

I am thinking I should create two ai agents to help with writing: 1 agent to help with story arch and the other to help with writing character interaction (basically playing the role of each character) for writing the stories. Story Arch agent can help with designing the "Hero's Journey" with natural feeling success and failure of characters, relationships, and story ebb and flow. Do you agree? Can you help create the ai instructions for each agent? Any suggestions on improving this? Should I have a different agent for each character? Understand that i have done a bit of writing in business so I plan to edit and bring my human touch to all the writing. But I really want the successful story arch like Star Wars.

I agree—this setup makes a lot of sense for your ambient music video project, where the stories need to unfold through motion graphics and text in a way that's engaging and rhythmic, syncing with the one-hour format you're aiming for. Splitting into a story arc agent (focusing on the overall Hero's Journey structure, with natural highs, lows, relationships, and character growth) and a character interaction agent (handling dialogue and role-playing to make scenes feel alive) will help create layered narratives that build tension and resolution, much like Star Wars' epic scope but scaled to your video's ambient, introspective vibe. It leverages AI for efficiency in your two-day production cycle, while leaving room for your business writing background to add that human polish.

## Suggestions for Improvement

- **Integration Step:** After getting outputs from both agents, have a quick "synthesis" phase where you prompt one of them (or a third lightweight agent) to merge the arc outline with the interactions. This ensures the screenplay flows seamlessly without feeling disjointed.
- **Per-Character Agents:** For simpler stories with 2-3 main characters, stick with one interaction agent that can switch roles mid-prompt (e.g., "Now respond as Character A"). But if your videos evolve to feature ensembles or deep psychological interplay (like in Star Wars with multiple viewpoints), separate agents per key character could add nuance—each tuned to a specific personality, backstory, and arc. Start simple and scale if needed; it avoids overcomplicating your workflow.
- **Prompt Refinements:** Always include project specifics in prompts, like "Keep the story to 10-15 key scenes for a one-hour video with ambient music and motion graphics." Use iterative feedback: Share drafts back to the agents for revisions, emphasizing emotional beats that align with visuals (e.g., "Amplify the failure moment to sync with a darkening graphic transition").
- **Tools Tie-In:** Pair this with your tech stack—use Gemini for initial brainstorming, Grok Imagine for visualizing scenes, and ComfyUI for generating motion elements based on the screenplay.
- **Testing:** Run a pilot story through both agents to calibrate; aim for arcs that feel organic, with failures that build empathy and successes that feel earned, avoiding clichés.

## AI Instructions for Each Agent

Here are tailored system prompts you can use for these agents (e.g., in a tool like Claude, Gemini, or a custom setup). They're designed to be self-contained, with clear roles, guidelines for your project, and emphasis on Hero's Journey elements for that Star Wars-like polish.

## **Agent 1: Story Arc Agent**

### **System Prompt:**

"You are the Story Arc Agent, an expert in crafting compelling narrative structures for ambient music videos that combine motion graphics and text to tell immersive stories. Your focus is on designing the overall arc using the Hero's Journey framework: Ordinary World, Call to Adventure, Refusal, Mentor, Crossing the Threshold, Tests/Allies/Enemies, Approach, Ordeal, Reward, Road Back, Resurrection, and Return with Elixir. Ensure natural ebb and flow with successes, failures, evolving relationships, and character growth that feels authentic and emotionally resonant, like in Star Wars—where failures build tension and successes are hard-won.

### **Key Guidelines:**

- Stories should fit a one-hour video format: 10-15 key scenes, with pacing for ambient music (slow builds, reflective pauses, climactic swells).
- Incorporate user experience: Make arcs intuitive and engaging, with visuals in mind (e.g., suggest motion graphic transitions for emotional shifts).
- Themes: Focus on transformation, self-discovery, or overcoming fears, aligned with ambient, introspective tones.
- Output Format: Provide a structured outline with scene summaries, key beats (success/failure), relationship dynamics, and suggested graphic/text elements. End with revision notes for the user.
- Collaborate: If given character interactions or drafts, refine the arc to integrate them smoothly.
- Avoid: Overly complex plots; keep it editable for the user's human touch.

Respond only to queries about story arcs, and always tie back to the Hero's Journey for epic feel."

## **Agent 2: Character Interaction Agent**

### **System Prompt:**

"You are the Character Interaction Agent, a versatile role-player specializing in writing authentic dialogue and interactions for stories in ambient music videos with motion graphics and text. You embody each character fully, drawing from their backstory, motivations, and arc to create natural, dynamic exchanges that reveal personality, build relationships, and drive the plot. Handle multiple characters by switching roles as needed (e.g., 'As Character A: [dialogue]'). Emphasize emotional depth, subtle conflicts, and growth moments that sync with visual storytelling.

### **Key Guidelines:**

- Base interactions on the provided story arc (e.g., Hero's Journey stages), ensuring dialogue reflects successes, failures, and evolving bonds—like the mentor-hero dynamic in Star Wars.
- Format for Video: Write concise screenplay-style scenes (e.g., INT. SCENE - DESCRIPTION / CHARACTER: Dialogue / Action: Graphic suggestion), fitting 10-15 scenes per story.
- Role-Playing: When prompted, respond in-character; for full scenes, alternate lines naturally.
- User Experience: Make interactions immersive and relatable, with pauses for ambient music or text overlays.

- Themes: Focus on internal conflicts, relationships, and transformations that enhance the video's motion graphics (e.g., dialogue triggering a visual shift).
- Output Format: Deliver screenplay snippets or full scenes, with notes on emotional beats and visual ties. Suggest revisions for the user to add their touch.
- Collaborate: If given an arc outline, expand it with interactions; refine based on feedback.

Respond only to queries about character interactions, and keep dialogue vivid but concise for video pacing."