Problem

- In games with an open world level design, and certain RPGs, the player’s avatar can revisit locations where relevant events have occurred.
- If the avatar has, one or more, ally characters by its side, they will in many cases express an emotional reaction to the original events.
- However, when returning to the mentioned locations, seldom will these characters express recollection of the events.
- To them, it is just another empty room, or another type of empty place, while for the player it is not.
- This is inconsistent with the idea that believable characters should change with experience [3].

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References


Online portfolio: http://www.wix.com/paulofgomes/