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A
Apêndices

A.1
Predicados

```
db(character(brian,1.0)).
db(character(hoel,1.0)).
db(character(marian,1.0)).
db(character(draco,-1.0)).

db(hero(brian,90.0)).
db(hero(hoel,90.0)).
db(victim(marian,90.0)).
db(villain(draco,90.0)).

db(place(princess_castle)).
db(place(dragon_castle)).
db(place(knight_castle)).
db(place(church)).

db(home(brian,knight_castle)).
db(home(hoel,princess_castle)).
db(home(marian,princess_castle)).
db(home(draco,dragon_castle)).

db(current_place(hoel,knight_castle)).
db(current_place(brian,knight_castle)).
db(current_place(marian,princess_castle)).
db(current_place(draco,dragon_castle)).

db(protection(princess_castle,1.0,70.0)).
db(protection(dragon_castle,-1.0,60.0)).
db(protection(knight_castle,1.0,0.0)).
db(protection(church,1.0,0.0)).

db(strength(hoel,40.0)).
db(strength(brian,80.0)).
db(strength(draco,45.0)).
db(strength(marian,10.0)).

db(affection(hoel,marian,100.0)).
db(affection(brian,marian,100.0)).
db(affection(marian,brian,0.0)).
db(affection(marian,hoel,0.0)).
db(alive(marian)).
db(alive(brian)).
db(alive(draco)).
db(alive(hoel)).
```

A.2 Operações

```
operator(1,
       go(CH,PL1),
       [
         alive(CH),
         not(kidnapped(_,CH)),
         not(kidnapped(CH,_)),
         current_place(CH,PL0),
         place(PL1),
         dif(PL0,PL1)
       ],
       [
         not(current_place(CH,PL0)),
         current_place(CH,PL1)
       ],
       10,
       [current_place(CH,PL1)],
       [],[]).

operator(2,
       reduce_protection(PL),
       [
         protection(PL,KIND,LPROT),
         { LPROT>0.0, LPROT1=LPROT-10.0 }
       ],
       [
         not(protection(PL,KIND,LPROT)),
         protection(PL,KIND,LPROT1)],
       10,
       [protection(PL,KIND,LPROT1)],
       [],[]).

operator(3,
       kidnap(VIL,VIC),
       [
         alive(VIC), alive(VIL),
         victim(VIC,VIC_L),
         character(VIC,KIND1),
         {VIC_L>80.0},
         not(kidnapped(VIC,_)),
         villain(VIL,VIL_L),
         {VIL_L>80.0},
         strength(VIC,VIC_S),
         current_place(VIC,PL),
         protection(PL,KIND2,LP),
         strength(VIL,VIL_S),
         current_place(VIL,PL),
         home(VIL,PL1),
         dif(PL,PL1),
         {VIL_S>VIC_S+LP*KIND1*KIND2}
       ],
       [
         kidnapped(VIC,VIL),
         not(current_place(VIC,PL)),
         not(current_place(VIL,PL)),
         current_place(VIC,PL1),
         current_place(VIL,PL1)
       ],
       10,
       [kidnapped(VIC,VIL)],
       [],[]).
```

```
operator(4,
       attack(CH,PL),
       [
         alive(CH),
          not(kidnapped(CH,_)),
          character(CH,KIND1),
         current_place(CH,PL),
         protection(PL,KIND2,L_PROT),
         dif(KIND1,KIND2),
         {
           L_PROT>0.0,
           L_PROT1 = L_PROT-30.0
         }
       ],
       [
         not(protection(PL,KIND2,L_PROT)),
         protection(PL,KIND2,L_PROT1)
       ],
       10,
       [protection(PL,KIND2,L_PROT1)],
       [],[]).

operator(5,
       fight(CH1,CH2),
       [
         alive(CH1), alive(CH2),
         not(kidnapped(CH1,_)),
         not(kidnapped(CH2,_)),
         dif(CH1,CH2),
         strength(CH1,LS1), strength(CH2,LS2),
         character(CH1, KIND1),
         character(CH2, KIND2),
         dif(KIND1,KIND2),
         {
           LS1>=10.0, LS2>=10.0
         },
         current_place(CH1,PL), current_place(CH2,PL),
         protection(PL,KIND3,L_PROT),
         {
           L_PROT=<0.0,
           NEW_LS1=LS1-LS2,
           NEW_LS2=LS2-LS1
         }
       ],
       [
         not(strength(CH1,LS1)), not(strength(CH2,LS2)),
         strength(CH1,NEW_LS1), strength(CH2,NEW_LS2)
       ],
       10,
       [strength(CH1,NEW_LS1), strength(CH2,NEW_LS2)],
       [],[]).

operator(7,
       free(HERO,VIC),
       [
         hero(HERO,_),victim(VIC,_),
         alive(HERO), alive(VIC),
         kidnapped(VIC,VIL), not(alive(VIL)),
         current_place(VIC,PL), current_place(HERO,PL),
         affection(VIC,HERO,LA)
       ],
       [
         not(kidnapped(VIC,VIL)), not(affection(VIC,HERO,LA)),
         affection(VIC,HERO,100.0)
       ],
       10,
       [not(kidnapped(VIC,VIL))],
       [],[]).
```

```
operator(6,
       kill(CH1,CH2),
       [
         victim(VIC,_),
         alive(CH1), alive(CH2),
         not(kidnapped(CH1,_)),
         dif(CH1,CH2),
         character(CH1, KIND1),
         character(CH2, KIND2),
         dif(KIND1,KIND2),
         strength(CH1,LS1), strength(CH2,LS2),
         current_place(CH1,PL), current_place(CH2,PL),
         protection(PL,KIND3,L_PROT),
         {
           L_PROT=<0.0,
           LS2<0.0, LS1>0.0
         }
       ],
       [
         not(alive(CH2))/*,
         not(affection(VIC,CH1,LA)),
         affection(VIC,CH1,100.0) */
       ],
       10,
       [not(alive(CH2))],
       [],[]).


operator(8,
       marry(CH1,CH2),
       [
         hero(CH1,_), victim(CH2,_),
         alive(CH1), alive(CH2),
         affection(CH1,CH2,L1),
         {L1>80.0},
         affection(CH2,CH1,L2),
         {L2>80.0},
         current_place(CH1,church),
         current_place(CH2,church),
         not(married(CH1,_)),
         not(married(CH2,_))
       ],
       [
         married(CH1,CH2), married(CH2,CH1)
       ],
       10,
       [married(CH1,CH2), married(CH2,CH1)],
       [],[]).

operator(9,
       get_stronger(CH1),
       [
         alive(CH1),
         strength(CH1,L1),
         {L2=L1+80}
       ],
       [
         not(strength(CH1,L1)),
         strength(CH1,L2)
       ],
       10,
       [strength(CH1,L2)],
       [],[]).
```

