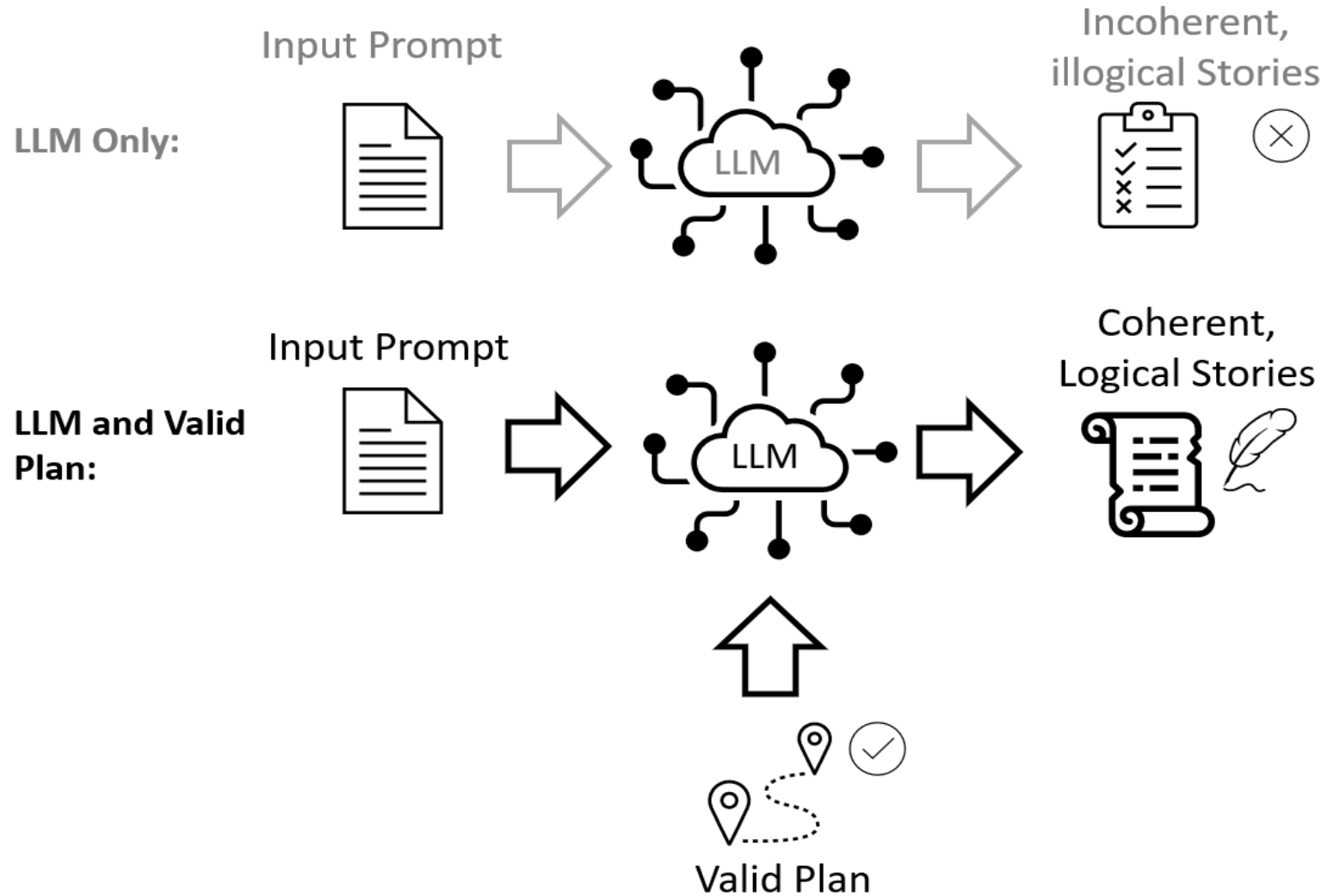


WANT TO CHOOSE
YOUR OWN
ADVENTURE? THEN
FIRST MAKE A PLAN.

