

EpicTale: Adaptive Genre Gaming

A dynamic, AI-powered interactive fiction game where players craft unique narratives across diverse genres.

Overview

EpicTale combines genre-driven storytelling with adaptive AI to create immersive, branching narratives tailored to user choices. Players select their genre, customize characters, and explore personalized storylines generated in real-time.

Features

- **5+ Genres:** Mystical Thriller, Mythological Epics, Time Travel Adventure, and more.
 - **Personalized Gameplay:** 50+ combinations for player identity.
 - **AI-Powered Narratives:** Dynamic story arcs generated using OpenAI APIs.
 - **Replayability:** Unique storylines evolve with each choice.
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Setup Instructions

Prerequisites

1. **System Requirements:**
 - Node.js >= 16.x
 - Python >= 3.8
 - OpenAI API Key
 2. **Dependencies:**
 - React for frontend
 - NodeJS for backend
 - OpenAI API integration
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Installation

1. **Clone the Repository**
2. `git clone https://github.com/username/EpicTale.git`
3. `cd EpicTale`
4. **Install Dependencies:**
Command: `npm install`

Usage

1. Create a OpenAI “API key” and paste it in the placeholder in file “consts.ts”
 2. Start the development server
Command: npm start
 3. Navigate to localhost:3000 in your browser
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Running the Demo

1. **Select a Genre:**
 - Choose from 10+ available genres via a search bar or from the list below.
2. **Customize Your Character:**
 - Enter a first and last name or select random character name.
3. **Begin Your Adventure:**
 - Dive into an AI-generated story tailored to your choices.
4. **Make Decisions:**
 - Pick from multiple options at each story step to shape the narrative.
5. **End Game Summary:**
 - View a personalized summary of your journey.

Technical Stack

- **Frontend:** React.js
- **Backend:** Node.js
- **AI:** OpenAI APIs for dynamic story generation
- **State Management:** Context API
- **Styling:** CSS Modules

Contributors

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For any issues or questions, please raise a GitHub issue or contact us at vishwaj1@umbc.edu.

[GitHub Repository Link](#)