

Demo Development Proposal

Technical Team Requirements

1. **Defined World Data:** The world must be fixed (if generated via templates, the templates must be written down). This includes what exists in the forest, the world background, and specific NPC information.
2. **Ideal Specific Examples:** Detailed logs, complete narrative content, and potential scenarios (complete gameplay process/experience).

First Complete Script: The Crusade Against Black Wind Fortress

Objective: Kill the Black Wind Demon at Black Wind Fortress and return the Demon Core to the town to complete the mission.

Worldview Background: Border of Yunzhou, on the edge of the *Heavenly Sword Pavilion* (Tianjian Ge). Demons from Black Wind Fortress have frequently harassed the villages at the foot of the mountain recently. The Heavenly Sword Pavilion has issued a bounty mission. Combat is focused on the **Qi Refining Stage** (Low-Magic Cultivation).

Scenes

1. **Assembly Point (Start Position):**
 - A quiet clearing in the woods, sunlight filtering through the leaves. Several large stones are scattered on the ground, suitable for resting. A winding path leading deeper is faintly visible in the distance.
 - **Exits:** North -> Deep Forest.
 - **Contents:** Empty.
2. **Deep Forest:**
 - Dim lighting, the air smells of rotting leaves and a faint scent of blood. Eyes seem to be peeping from the surrounding bushes.
 - **Exits:** South -> Assembly Point; North -> Black Wind Fortress Gate.
 - **Contents:** Hostile entities/NPCs (Monster Beast x2), Items (Herb x1).
3. **Black Wind Fortress:**
 - A crude fortress built halfway up the mountain, gates tightly closed, surrounded by spiked wooden fences. A tiger-skin chair sits in the center of the square, emitting a strong sense of oppression.
 - **Exits:** South -> Deep Forest.
 - **Contents:** Final Boss (Black Wind Demon).

NPCs

- **Zhang San:** Inner disciple of Heavenly Sword Pavilion, Li Si's senior brother (Shixiong). Burly build, carries a heavy sword on his back, honest face but determined eyes.
 - *Personality:* Upright, protective, strong sense of responsibility. Believes protecting junior brothers and the weak is his duty.
- **Li Si:** Inner disciple of Heavenly Sword Pavilion, Zhang San's junior brother (Shidi). Young and aggressive, wears neat Daoist robes, holds a long sword, eyes reveal a hint of arrogance.
 - *Personality:* Impatient, worships his senior brother, looks down on rogue cultivators slightly.
- **Wang Wu:** Jianghu Rogue Cultivator (Mercenary). Ragged clothes, shifting eyes, several storage bags and hidden weapons hanging from his waist.
 - *Personality:* Shrewd, profit-driven, extremely cherish his own life.

BOSS

- **Black Wind Demon:** A Black Bear Spirit that hasn't fully taken human form. Thick skin, immense strength.
- **Mechanic:** A "Charge Turn" state.
 - *Log Prompt:* "The Black Wind Demon begins to inhale, wild winds rage around it (will release a devastating strike next turn)."
 - *Purpose:* Gives AI and Player time to think and decide (defend/dodge).

Complete Gameplay Flow (Example)

Initial State: The player forms a four-person squad with Zhang San, Li Si, and Wang Wu. The game starts at the Assembly Point. The player understands the mission objective and interacts with NPCs.

Progression:

1. Enter **Deep Forest (Scene 2)**. Encounter hostile creatures.
2. Squad engages in combat.
3. **Dynamic Memory System:** Based on combat performance and previous interactions, NPC memories will update, leading to reasonable reactions.
 - *Negative Path:* If the player is rude or attacks NPCs at the start, NPCs will fight back or insult the player. During the forest fight, NPCs might defect, stand by and watch, or mock the player.
 - *Positive Path:* They might help heal the player or block damage.

Climax (Black Wind Fortress): Face the Final Boss. Due to the Boss's stats, sacrificing 1-2 characters might be necessary. Dramatic tension peaks here. The shared experience between NPCs and the player shapes the narrative of this boss fight.