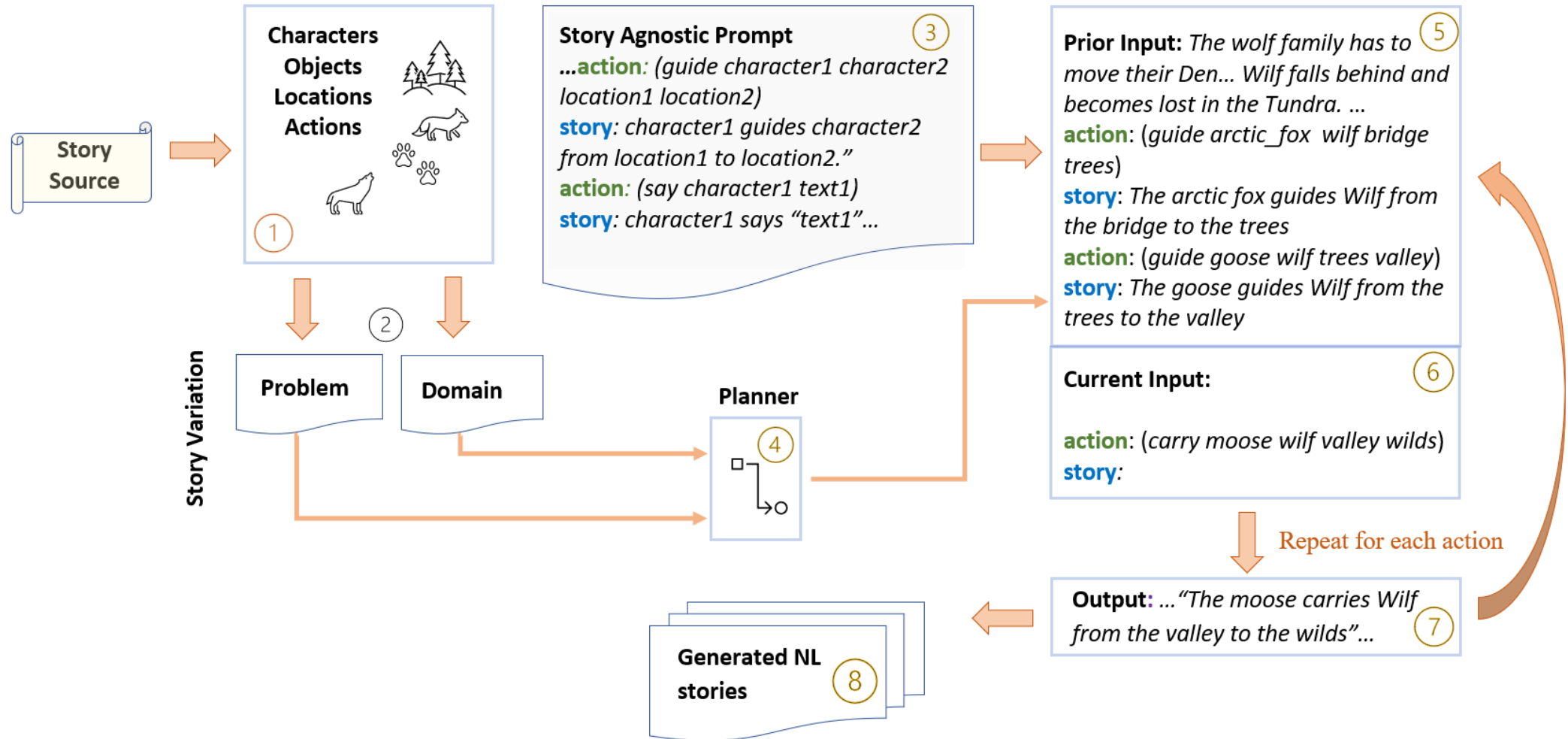
Nisha Simon



