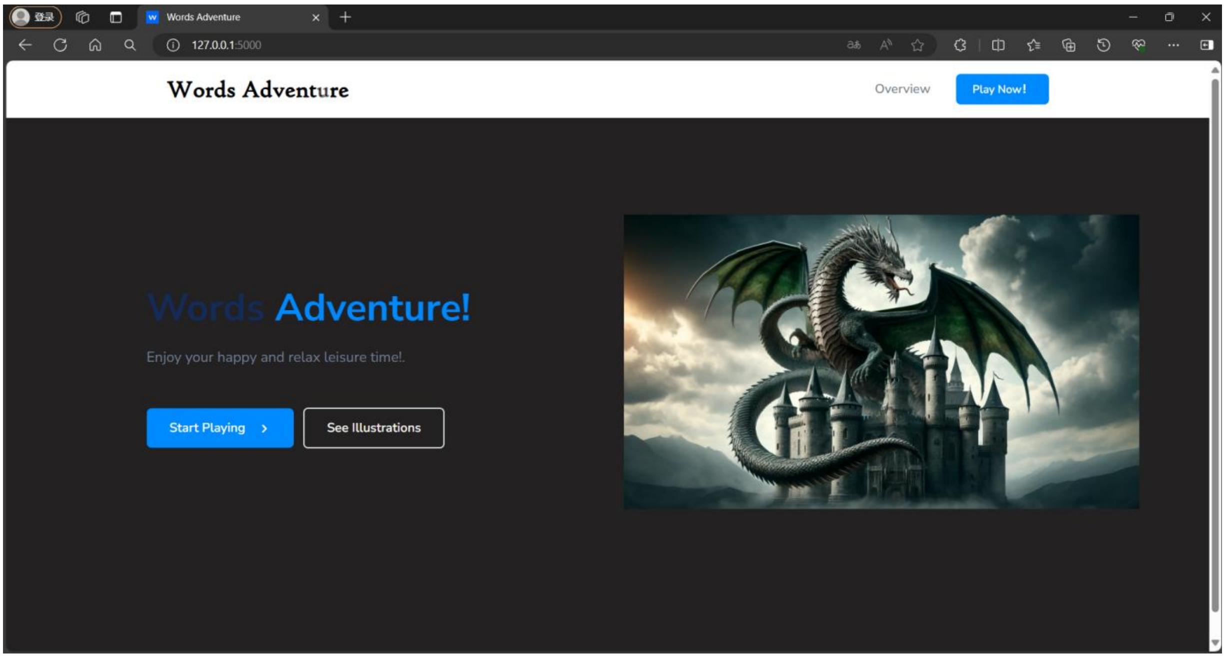
Text Adventure Game User Guide

Game Name: Words Adventure

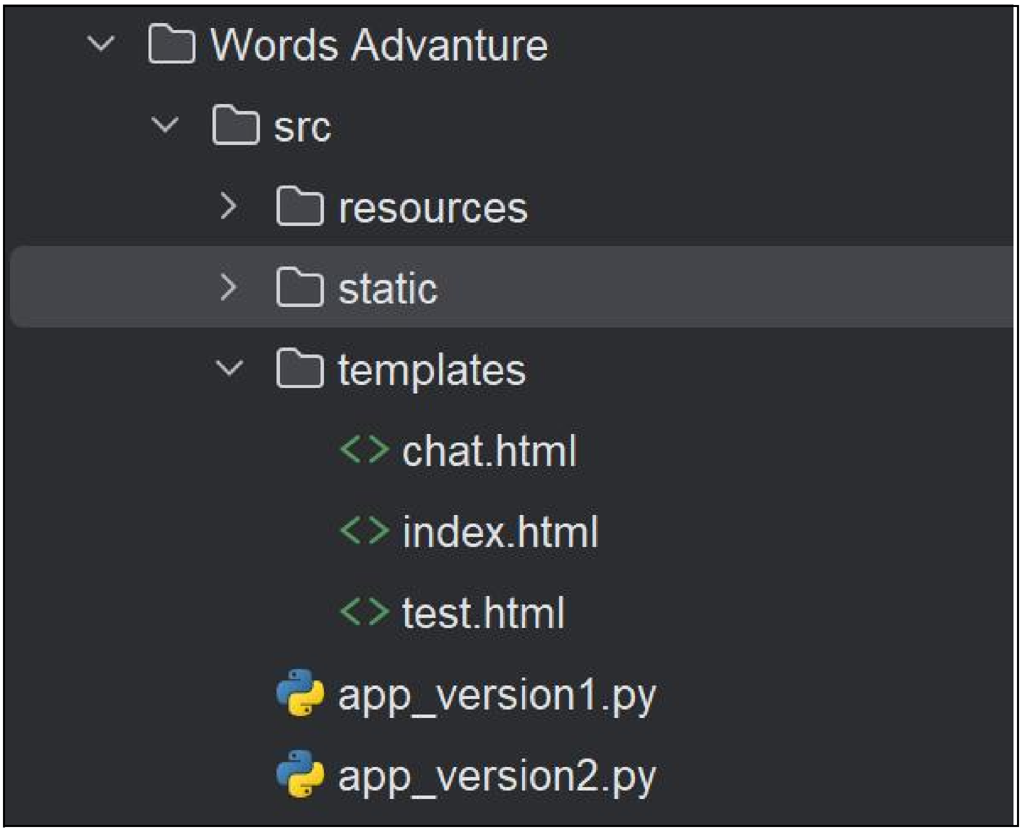
Introduction

This is a word adventure game where players interact with AI through text and survive or achieve some special goals. This guidance will help you understand how to start our website to play the game.



First of all, when you have download the packet, you can follow the guideline below to run the programme.

Overview of Structure



```
Words Advanture
  src
    resources
    static
    templates
      chat.html
      index.html
      test.html
    app_version1.py
    app_version2.py
```

Install Required Packages

First, ensure you have Flask and the OpenAI Python client library installed. You can install them using in shell:

```
pip install flask openai
```

Then, ensure other pyhton library are installed. You can install them using:

```
pip install Flask request jsonify render_template session
```

Environment Configuration