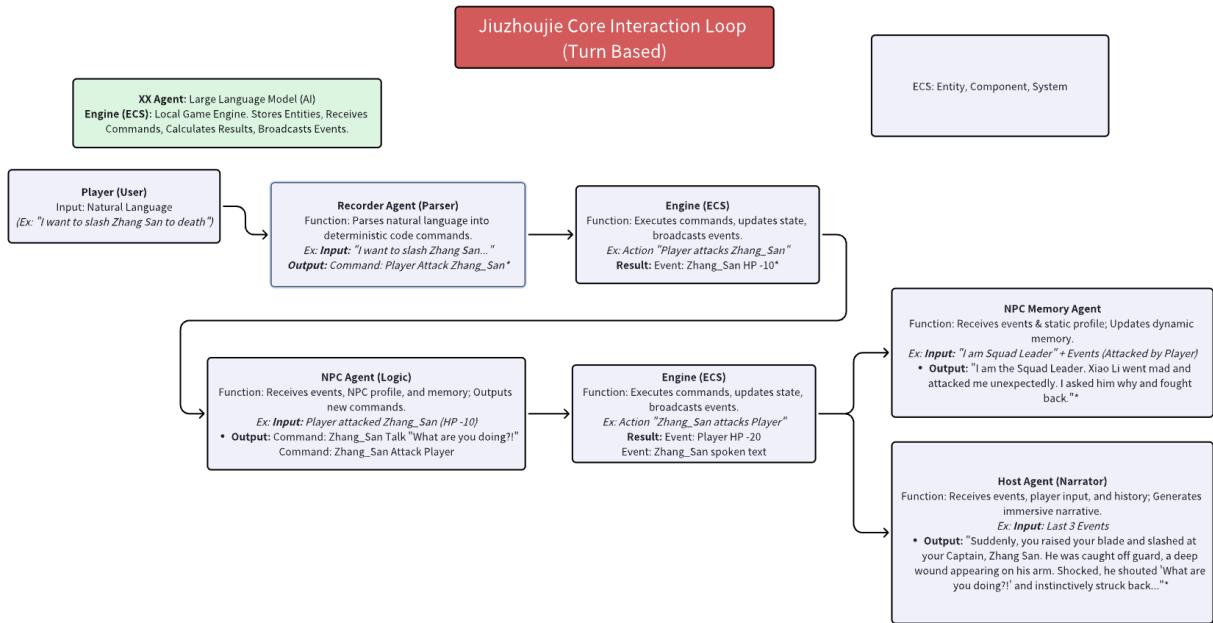
- *Outcome A*: Everyone works together; no casualties.
- *Outcome B*: The most upright/friendly NPC dies blocking damage for the player (Dramatic Sacrifice).
- *Outcome C*: NPCs scatter and flee.
- *Outcome D*: Internal conflict/betrayal.

Highlight: The player's experience focuses on how different behaviors reflect on the plot via NPC reactions.

- *Run 1*: Zhang San dies protecting the player; Wang Wu flees.
- *Run 2*: Player bribes/treats Wang Wu well; no one dies.
- *Run 3*: Player attacks Zhang San at the start; gets beaten to death by the trio.
- *Run 4*: Player insults Zhang San until he snaps; Zhang San refuses to protect the player during the boss fight.

Architecture: Agent & Engine Logic

System: Large Language Model (LLM) + Local Game Engine (ECS). **Flow:** Stores entities -> Receives commands -> Calculates results -> Broadcasts events.



Jiuzhoujie (Nine Provinces World) Core Interaction Loop (Turn-Based)

1. Player (User)

- **Input:** Natural Language.
- **Example:** "I want to slash Zhang San."

2. Recorder Agent (Parser)

- **Function:** Parses natural language into deterministic code commands.
- *Input:* "I want to slash Zhang San."
- *Output:* `Command: Player Attack Zhang San`

3. Engine (ECS)

- **Function:** Executes commands, updates state, broadcasts events.
- *Action:* Player "Zhang San" executes "Attack".
- *Result:* `Event: Zhang San HP -100`

4. NPC Agent (Logic)

- **Function:** Receives events, NPC profile, and memory. Outputs new commands.
- *Input:* Player attacked Zhang San (HP -100).
- *Output:*
 - `Command: Zhang San Talk "What are you doing?!"`
 - `Command: Zhang San Attack Player`

5. Engine (ECS)

- **Function:** Executes NPC commands, updates state.
- *Action:* Zhang San attacks Player.
- *Result:* `Event: Player HP -20, Event: Zhang San spoken text.`

6. NPC Memory Agent

- **Function:** Receives events & static profile. Updates dynamic memory.
- *Input:* "I am Zhang San, Squad Leader." + Event (Attacked by Player).
- *Output (Updated Memory):* "I am the Squad Leader. The player went mad and attacked me unexpectedly. I asked him why and fought back."

7. Host Agent (Narrator)

- **Function:** Receives events, player input, and history. Generates immersive narrative.
- *Input:* Last 3 Events.
- *Output:* "Suddenly, you raised your blade and slashed at your Captain, Zhang San. He was caught off guard, a deep wound appearing on his arm. Shocked, he shouted 'What are you doing?!' and instinctively struck back, leaving a gash on your chest."

Log Structure & Examples

Components:

1. Player Input (Natural Language)
2. Recorder Agent: Input (Prompt + NL) -> Output (Code)
3. Engine: Fact/State Update 1
4. NPC Agent: Input (Code) -> Output (Code)
5. NPC Memory Agent: Update Memory
6. Engine: Fact/State Update 2
7. Host Agent: Input (Facts, Code) -> Output (Natural Language)

Gameplay Log Examples:

A. Game Start

Player: "Greetings senior brothers, I am new here. This sword isn't very handy, but I will try my best not to be a burden."