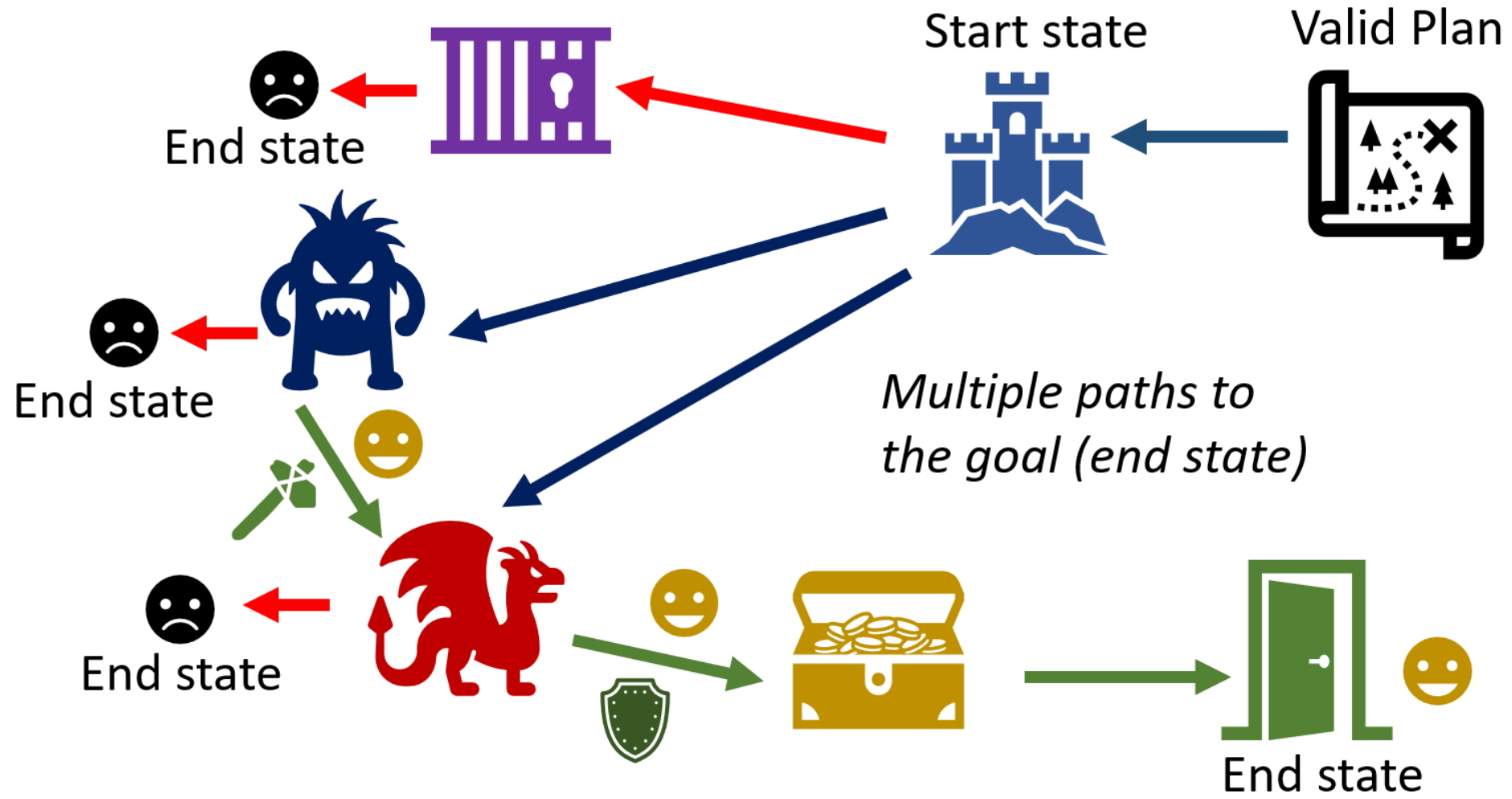
WHY AUTOMATED PLANNING?