Make sure you set your OpenAI API key in the environment variable before running the Flask app. You can add the following line to your `.bashrc` or `.bash_profile` file (assuming you're using Linux or macOS):

```
export OPENAI_API_KEY='your_openai_api_key'
```

Version Control

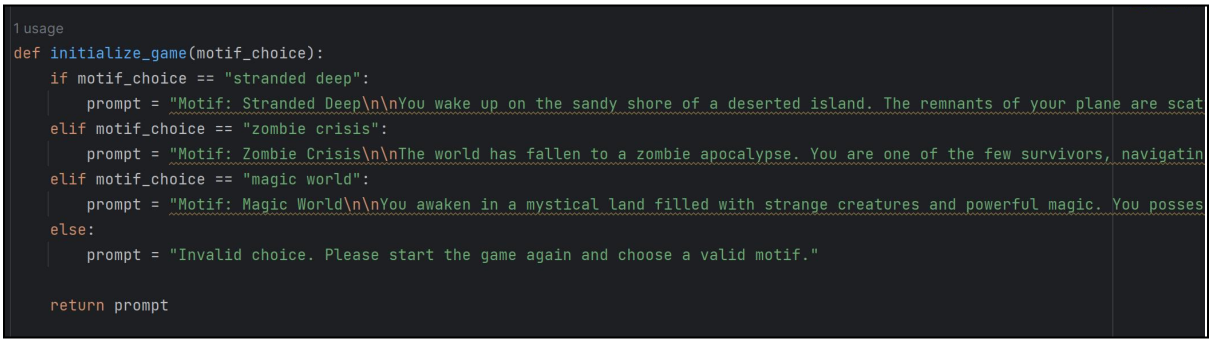
There are 2 version of our software:

`app_version1.py` has been intricately engineered to deliver a user-centric experience, meticulously designed to present a curated selection comprising three distinct options, ensuring that users engage with a refined and focused set of choices every time they interact with the software.

`app_version2.py` is a standard generative model, user can creatively enter your text and idea, and interact with our fine-tuning models to generate script. （we use `app_version1.py` below as example.）

Self Design Prompt Engineer(optional)

In this part, user can change their story background of each motifs, which offered a more playable and creative user experience. Increase our software has a lot of extensibility.



