EXPOSÉ PROPOSAL

Procedural Quest and Dialogue Generation

in Role – Playing Games

Research Question:

Is the quality of procedural generated quests and dialogues as good as scripted ones?

Aims and Objectives:

- To show that procedural generated dialogues are able to feel as normal as scripted ones.
- To investigate the advantage of procedural generated dialogues and quests in time and cost.
- To examine the opportunity of nearly endless achievable goals, challenges and stories given by those. Without the limitation of time the Quest Designer had to implement them.
- To analyse the improvement of replayability through procedural generated content.

Abstract

Procedural generated Content is getting more and more popular in the game industry. At the moment procedural generation is primarily used to create unique game environments. The next step in this development trend is to generate procedural quests, dialogues and even backstories, to fill an automatically created world. This paper describes what procedural generated quests and dialogues are, are short overview of methods how to create them and if they are as good as normal scripted content.

Keywords: Procedural generation, quest generation, dynamic dialogues, game development, role-playing games.

Introduction

In today's game industry the usage and importance of procedural generated game content increases steadily. Besides it creates unique content for the players it is also a huge competitive advantage against other game studios in cost and time.

Currently procedural generation is mostly used for environment creation, and very little for quest and dialogue generation.

Especially in Role-Playing-Games (RPG) procedural generated quests and dialogues would be a massive advantage to generate side quests. For the main story of a RPG is a scripted storyline preferable to maintain excitement and dramatic.

Although there are already methods to use them, the fear of unnatural sounding dialogues is prevailing.

This thesis should show that generated quests and dialogues are as good as scripted ones and that they are useable in the game industry.

First of all it will approach topics like how dialogues and quests are constructed, which patterns they use and with which programs are used to generate such patterns.

Furthermore this thesis will point out a few methods to use and implement procedural quests and dialogues. Investigate the advantages and disadvantages of those. At last it will investigate methods how to measure the quality of quests and dialogues. How dialogues have to be constructed to sound natural and which elements are necessary to build up a good quest.

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