

ABSTRACT**SYSTEM AND METHOD FOR DYNAMICALLY EVOLVING CONTENT
ASSOCIATED WITH NON-PLAYER CHARACTERS**

The present invention provides a system and method for dynamically evolving content such as traits, characteristics, and relationships associated with one or more non-player characters in a game environment. These is at least one processor that operates modules that include a memory module that manages content for each non-player character by assigning content associated to them and facilitating storage of the content as their memory, an activity module that allows non-player characters to conduct one or more actions, an interacting module that allows at least one interaction between non-player characters, at least one interaction between non-player characters and one or more player characters, and/or at least one interaction between the characters and items in the game environment, a computing module that computes one or more modifications to be made to the content associated with the non-player characters based on the interactions, and an update module that informs the memory module to modify the content associated with the non-player characters. The computing module determines outcomes from the computed modifications for the computed modifications to be selectively applied upon content associated with the non-player characters based on the outcomes.

FIGURE 1 for publication.