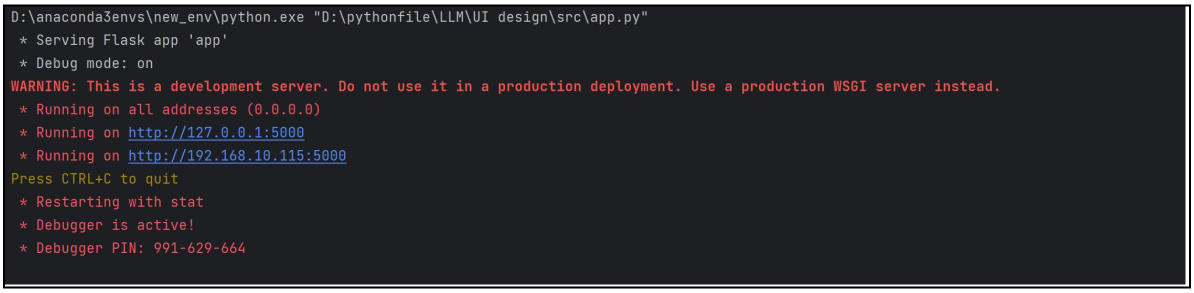
```
1 usage
def initialize_game(motif_choice):
    if motif_choice == "stranded deep":
        prompt = "Motif: Stranded Deep\n\nYou wake up on the sandy shore of a deserted island. The remnants of your plane are scat
    elif motif_choice == "zombie crisis":
        prompt = "Motif: Zombie Crisis\n\nThe world has fallen to a zombie apocalypse. You are one of the few survivors, navigatin
    elif motif_choice == "magic world":
        prompt = "Motif: Magic World\n\nYou awaken in a mystical land filled with strange creatures and powerful magic. You posses
    else:
        prompt = "Invalid choice. Please start the game again and choose a valid motif."

    return prompt
```

Set up the server and visiting the website

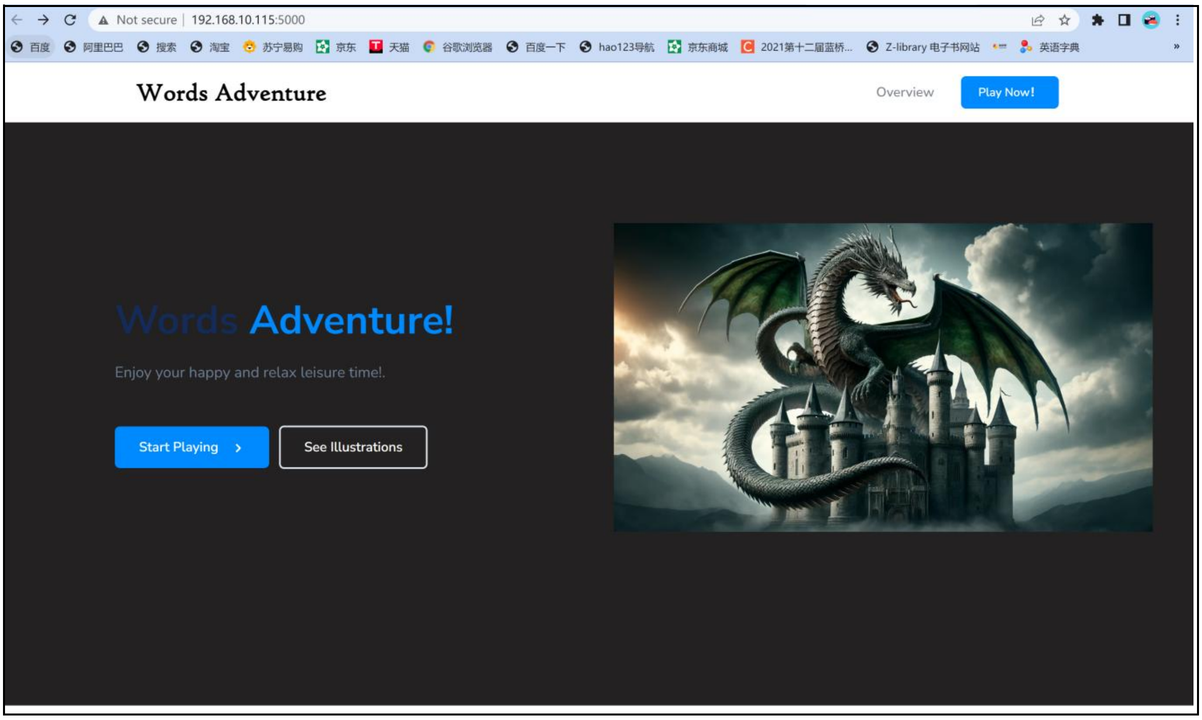
After setting up the environment and downloading the required packages, we can run the `app_version1.py` file by using the instruction in shell:

```
python app_version1.py
```



```
D:\anaconda3envs\new_env\python.exe "D:\pythonfile\LLM\UI design\src\app.py"
 * Serving Flask app 'app'
 * Debug mode: on
WARNING: This is a development server. Do not use it in a production deployment. Use a production WSGI server instead.
 * Running on all addresses (0.0.0.0)
 * Running on http://127.0.0.1:5000
 * Running on http://192.168.10.115:5000
Press CTRL+C to quit
 * Restarting with stat
 * Debugger is active!
 * Debugger PIN: 991-629-664
```

Now, you can open your web browser and by going to the second row IP address: `http://192.168.10.115:5000` (here is just an example) This address points to the machine's network interface on the local network (LAN). Accessible from other devices within the same local network (e.g., other computers, smartphones, tablets connected to the same router or network segment).



