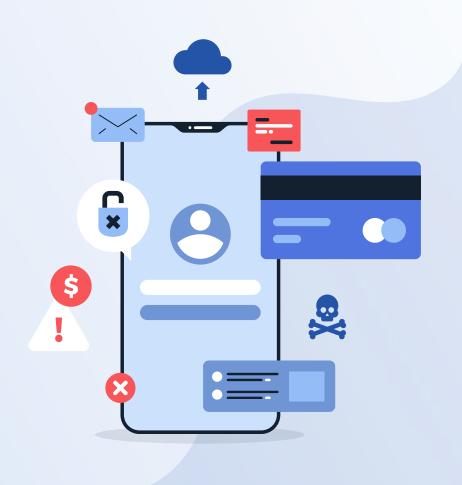
Lab 02

Building a GPT



Lab Objectives

- Learn to use the OpenAl cloud tools to build a GPT
- Add in knowledge to enhance the accuracy/recall of the agent
- Learn to engineer a prompt that enables the exact functionality you're seeking



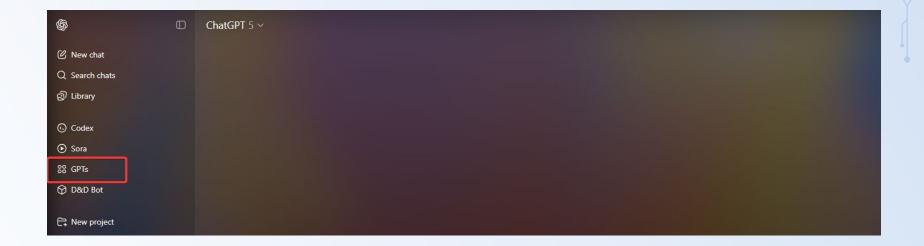
Logging into ChatGPT

Navigate to https://chatgpt.com/ and login

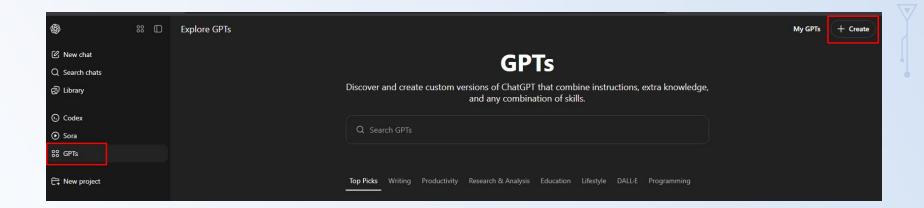


Navigating ChatGPT

- Login with your account (either your own personal or using a class a account)
- On the left hand side you will select GPTs and then at the top right hand side select create



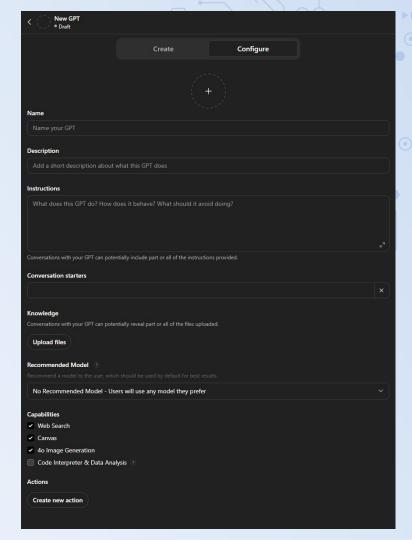
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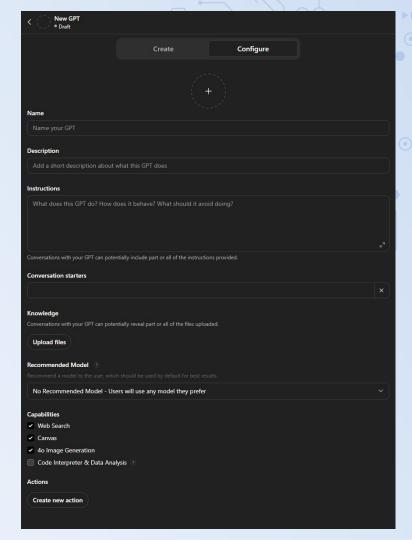
- You will be presented with two modes create and configure
- Create allows you to prompt engineer an agent and configure allows us to customize it
- Select Configure to proceed



