4ever

Anthony Pereira, number 93016

Table of Contents

Automated Story Generator
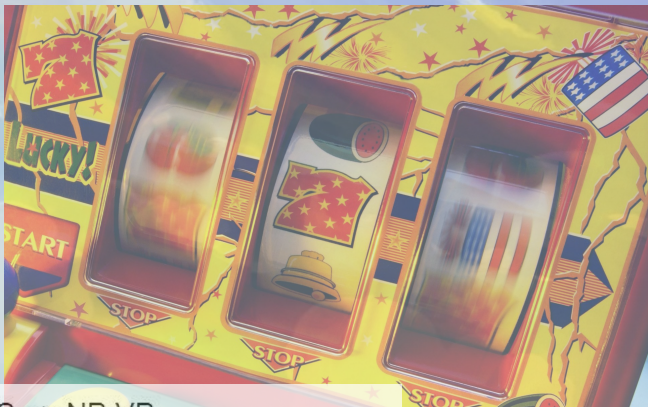
Method

- S => NP VP
- NP => Det Adj* Noun
- NP => ProperNoun
- VP => IntranVerb
- VP => TranVerb NP
- Det: *a* , *the*
- Adj: *big* , *black*
- CommonNoun: *dog* , *cat*
- ProperNoun: *Fido* , *Misty, Sam*
- IntranVerb: *runs, sleeps*
- TranVerb: *chases, sees, saw*

❑ Story Grammars

❑ the most intuitive;
❑ similar to language grammars covered in the Compilers curricular unit;
❑ the most personalised;
❑ allows filling with data generated by third parties.

Process

- Use of class to support story generation from grammars;
- Make of base grammar;
- Use of ChatGPT to add data to each rule.

```python
# base rule
story_generator.addrule('STORY', {"*INTRODUCTION*. *RISE*. *CRISIS*. *CLIMAX*. *ENDING*."})

story_generator.addrule('INTRODUCTION', {"*TIME_STORY*, there was a *CHARACTER* that *VERB* to be *DIRECT_OBJECT*."})

story_generator.addrule('RISE', {"For that, they need to go to *PLACE* and find *PERSON* to help accomplish their goal."
                                 " During the journey, they learn how to *ABILITY*, which lead to *DISEASE*"})

story_generator.addrule('CRISIS', {"*ADVERS_CONJ*, there was no one when they finally reach the destination - only a "
                                   "*THING*"})

story_generator.addrule('CLIMAX', {"Feeling sad, they wanted *GOAL* to appease the pain. And when everything seemed "
                                   "to be lost, a voice was heard: it came from the only thing that was giving them "
                                   "some company. It seemed that it was the person they were looking for! He told he "
                                   "was bewitched for *REASON*."})

story_generator.addrule('ENDING', {"In the end, the protagonist *RESULT*"})
```

```python
story_generator.addrule('DISEASE', {"Exploding head syndrome", "Alice in Wonderland syndrome",
                                    "Foreign accent syndrome", "Koro syndrome", "Capgras delusion", "Jerusalem syndrome",
                                    "Walking corpse syndrome", "Paris syndrome", "Urbach-Wiethe disease",
                                    "Morgellons disease", "Cotard delusion", "Alien hand syndrome",
                                    "Body integrity dysphoria", "Stendhal syndrome", "Werewolf syndrome",
                                    "Stone man syndrome", "Fish odor syndrome", "Sleeping beauty syndrome",
                                    "Tree man syndrome", "Boanthropy", "Cancer", "Alzheimer's disease",
                                    "Heart disease", "Stroke", "Diabetes", "Influenza", "Parkinson's disease",
                                    "Hepatitis B and C", "HIV/AIDS", "Malaria", "Lupus", "Rheumatoid arthritis",
                                    "Chronic obstructive pulmonary disease (COPD)", "Eczema", "Gout", "Fibromyalgia",
                                    "Irritable bowel syndrome (IBS)", "Psoriasis", "Celiac disease",
                                    "Tourette's syndrome", "Osteoporosis", "Glaucoma", "Tuberculosis", "Epilepsy",
                                    "Multiple sclerosis (MS)", "Scoliosis", "Huntington's disease", "Lyme disease",
                                    "Cushing's syndrome", "Polycystic ovary syndrome (PCOS)", "Endometriosis",
                                    "Hemophilia", "Wilson's disease", "Porphyria", "Hypothyroidism", "Hyperthyroidism",
                                    "Narcolepsy", "Sleep apnea", "Restless legs syndrome", "Color blindness"})
```

```python
story_generator.addrule('PROFESSION', {"doctor", "teacher", "chef", "mechanic", "lawyer", "artist", "scientist",
                                       "architect", "athlete", "entrepreneur", "nurse", "programmer", "musician",
                                       "writer", "actor", "politician", "engineer", "journalist", "psychologist",
                                       "designer"})
```

Generated story

- In the beginning, there was a young athlete male that retired to be a powerful computer.
- For that, they need to go to beach and find Chaos magician to help accomplish their goal.
- During the journey, they learn how to balance a spoon on their nose, which lead to Stone man syndrome.
- Abruptly, there was no one when they finally reach the destination - only a food.
- Feeling sad, they wanted chips to appease the pain.
- And when everything seemed to be lost, a voice was heard: it came from the only thing that was giving them some company. It seemed that it was the person they were looking for! He told he was bewitched for dancing in the rain.
- In the end, the protagonist woke up.