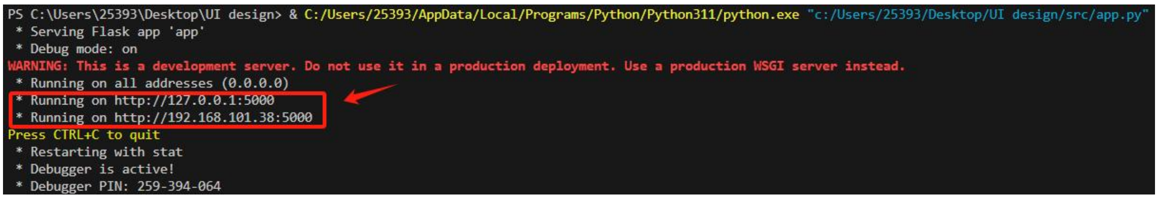
Words Adventure!

Enjoy your happy and relax leisure time!.

By enter the IP address you can access our software home page.

Getting Started

After successfully launching the app server, you can find our webpage address in your terminal, as shown in the image below (circled in red).

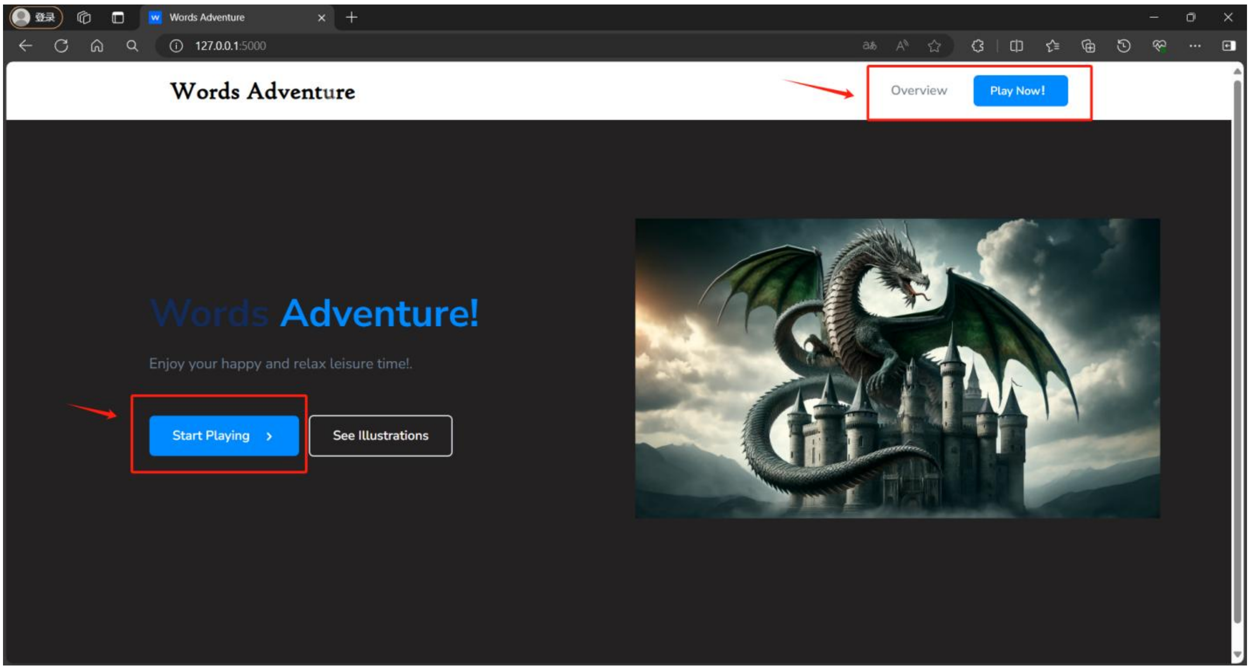


```
PS C:\Users\25393\Desktop\UI design> & C:/Users/25393/AppData/Local/Programs/Python/Python311/python.exe "c:/Users/25393/Desktop/UI design/src/app.py"
 * Serving Flask app 'app'
 * Debug mode: on
WARNING: This is a development server. Do not use it in a production deployment. Use a production WSGI server instead.
 * Running on all addresses (0.0.0.0)
 * Running on http://127.0.0.1:5000
 * Running on http://192.168.101.38:5000
Press CTRL+C to quit
 * Restarting with stat
 * Debugger is active!
 * Debugger PIN: 259-394-064
```