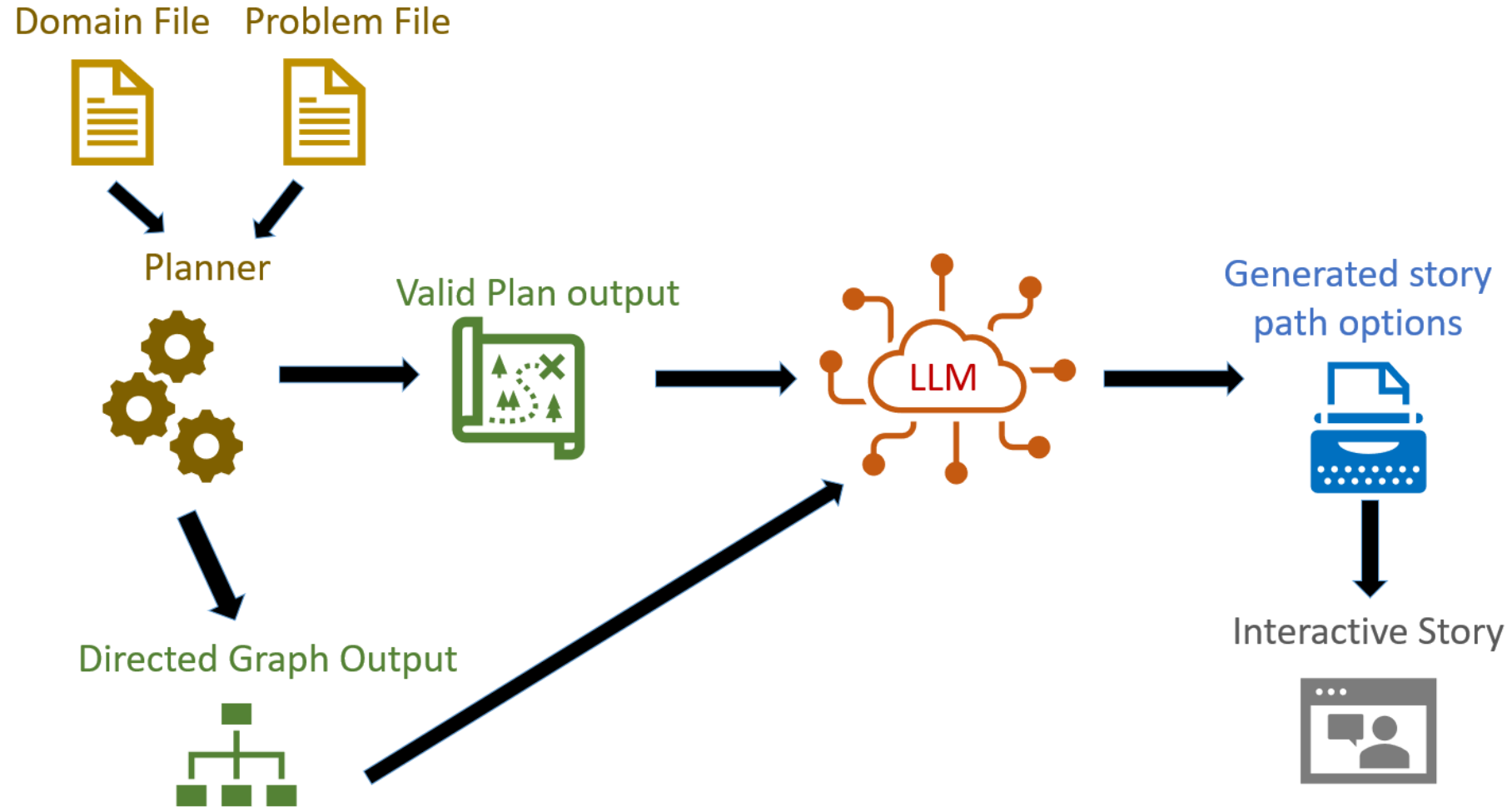
THE BEGINNING...



