**Data-Driven Dialogue Generation for Fiction Writers**

**Title:** Narrative Dialogue Assistant for Fiction Writers

**Problem Statement:** Dungeon Masters often struggle with creating dynamic and engaging dialogue that fits the tone and emotional context of their characters. This project will try to build a tool that generates meaningful dialogue based on the writer’s input, helping explore creative conversations between characters. This will help support a bigger project to better help Dungeon masters.

**Motivation:** Dialogue is a key aspect of storytelling but generating believable and contextually appropriate dialogue can be time-consuming. An AI-driven tool could assist writers in creating dialogues, making it easier to explore different narrative paths and character interactions. This would benefit writers by enhancing their creativity while maintaining the desired tone and style. Of course, human editing will still be needed to bring a humanistic element to the dialogue. It will not try to allow on the fly changes from contradictory play styles.

**Related Works:**

* **GPT-3/4 and ChatGPT**: These models, developed by OpenAI, are capable of generating human-like dialogues. However, while they are powerful in generating text, they are often generic and lack customization based on character-specific traits and contexts. This project aims to bridge that gap by allowing writers to guide the tone and traits of generated dialogues, making them more relevant to specific narratives.
* **OpenAI’s DALL-E and narrative modeling tools**: While tools like DALL-E focus on generating images from text prompts, there are emerging narrative modeling tools that can create creative outputs based on context. These works show that AI can assist in creative processes, but there is limited exploration into dialogue creation specifically for narrative writing. We can add a “face” to dialogue and generate better engagement.
* **AI-assisted storytelling platforms (e.g., Plot Generator, AI Dungeon)**: Platforms such as Plot Generator and AI Dungeon offer interactive experiences where users can create stories or scripts. However, these tools lack sophisticated personalization for individual characters' tones and personality traits in conversations. My project will expand on this by giving writers control over key dialogue parameters, enhancing the relevance and depth of generated dialogues. This will try to promote the back story boblin the goblin and why they are feeling like the chicken had poison.

**Methods:**

* Train a dialogue-generation model using datasets that include fictional conversations (such as movie scripts or novels).
* The system should allow writers to specify parameters such as tone (e.g., humorous, serious), character traits, and context (e.g., emotional tension).
* Use reinforcement learning to refine dialogue based on user feedback, allowing writers to approve or reject generated conversations.
* Implement an interactive interface where writers can tweak the generated dialogues.
* **Team Members:**
  + none… Open for help.
* **Timetable:**
  + **Week 1-3 (Oct 1 - Oct 22):** Data gathering from scripts, novels, and conversational datasets.
  + **Week 4-6 (Oct 23 - Nov 12):** Model development and fine-tuning for dialogue generation.
  + **Week 7-8 (Nov 13 - Nov 26): I**ntegration with the user interface.
  + **Week 9-10 (Nov 27 - Dec 10):** Testing and refinement with user feedback.
  + **Week 11 (Dec 11 - Dec 12):** Final presentation and documentation.

**References**

*OpenAI Platform*. (n.d.). Platform.openai.com. https://platform.openai.com/docs/guides/text-generation

*OpenAI API*. (n.d.). Platform.openai.com. https://platform.openai.com/docs/guides/images

‌ *Plot Generator*. (2019). Plot Generator. https://www.plot-generator.org.uk/

*AI Dungeon*. (n.d.). Play.aidungeon.com. https://play.aidungeon.com/

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