The first address can be run locally, while the second address can be accessed from other computers within the same local network or run locally as well. After copying the address, please go to any browser (Google Chrome or Microsoft Edge recommended) and enter the URL (you can also hover your mouse over the address in the terminal and Ctrl+click to directly open the website). After this, you will be able to enter our game website.

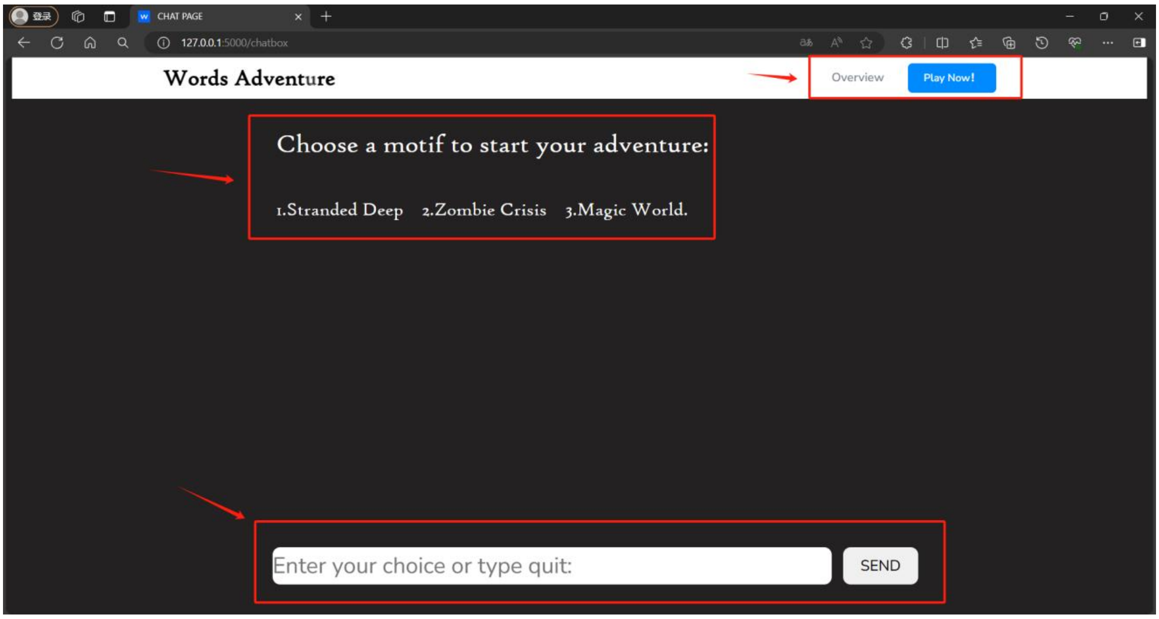
Game Interface Explanation

After you successfully enter our website, the first thing you'll see is the main page featuring a large dragon graphic in the center.



Enjoy your happy and relax leisure time!.

At the top of the page, there's a navigation bar (present on both pages) with two buttons: 'Overview' and 'Play Now!'. The 'Overview' button links back to the main page, while the 'Play Now!' button directs you to the game page. The 'Start Playing' button in the middle of the page also takes you to the game page. (However, the 'See illustration' button is non-functional and still under development.)



