

Episodic memory is an important component of "minds" of many longliving virtual agents, because equipping such an agent with his personal history increases his efficiency and believability. So far, research on episodic memory modeling in the context of these agents has focused mostly on producing the memory content on-line, that is, when the agent is being simulated. In this work, we address a complementary issue, automatic generation of the memory content off-line. We see a possible need of a tool for generating memories that anticipate the start of the simulation. Hence we created a complex design method enabling a designer to specify high-level requirements on an agent's history and use planning to automatically generate this history according to these requirements. We detail the structure of the high-level language used for the description of the requirements and the part of this method that concerns itself with the planning. In a set of experiments, we tested the performance of several planners on our task and we present here the results we gained.