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Generating Character Narrative AI

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# Abstract

Many developer have3 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.

# 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

Conclusion

# Bibliography

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