Choose a motif to start your adventure:

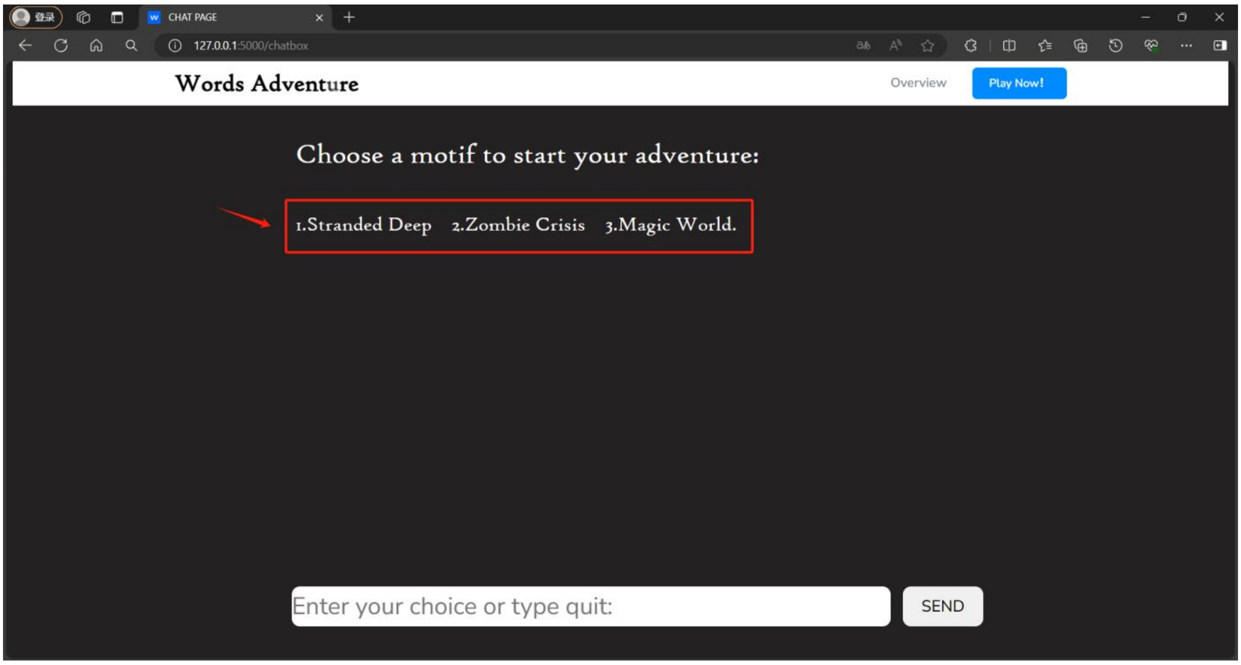
1.Stranded Deep 2.Zombie Crisis 3.Magic World.

After you navigate to the game page, you can still see the navigation bar at the top, which functions the same as on the main page. In the middle of the page, you will see our story theme and a dialogue box. Based on the story content and prompts, enter the corresponding options in the dialogue box to begin your words adventure.

The start of the game

1. Option locked mode (app_version1.py)

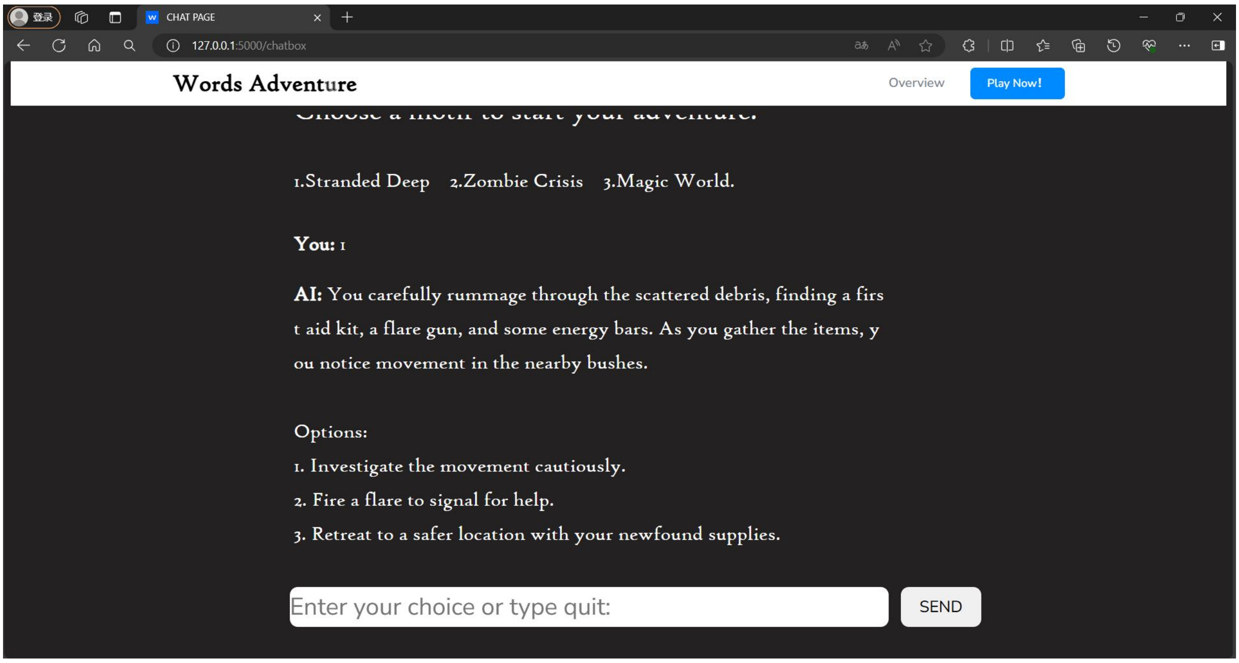
After entering the game page, you can see three selectable game themes. By entering the corresponding theme number, you can start playing the words adventure with the content related to that theme.