CYOA STORY PATHS

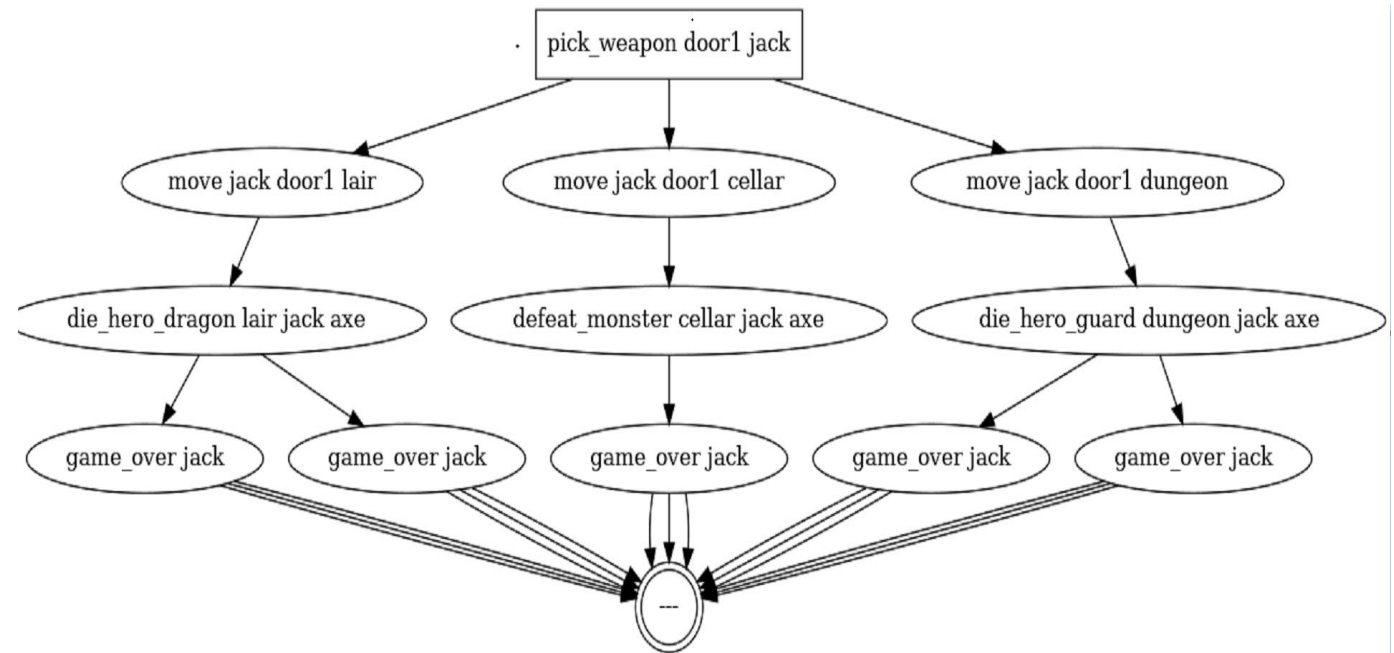


SYSTEM ARCHITECTURE



SELECTED INPUTS AND OUTPUTS

```
(:action pick_weapon
  :parameters(?l1 - location
              ?b1 - hero)
  :precondition (and (at ?b1 ?l1)
                    (not(have_weapon))
                    (not(is_dead ?b1)))
  :effect
    (and (at ?b1 ?l1)(have_weapon)
      (labeled-oneof get_weapon
        (outcome shield
          (and
            (have_shield)(picked_weapon
              shield)
            (not (have_mace))
            (not (have_axe))
          )
        )
      )
    )
  (outcome mace
    ...
  )
)
```



LET'S PLAY!

Welcome brave adventurer!

✓ Choose your own Adventure

In this interactive text-based game you play the role of the heroic adventurer called Jack.

Guide Jack through the castle in a quest to win fortune and glory. But beware, all your choices have consequences...so choose wisely!

➤ Jack opens the door to the armory. Help Jack pick a weapon with which to defend himself!

✓
0s [1] `weapon_choice:` Shield

LET'S PLAY!

weapon_choice: Shield

[Show code](#)

Looks like defense is more Jack's style. Jack picks up an old battered shield with mysterious markings on it.

You see three doors before you. Pick a door to open

door_choice: Lair

[Show code](#)

This door seems to glow from within, and there seems to be a large heat source behind it. Jack moves to the Lair.

FOR MORE INFORMATION



<https://nisimon48.github.io/>



<https://mulab.ai/member/nisha.simon/>



@NishaSimon612