Recorder Output:

```
[{"command": "TALK", "target": "scene", "text": "Greetings senior brothers..."}]
```

Engine: (Runs logic)

Zhang San Agent:

```
[{"command": "TALK", "text": "No matter, just hide behind me."}]
```

Li Si Agent:

```
[{"command": "TALK", "text": "Hmph, just don't die too fast."}]
```

Host Output: "You cup your fists and bow to everyone. The burly Zhang San nods at you, patting the heavy sword on his back, saying: 'No matter, just hide behind me.' Beside him, Li Si wipes his long sword, sneering: 'Hmph, just don't die too fast,' seeming indifferent to your joining. Wang Wu chuckles coldly from the side, his eyes darting around the luggage you carry."

B. Scene 2 (Wolf Ambush)

Situation: Encounter two monsters. Li Si rushes in too fast and is surrounded.

Player: "I rush up and use my body to block the wolf biting at Li Si! Attack it!"

Recorder Output:

```
[  
 {"command": "PROTECT", "target": "LiSi"},
```

```
[{"command": "ATTACK", "target": "Wolf_A"}]
```

Engine: (Runs logic)

Li Si Agent:

```
[{"command": "ATTACK", "target": "Wolf_A"}, {"command": "TALK", "text": "Hey! Are you crazy?... Thanks!"}]
```

Host Output: "Just as the demon wolf's fangs are about to snap Li Si's throat, you lunge forward, your blade piercing deep into the wolf's waist! The wolf turns in pain, its claws leaving three bloody trails across your chest. Li Si is shaken; the look he gives you holds less contempt and a trace of shock and gratitude. He says: 'Hey! Are you crazy?... Thanks!'"

C. Boss Fight (Climax)

Situation: Squad critical health. Boss preparing ultimate attack.

Zhang San Agent:

```
[{"command": "PROTECT", "target": "Player"}, {"command": "TALK", "text": "Retreat! You can't take this hit!"}]
```

Wang Wu Agent:

```
[{"command": "MOVE", "direction": "South"}, {"command": "TALK", "text": "Who the hell really wants to die here? Everyone, the green hills remain, we'll meet again!"}]
```

Host Output: "The Black Wind Demon roars at the sky, a massive black shadow crashing down on you like Mount Tai! You have nowhere to dodge, closing your eyes to wait for death. 'Retreat!' a thunderous shout rings out. Zhang San's massive body blocks in front of you. *Bang!* A dull thud accompanies the sound of cracking bones. Zhang San flies out like a kite with a cut string, smashing heavily into the wall, coughing blood. Meanwhile, a wretched figure has already darted to the door—Wang Wu, seeing the situation turn sour, leaves behind a 'Who the hell

really wants to die here? Everyone, the green hills remain!' and actually sells out his teammates to run away! 'Senior Brother!!!' Li Si's eyes turn blood-red as he charges madly at the Black Wind Demon."

Generation Mechanism

This mechanism is designed for replayability and future game development, allowing AI/templates to generate the world without manual filling. For the demo, it includes the following modules (Cultivation System temporarily excluded):

1. **Scene & Item Generation**
 - **Scene:** Name, Description (for Host polishing), Connection relationships with other scenes, Movement logic.
 - **Items:** Name, Tags, Interaction consequences (Dice system?).
2. **NPC & Monster Generation**
 - **NPC:** Name, Status (Health, Attack, possible future Cultivation/Spirit Root systems), Description (e.g., Appearance, Background settings), Initial Memory, Personality, Initial Inventory.
 - **Monster:** Name, Status, Action Logic (Simple attack? Random attack? etc.).
3. **Player Generation** (Can be handled by player input: Name -> Select Start/Background -> Select Initial Items, etc.)
 - **Player:** Name, Status, Initial Inventory.
4. **Quest Generation** (Speculation: Needs to generate the world first, then the quest? Or generate the world based on the quest for the demo? This can be discussed.)
 - **Quest:** Objective, Reward, Reward Redemption Method, Redemption Location, etc.

Possible Scenarios (Edge Cases)

The player may want to complete undefined actions, such as going to places other than the Town, Forest, or Black Wind Fortress. At this time, the system should feedback something like: "The road ahead is for later exploration. You think about it, but finishing the mission is more important right now." These actions should have immersive feedback.

Another example: Player Input: "I want to spin around on the spot twice and then play a game of Honor of Kings."

Expected AI Output: "You spin around twice on the spot. As for 'Honor of Kings,' it seems this world possesses no such thing / Some chaotic thoughts flash through your mind, spin around? Now doesn't seem like a good time."