- Name your GPT and provide a description
- Recall your prompt engineering slides-write some explicit instructions as to what you want the agent to do
 - Consider this **pseudocode** and be as illustrative as possible
- Conversation starters are bubbles that prompt the user what to do next
- Knowledge allows us to add documents to help improve the agents utility and recall
- Recommended Model allows us to explicitly select which model we want to use
- Capabilities enable or disable Chat GPT features such as image creation
- Action allows us to create OpenAl API compatible RESTful actions

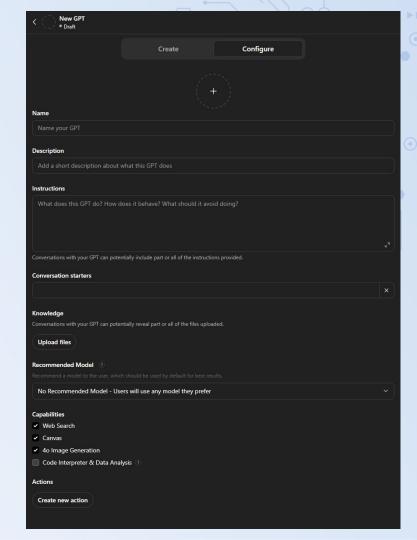


- Be creative! Think of a task you could benefit soliciting AI for solving
 - This could be personal such as for a hobby or home automation
 - Email drafting/summarization
 - Note Taking
 - Creating NPCs/dice rolling for Dungeons and Dragons
 - Personal Knowledge Lookup
 - This could also be for work or enterprise
 - Work prioritization
 - Wireframing
 - Documentation
 - Task automation support



Finding Knowledge

- Once you think of your task, solicit some knowledge online to enhance your GPT
 - If for home automation, print some API documentations into PDFs
 - For D&D, find some manuals to upload
 - For enterprise, paste in some work related URLs*
 - We do not want to violate any privacy/acceptable use policies in this class:)



Example: D&D NPC Generator

Prompt

- Generate a unique Dungeons & Dragons 5th Edition NPC with the following details:
- Name: (Fantasy appropriate, culturally consistent)
- o Race & Subrace: (e.g., Half-Elf, Dwarf (Hill), Tiefling)
- o Class/Role: (e.g., Rogue informant, retired Paladin, tavern cook)
- Appearance: (Clothing, distinctive features, posture, etc.)
- Personality Traits: (2-3 defining behaviors, quirks, or attitudes)
- Background: (Short backstory relevant to their location and role)
- Motivations/Secrets: (Hidden goals or something they're not telling others)
- Voice & Mannerisms: (How they talk, gestures, emotional tone)
- Notable Gear or Items: (Optional magical or interesting possessions)
- How the party might meet them: (Scene or context hook)
- Keep descriptions concise but evocative. Avoid clichés unless they're subverted. Assume the setting is a classic medieval-fantasy world unless stated otherwise.
- When done, draw an image of the character!



Race & Subrace: Gnome (Forest)

Class/Role: Druidic Herb-Monger & Local Gossip

Appearance

Short and wiry, with bark-brown dreadlocks braided with herbs and tiny bones. She wears patchwork robes dyed in forest hues and walks barefoot, even in town. Her eyes—one green, one amber—are always scanning.

Personality Traits:

- · Whispers to plants and seems to get answers.
- · Chuckles at her own obscure jokes.
- · Doesn't lie, but rarely tells the full truth.

Background

Raised deep in the Verdant Glade by an old circle of druids, Sira chose a quieter life supplying potions and poultices to village folk. She's a fixture at the local market, trading remedies and stories in equal measure.

Motivations/Secrets:

Secretly guards a slumbering dryad's grove nearby, fearing that it's being hunted by a local noble for rare reagents. She's been diverting inquiries and ingredients subtly.

Voice & Mannerisms

Speaks in a melodic cadence, often finishing thoughts with a humming sound or a rhymed phrase. Taps her fingers rhythmically on counters or cups when thinking.

Notable Gear or Items:

- · A living pouch woven from moss and vines that stores herbs longer than normal.
- · A pipe that, when smoked, releases tiny glowing butterflies.

How the party might meet them:

A local innkeeper sends them to "Mad Thistlewatt" for a cure to an unusual illness—or perhaps they spot her arquing with a guard near a strange, uprooted tree.



Lab End

