I think the discussion of Eliza was really interesting to me when I think about the current landscape of large language models (ChatGPT). If I start prompting GPT to tell me a story that branches, and it has the capacity to store that knowledge, theoretically can I create infinite stories that can last as long as I want? Maybe these stories can have no end, except I now have infinite choices for however I want instead of limited choices determined by an author.

I think this can be done; it just depends on packaging. There are also many restrictions to break the illusion. Games like these already exist. There is a game called “Yandere AI Simulator” in which you must convince an LLM (preconfigured to be an insane and violent girlfriend) to let you out of their house.

<https://store.steampowered.com/app/2880730/AI2UWith_You_Til_The_End/>

I think the determining factor as to whether interacting with an LLM is actually a game or not may only be differentiated by its packaging, interestingly enough. I mean, there are even points at which the LLM splits off into 2 directions and asks you to pick one that works for you better! Is this sort of a story game in which your goal is to convince an AI to give you the proper implementation for your code?

I believe the difference between this, and an actual story game are the endings and outcomes determined by an author before. Even in the AI Girlfriend game above, there are predetermined outcomes and ways you can “win” or “lose,” even if the interactions in the middle are different. But maybe in a world in which the endings and the entire game is generated as you play, this line may be blurred as well.