DUNN Isaac

[Draw your reader in with an engaging abstract. It is typically a short summary of the document. When you’re ready to add your content, just click here and start typing.]

Generating Character Narrative AI

Contents

[Abstract 2](#_Toc86058897)

[Introduction 2](#_Toc86058898)

[Literature Review 3](#_Toc86058899)

[Software Methodology 3](#_Toc86058900)

[Bibliography 4](#_Toc86058901)

# 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>

<https://www.cc.gatech.edu/~riedl/pubs/digra09.pdf> - chess ai why is this here

<https://www.researchgate.net/profile/Marc-Cavazza/publication/220851669_Interactive_storytelling_from_AI_experiment_to_new_media/links/580f3d0308aef2ef97afbf4b/Interactive-storytelling-from-AI-experiment-to-new-media.pdf>

use of htp systems to create actions the user takes and for other character to interrupt task of the player to help generate narrative

<http://project.jacobgarbe.com/simulation-of-history-and-recursive-narrative-scaffolding/>

this one is important talking about using game event data as a scaffold for a later event

<https://ojs.aaai.org/index.php/AIIDE/article/view/13046/12894>

<https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=1024747>

HTN with emergent ai creating stories

<http://ceur-ws.org/Vol-2862/paper25.pdf>

talks about the human influence in narrative ai as well as how this helps social believable

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

[Subverting Historical Cause & Effect: Generation of Mythic Biographies in Caves of Qud (acm.org)](https://dl.acm.org/doi/pdf/10.1145/3102071.3110574)

Caves of qud

# Write up points

## Why use AI for a storyteller

AI has useful applications for storytelling as opposed to hard coding events which could take significantly more time to implement than simply having an AI do it for you although finely crafted storytelling will be lost it adds replayability to the game

## How do the AI enhance the player’s interactions?

The AI would allow the player to achieve a dialog with the game that they otherwise would have in a hardcoded system with the players actions having a direct consequence

Conclusion

# Bibliography

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