Choose a motif to start your adventure:

1.Stranded Deep 2.Zombie Crisis 3.Magic World.

Enter your choice or type quit:



Choose a motif to start your adventure.

1.Stranded Deep 2.Zombie Crisis 3.Magic World.

You: 1

AI: You carefully rummage through the scattered debris, finding a first aid kit, a flare gun, and some energy bars. As you gather the items, you notice movement in the nearby bushes.

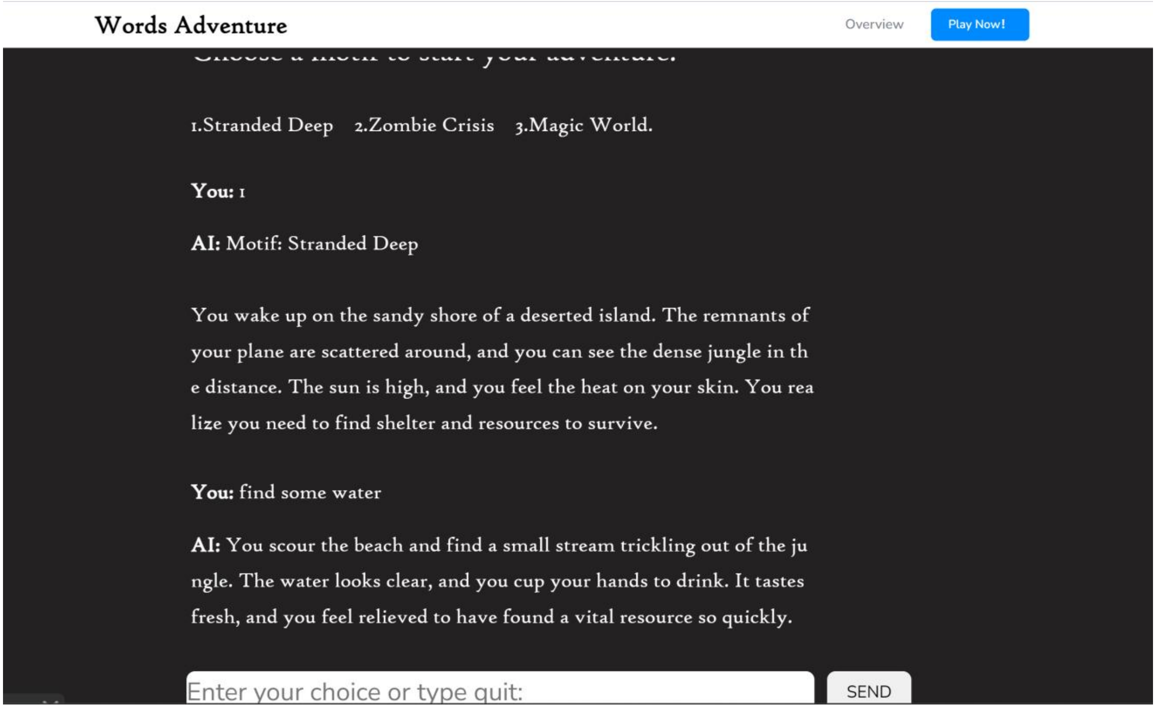
Options:
1. Investigate the movement cautiously.
2. Fire a flare to signal for help.
3. Retreat to a safer location with your newfound supplies.

Enter your choice or type quit:

When you feel that you’ve played enough, you can type 'quit' in the chat box to exit the game. Afterwards, you can choose to refresh the webpage to reselect a game theme and replay the game.

2. Option unlocked mode(app_version2.py)

In this mode, you can freely type text to interact with the AI and play the game. The other operational content is the same as in the 'option locked mode', meaning you enter content into the chat box.



