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Generating Character Narrative AI

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# Abstract

Many developers have attempted to procedurally generate narrative using AI but this is seen in very few games with common examples being Rimworld (2016) and Dwarf Fortress (2006) which have managed to develop a way for randomly generated characters to interact with the environment and each other to create a narrative which the player is invested in. in this study there will be a discussion of different methods to create a narrative AI for characters to interact with each other, develop relations and to call back on previous events for those interactions. Overall, in this project many methods were used including {add methods here} before it was found that the {best method} was ideal for this project.

# Introduction

# Literature Review

## Software methodology

## Methods of generating narrative AI

## Artifact

## Further improvements

# Reference list – DELETE THIS

<http://www.journalssystem.com/shagh/Reactive-games-as-an-example-of-extensive-use-of-evocative-narrative-elements-in,132785,0,2.html>

needs reviewing – discussion of how dwarf fortress uses narrative through events although this more through a narrative perspective rather than a programming method

check out procedural storytelling in games design by tarn adams

<https://stars.library.ucf.edu/elo2020/asynchronous/proceedingspapers/10/>

discusses systems relating to character believes in a style similar to dwarf fortress and how other characters interacting with each other can cause them to come into conflict

https://ieeexplore.ieee.org/abstract/document/7439785

Conclusion

# Bibliography

**There are no sources in the current document.**