

## **Automated Commentaries for Simulated Soccer**

### **Comment Object Priority Levels**

Audience	All
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Scope	Comment, CommentTemplateStore, CommentaryProducer and CommentScheduler
Date Created	20/02/07
Version Number	0.2
Version History	0.2 – Importance Ratings Revised (JH)
Reviewed	Yes
Last saved by Justin Hogg, 18/03/2007	

## **Sign-off sheet**

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# Automated Commentaries for Simulated Soccer

## 1. Introduction

### 1.1. Prioritisation

To be able to prioritise effectively, and after an initial attempt to implement prioritisation using only two levels, I have concluded that comments must have more complex importance weighting structure that differentiates them from one another.

My first design identified only two levels of comment – compulsory and optional. Compulsory comments include all exciting game events such as goals, which of course, must always be mentioned. Optional comments should be spoken where possible but can be missed if a compulsory comment is available. Optional comments include passes, loss of possession and one-two's.

It will still be possible to implement these two groups by deciding upon a threshold for compulsory comments – any comment higher than the threshold must be spoken.

### 1.2. Comment Priority Levels

This table determines the priority levels of each comment. The lower the importance rating, the higher the importance i.e. the priority. Type code is a String contained in the Comment Object that identifies each comment using 4 ASCII characters.

<b>Comment Category:</b>	<b>Type Code:</b>	<b>Importance Rating:</b>
GoalComments (Touched & Untouched)	GOAL	1
ShotComments	SHOT	2
MissedShotComments	MISS	3
MatchWinComments/Stats	MWIN	4
MatchDrawComments	DRAW	5
MatchStartComments	STAR	6
TimeComments	TIME	7
FreeKickComments	FREE	8
OffsideComments	OFFS	9
VOComments	VOU	10
HOComments	HOU	11
<b>THRESHOLD</b>		
OpenGoalComments	OPEN	12
CounterAttackComments	COUN	12
CrossChanceComments	CROS	12
PastLastDefenderComments	PAST	12
PressureDefenceComments	PRES	12
BadGoalKickComments	BGKI	12
WinsPossessionComments	WINP	12
OneTwoComments	ONTW	12

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KeepingPossessionComments	KEEP	12
PassComments	PASS	12
PossessionLostComments	PLOS	12
DribblingComments	DRIB	12