Sample of RFC

Metacosm Development Team

Revision History

Revision M1July, 15th 2001
Conversion to DocBook SGML. Removed obsolete terms and terms defined in other RFCs.
Revision 1.5 2000 Revised by: Janselmeer
Addition of Action, Interaction, Dialog, Event, Events System, EventsDispatcher.
Revision 1.4 2000 Revised by: Janselmeer
Addition of model and action controllers, update of controller.
Revision 1.3 2000 Revised by: Janselmeer
Addition of AI, Population, Mission, Quest - hypertext links.
Revision 1.2 2000 Revised by: Janselmeer
Addition of Bot.
Revision 1.1 1999 Revised by: Janselmeer
First version in SGML.
Revision 1.0 1999 Revised by: Janselmeer
First version in HTML

This document contains a glossar of terms unrelated to any RFC.

1. License

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2. Metacosm

For more information on Metacosm, check our site: Metacosm (http://metacosm.org).

Glossary

Artificial Intelligence

In a broad sense, all that allows to provide an illusion of intelligence.

Action Controller

An action controller translates commands from a player or from an AI into actions of the controlled entity.

See Also: Artificial Intelligence, Controller, Entity.

Bot

Entity which is controlled by a non player (AI, script). Generally, a bot stands for a creature rather than for an entity of another kind.

See Also: Creature, Entity, Artificial Intelligence.

Controller

A controller is an object (in an object oriented meaning) associated to an entity; it is entrusted by the entity to realize complex behaviours. By analogy, the controller would be the brains of a creature whereas the entity would be its corpse. However, an entity can possess several controllers and change controllers.

A controller is a player, an AI, a script...

See Also: Creature, Entity, Artificial Intelligence.

Creature

- A creature is an entity.
- creature possesses members which it uses in order to move and to act upon other entities.
- A creature possesses skills which can evolve.
- A creature is born, lives and dies.
- A creature has needs: to feed, to sleep, to assuage its impulses.
- A creature is able to breed. Characteristics of a species evolve.
- A creature possesses unique identity and description which allow to distinguish it

See Also: Entity.

Karma

> What constitutes the essence of a being.

> Fundamental principle of Hindu religions which is based on conception of human life as a link in a chain of lives (samsara), each life determined by the acts accomplished in the previous life.

Points awarded to a player in order to reward her for her role-play. If a player does not respect by her acts the objectives that she fixed in her life, she does not earn Karma and she can even lose some. A player can use Karma points to resuscitate, to reincarnate into a new creature...

See Also: Creature.

Model Controller

A Model controller maintains the controlled Entity state and updates the attributes of the Entity when needed.

See Also: entity, Controller.