

plurality of behavior patterns which are set in accordance with the temperament of the character, and a character-behavior control step of causing the character to behave according to the selected behavior pattern.

[0026] With this arrangement, the temperament setting of the character is changed according to a "praising" or "stroking" action performed by the game player and the temperament of the character when the action is performed. The character then behaves according to the changed temperament. Hence, the game player enjoys almost the exact feeling of playing and living with the character, thereby providing a highly entertaining video game machine.

[0027] According to a further aspect of the present invention, there is provided a computer-readable recording medium for recording a video game program that allows a character to appear in a game space. The game program includes a game-screen output step of outputting a game screen including the character to a display screen of a display unit, a temperament setting step of providing a temperament of the character in accordance with an action performed on the character by a game player and the temperament of the character when the action is performed, a behavior-pattern selection step of selecting, according to the temperament of the character, one of a plurality of behavior patterns which are set in accordance with the temperament of the character, and a character-behavior control step of causing the character to behave according to the selected behavior pattern.

Fig. 1 is a block diagram illustrating a game system according to an embodiment of the present invention;

Fig. 2 is a block diagram illustrating units for implementing the functions of a CPU for use in the game system shown in Fig. 1;

Fig. 3 illustrates one scene of the game;

Fig. 4 is a flow chart illustrating the game procedure;

Fig. 5 illustrates the flow of the character's operation for one day in the game;

Fig. 6 is a table illustrating the dog's temperaments;

Fig. 7 is a table illustrating numerical values added to or subtracted from the basic parameters for setting the temperament;

Figs. 8A and 8B are tables for illustrating numerical values based on the basic parameters and the temperaments according to the action;

Fig. 9 is a temperament conversion table for determining the temperament based on two basic parameters;

Fig. 10 is a table for illustrating the emotions; and

Figs. 11A and 11B are tables for determining the emotion according to the action.

[0028] Referring to the block diagram illustrating an embodiment of the present invention shown in Fig. 1, a

game system 1 is formed of a game machine unit 10 and a recording medium 40 for recording program data. The game machine unit 10 includes a central processing unit (CPU) 11, a graphics-data generating processor 13, an interface circuit 14, a main memory 15, a read only memory (ROM) 16, a data-expansion circuit 17, a parallel port 18, a serial port 19, a rendering processor 20, a buffer 21, a sound processor 22, a buffer 23, a decoder 24, a buffer 25, an interface circuit 26, and a memory 27. The above elements other than the CPU 11 are connected to the CPU 11 via a bus 12 formed of an address bus, a data bus, and a control bus.

[0029] A television monitor 28 (hereinafter simply referred to as the "monitor") is connected to the rendering processor 20. A speaker 30 is connected to the sound processor 22 via an amplifying circuit 29. A recording medium driver 31 is connected to the decoder 24. A controller 33 is connected to the interface circuit 26.

[0030] The configuration of the game system 1 varies according to the application. If the game system 1 is for home use, the monitor 28 and the speaker 30 are provided separately from the game machine unit 10. If the game system 1 is for commercial use, all the elements shown in Fig. 1 are stored in a single housing.

[0031] If the game system 1 is primarily formed of a personal computer or a workstation, the following elements are used in place of the above-described elements of the game system 1. A display unit of the computer or the workstation is substituted for the monitor 28. Part of the game program data recorded on the recording medium 40 or hardware on an expansion board mounted on a computer expansion slot is used instead of the data-expansion circuit 17, the rendering processor 20, and the sound processor 22. Hardware on an expansion board mounted on a computer expansion slot is substituted for the interface circuit 14, the parallel port 18, the serial port 19, and the interface circuit 26. An area of the main memory 15 or an expansion memory (not shown) is used in place of the buffers 21, 23, and 25.

[0032] In this embodiment, it is assumed that the game system 1 is for home use.

[0033] The individual elements illustrated in Fig. 1 are discussed in greater detail below. The graphics-data generating processor 13, which serves as a coprocessor of the CPU 11, performs calculations of fixed-point matrices or vectors of, for example, coordinate transforms or light-source calculations, by executing parallel processing. More specifically, the graphics-data generating processor 13 mainly executes the following processing. Based on two-dimensional or three-dimensional coordinate data, translation data, and rotation data of each vertex of image data supplied from the CPU 11, the graphics-data generating processor 13 determines the address on a display area at which the image to be processed is positioned, and returns the address data to the CPU 11. The graphics-data gener-