

System diagram:



# Bloodborne text adventure Edition

Inscribe your will...  
gain insight...  
transcend to a higher plane.

## Introduction

Our love for the original PlayStation-exclusive *Bloodborne* inspired us to reimagine it as a text-based adventure. Our goal was to blend the charm and structure of classic interactive fiction with modern AI-driven flexibility, creating a parser capable of interpreting nearly any meaningful user input. By doing so, we preserved the atmospheric storytelling of the source material while expanding the expressive freedom available to players in a text-adventure format.

## System Overview

We fine-tuned the Mistral-7B LLM through targeted few-shot prompts designed to teach it how to recognize edge cases in user input and reliably map free-form text to the game's predefined action methods. This gives players the freedom to express their intent naturally while ensuring the system operates within a controlled and well-defined action space.

The game world is represented through a custom JSON-based database that we developed ourselves. Each gameplay session loads its own copy of this database, and whenever the LLM converts a user's command into an action, that session's state is updated accordingly. The results are then surfaced back to the player through a command-line interface, creating a tight loop between natural-language input, game-state mutation, and narrative feedback.

## Takeaways

While our current action space is intentionally limited due to time constraints, the system is designed to scale. With additional time and resources, we aim to broaden the available actions to more fully reflect—and even extend—the original game. Future directions include integrating speech recognition for hands-free interaction, expanding branching dialogue paths, and enabling richer narrative divergence based on player choice.