Background

❑ Create an interactive story based on Detroit: Become Human (2018) and Alfred Hitchcock's Vertigo (2022);

❑ Build a single story that develops through exploration;

❑ Do something similar to the thesis game, but without visuals;

Method

West of House   0/0
ZORK I: The Great Underground Empire
Infocom interactive fiction - a fantasy
story
Copyright (c) 1981, 1982, 1983, 1984,
1985, 1986 Infocom, Inc.
All rights reserved.
ZORK is a registered trademark of
Infocom, Inc.
Release 52 / Serial number 871125 /
Interpreter 8 Version J

West of House
You are standing in an open field west
of a white house, with a boarded front
door.
There is a small mailbox here.

>_

Your greatest challenge
lies ahead—and downwards.

ZORK I

INFOCOM

INTERACTIVE FICTION

IBM PC, PCjr AT, XT
(PC DOS 2.0 OR HIGHER)
(5¼" DOUBLE-SIDED DISK, 64K)

and MS-DOS 2.0 (or higher)
compatibles: TI Professional, Wang,
Sanyo, Leading Edge, AT&T, and
many others   IZI-IB2

FANTASY

STANDARD LEVEL

❑   Parser Game

❑   use of commands close to natural language
(intuitive);
❑   focus on solving puzzles;
❑   commands drive the story (pick the good one
may unveil something);
❑   one story is made (more depth);
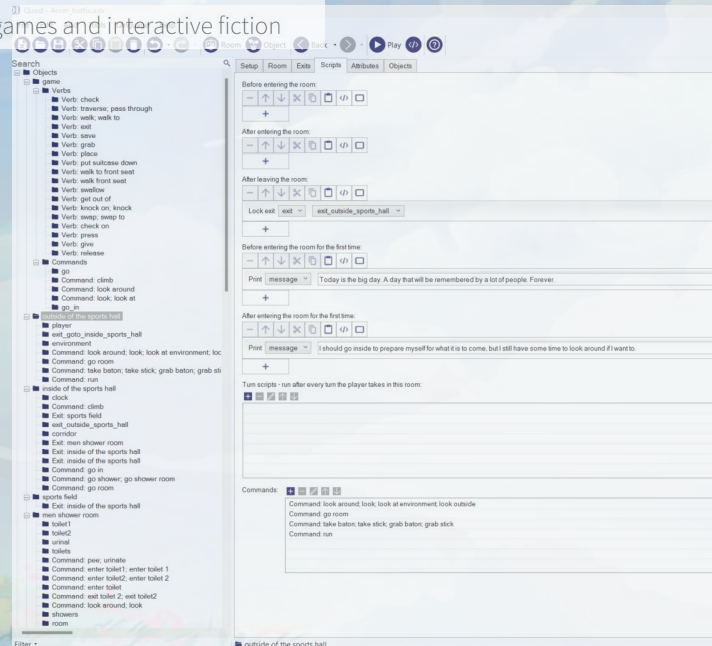❑   lack of time;
❑   make something similar to Zork.

Tool

❑ **Quest Adventure Editor**

❑ the most straightforward;
❑ useful documentation;
❑ user-friendly desktop interface;
❑ plenty of games made using this tool online.

Build text adventure games and interactive fiction

Overview

❑ The main character (Dave) takes part in an athletics competition and gets hurt during the race, being rescued by another boy (Loan). The two fall in love;

❑ Dave is diagnosed with traumatic ossifying myositis and is left with sequelae in one leg, so he retires from his life as a sportsman;

❑ They become a couple and decide to visit a magician to cure Dave's disability;

❑ The wizard offers to help, but he needs the Cloaking Stone;

❑ When they return to the wizard's house with the stone, the wizard is turned into chips;

❑ To break the spell, the wizard needs some of the stone's power, which means he can no longer cure David;

❑ The wizard turns Dave into a computer and creates an avatar for him to wake up to in this parallel world;

❑ Loan dies and someone turns off the laptop.

Process

Rooms:
- Outside of the sports hall;
- Inside of the sports hall;
- Men's Shower Room Hall;
- Main Room Of the Men's Shower Room;
- Loan's house;
- Outside of the wizard's house;
- Inside of the wizard's house;
- Mountain;
- Desert;
- Beach;
- First challenge room (toxic rain);
- Second challenge room (key colors);
- Third challenge room (1 out of 1000);
- Last challenge;
- Cloaking Stone room.

Polite Forgiveness Rating.

Objects:
- black handle;
- suitcase;
- showers;
- sink;
- tap;
- clock;
- corridor;
- seat;
- pill;
- pocket;
- shirt;
- trousers;
- bed;
- table;
- doors;
- candle;
- statue;
- protuberance;
- wizard key;
- sand;
- palm trees;
- see;
- weeds;
- ...

Commands:
- walk;
- talk;
- go;
- look at;
- look around;
- take;
- take out;
- use;
- ...

Demo

Thank you!