Choose a motif to start your adventure:

1.Stranded Deep 2.Zombie Crisis 3.Magic World.

You: 1

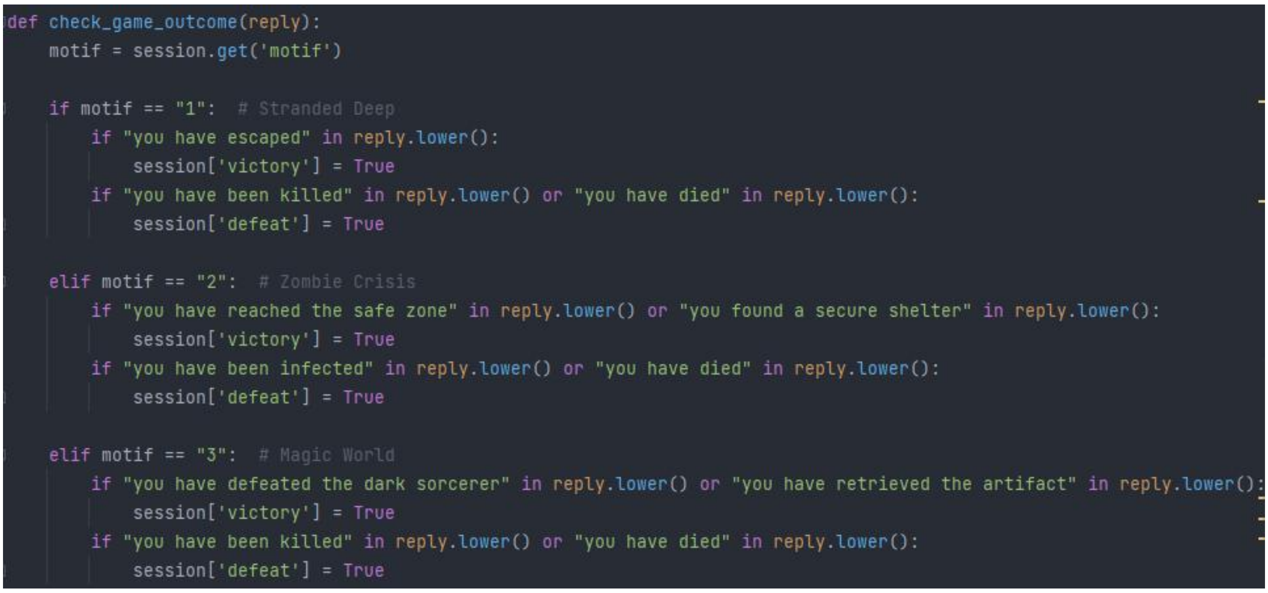
AI: Motif: Stranded Deep

You wake up on the sandy shore of a deserted island. The remnants of your plane are scattered around, and you can see the dense jungle in the distance. The sun is high, and you feel the heat on your skin. You realize you need to find shelter and resources to survive.

You: find some water

AI: You scour the beach and find a small stream trickling out of the jungle. The water looks clear, and you cup your hands to drink. It tastes fresh, and you feel relieved to have found a vital resource so quickly.

The end of the game



```
def check_game_outcome(reply):
    motif = session.get('motif')

    if motif == "1":  # Stranded Deep
        if "you have escaped" in reply.lower():
            session['victory'] = True
        if "you have been killed" in reply.lower() or "you have died" in reply.lower():
            session['defeat'] = True

    elif motif == "2":  # Zombie Crisis
        if "you have reached the safe zone" in reply.lower() or "you found a secure shelter" in reply.lower():
            session['victory'] = True
        if "you have been infected" in reply.lower() or "you have died" in reply.lower():
            session['defeat'] = True

    elif motif == "3":  # Magic World
        if "you have defeated the dark sorcerer" in reply.lower() or "you have retrieved the artifact" in reply.lower():
            session['victory'] = True
        if "you have been killed" in reply.lower() or "you have died" in reply.lower():
            session['defeat'] = True
```

The code above define the function used to end the game. The programme keep watch on the response given by the model. According to the different background chosen by the player, we set different keywords to end the game. For example, if the player chose the ‘Zombie Crisis’, when keywords ‘infected’ or ‘killed’ were detected in the response, you loss the game, if ‘safe zone’ or ‘antidote’ appear in the response, you win the game.

Technical Support

If you encounter technical issues during the game, you can contact our tech support team at myaberdeen student email.