name="new_place" value="cavern"/>
                </event>
            </method>
        </method>
    </method>
</method>
<method name="ordeal">
    <event operator="free_from_jail">
        <argument name="hero" value="John"/>
        <argument name="vic" value="Mary"/>
        <argument name="victim" value="Mary"/>
    </event>

```

```
</method>
<method name="return_with_elixir">
  <event operator="marry">
    <argument name="husband" value="John"/>
    <argument name="hero" value="John"/>
    <argument name="wife" value="Mary"/>
    <argument name="victim" value="Mary"/>
  </event>
</method>
</method>
</events>
<order>
</order>
</fabula>
```