A.3
Regras que levam à geração dinâmica de objetivos

```
/*
 Se, no início da história, há uma vítima, ela vai realizar alguma ação que a
tornará frágil.
*/
rule(
    [
      e(i,victim(VIC,LEVEL)),
      e(i,character(VIC,KIND0)),
      e(i,current_place(VIC,PLACE)),
      e(i,protection(PLACE,KIND1,PROT))
    ],
    (
      [T],
      [
         h(T,current_place(VIC,PLACE1)),
        h(T,protection(PLACE1,KIND2,PROT1)),
         h({(KIND2*KIND0*PROT1)<(KIND1*KIND0*PROT)}),
         h(T>i)
      ],
       true
    )
).


/* Se a vítima  fica desprotegida, o vilão desejará raptá-la. */
rule(
    [
      e(i,victim(VIC,_)),
      e(i,character(VIC,KIND0)),
      e(i,current_place(VIC,PLACE1)),
      e(i,protection(PLACE1,KIND1,PROT1)),
      e(i,villain(VIL,_)),
      h(g,current_place(VIC,PLACE2)),
      h(g,protection(PLACE2,KIND2,PROT2)),
      h({(KIND2*KIND0*PROT2)<(KIND1*KIND0*PROT1)})
    ],
    (
      [T3],
       [
         h(T3,kidnapped(VIC,VIL))
       ],
       true
    )
).


/* Se a vítima foi raptada, o herói tentará salvá-la */
rule(
    [
      e(T1,kidnapped(VIC,VIL))
    ],
    (
      [T2],
       [
         h(T2,not(kidnapped(VIC,VIL))),
         h(T2>T1)
       ],
       true
    )
).
```

```
/*Se a afeição dos dois personagens é alta, eles desejarão casar*/
rule(
    [
      e(T,affection(CH1,CH2,L1)),
       h(T,affection(CH2,CH1,L2)),
      h(T,not(married(CH1,_))),
      h(T,not(married(CH2,_))),
      h({L2>95.0}), h({L1>95.0})
    ],
    (
      [T2],
       [
         h(T2,married(CH1,CH2)),
         h(T2>T)
       ],
       true
    )
).
```