Viola (WindhelmViolaGiordanosHouse)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
StayAlive	0.8	0.5
IdealWorld	0.7	0.8
HonestLiving	0.6	0.6

Stimuli	affectsGoal	eventCongruence [-1, 1]	stimuliFamiliarity [-1, 1]	stimuliTolerance [0, 1]
GLaDOS_DragonPriest	StayAlive	-1	-1	0.1
GLaDOS_Daedric	StayAlive	-0.8	-0.6	0.3
GLaDOS_Assassin	StayAlive	-0.8	-0.5	0.3
GLaDOS_DaedricLegend	StayAlive	-0.8	-0.4	0.1
GLaDOS_Werewolf	StayAlive	-0.8	-0.3	0.1
GLaDOS_Falmer	StayAlive	-0.7	-0.6	0.3
GLaDOS_Atronach	StayAlive	-0.6	-0.3	0.1
GLaDOS_Charus	StayAlive	-0.6	-0.6	0.1
GLaDOS_Forsworn	StayAlive	-0.6	-0.5	0.3
GLaDOS_Spriggan	StayAlive	-0.6	0.3	0.1
GLaDOS_Silverhand	StayAlive	0.5	0.5	0.1
GLaDOS_Necromancy	IdealWorld	-1	-1	0.1
Dark Elf	IdealWorld	-0.8	-0.9	1
GLaDOS_Nord	IdealWorld	0.8	0.6	0.6
GLaDOS_Thalmor	IdealWorld	-0.6	-0.8	0.3
GLaDOS_College	IdealWorld	-0.5	-0.8	0.3
GLaDOS_Orc	IdealWorld	-0.5	-0.3	0.2
Argonian	IdealWorld	-0.5	-0.8	1
GLaDOS_Elven	IdealWorld	-0.4	0.3	0.2
GLaDOS_Beggar	IdealWorld	-0.4	0.4	0.3
GLaDOS_Dwarven	IdealWorld	-0.3	-0.6	0.3
GLaDOS_Thief	HonestLiving	-1	-1	0.3
GLaDOS_ThiefLegend	HonestLiving	-1	-0.8	0.3
GLaDOS_Companions	HonestLiving	0.8	0.6	0.1
GLaDOS_DragonSlayer	HonestLiving	0.8	0.5	0.2
GLaDOS_Citizen	HonestLiving	0.8	0.8	0.8
GLaDOS_NordLegend	HonestLiving	0.8	1	0.1
Imperial	HonestLiving	0.8	1	1
Nord	HonestLiving	0.8	0.8	1
GLaDOS_Hunter	HonestLiving	0.7	0.4	0.3
GLaDOS_Guard	HonestLiving	0.6	-0.6	0.1
GLaDOS_Mercenary	HonestLiving	0.6	0.7	0.8
Breton	HonestLiving	0.6	0.5	1
GLaDOS_Mage	HonestLiving	-0.5	-0.8	0.3
Khajiit	HonestLiving	-0.5	-0.6	1
Orc	HonestLiving	-0.5	-0.6	1
GLaDOS_Priest	HonestLiving	0.5	0.7	0.2
GLaDOS_Imperial	HonestLiving	-0.4	0.5	0.6
GLaDOS_Stormcloak	HonestLiving	0.4	0.4	0.6

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High Elf	HonestLiving	0.4	0.6	1
GLaDOS_Redguard	HonestLiving	-0.3	-0.8	0.2
Redguard	HonestLiving	-0.3	-0.6	1
Wood Elf	HonestLiving	0.3	0.5	1

Item	Stress Modifier [-1, 1]
Necromancer Amulet	-0.5

GPrimaryAppraisal

Emotion Control	0.8	Lazy?	
energyProfile [0, 4]	3	Pessimist?	X

GEmotionDecay

decaySpeedInSeconds	25	eqJoy	50	eqFear	55
decayStep	1	eqTrust	50	eqAnticipation	50

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Fear	70	
Surprise	60	
Trust	65	
Disgust	60	X
Joy	65	
Sadness	75	
Anger	80	
Anticipation	60	

GExpressiveCommunication

joyIdle	IdleApplaud3	fearIdle	IdleSurrender
sadIdle	IdleExamine	angerIdle	IdleBracedPain
trustIdle	IdleWave	surpriseIdle	IdleNervous
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleLaugh

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	ViolaGiordanoREF	Form ID	0001B13C

GAttention/GGoals and GSecondaryAppraisal appear in the order that they are entered in the program

Equation Reference

Desireability = utility x congruence

Controllability = emotion control x (Threat Control + Stress Control)

Stress Control = responsibility + familiarity + stress modifiers (items)

Threat Control calculated externally

Effort = energyProfile x (|Desireability| + |Controllability| - 1)

Energy Profile	Code
Lethargic	0
Lazy	1
Average	2
Motivated	3
Go-Getter	4