

# **CMSC 491/691-Interactive Fiction**

## **Final Project Milestone 4: Team 3**

**Title: Bloodborne Inspired Text Adventure Game**

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### **LLM Use Statement:**

ChatGPT was used as a supplemental tool to guide our implementation process by offering conceptual nudges, suggesting logical structures, and occasionally providing autocomplete-style code scaffolding. Mistral 7B LLM was finetuned by a few-shot prompting to give flexibility to the user when playing the game.

[\*\*Github Repository\*\*](#)

[\*\*Poster\(Front\)\*\*](#)

[\*\*Poster\(Back\)\*\*](#)

**Caution:** Due to some kind of double encoding error, the diagram links do not open if you click it. Copy and paste it into a browser to open it.

### **System Diagram:**

[https://viewer.diagrams.net/?tags=%7B%7D&lightbox=1&highlight=0000ff&edit=\\_blank&layers=1&nav=1&title=IF-Backend.drawio&dark=auto#Uhttps%3A%2F%2Fdrive.google.com%2Fuc%3Fid%3D1NbIx0QtqSDpThuezkbhIHvTaMWCu6w%26export%3Ddownload%7B%22pageId%22%3A%22KWrnJTD7BEVxX2IB7-LS%22%7D](https://viewer.diagrams.net/?tags=%7B%7D&lightbox=1&highlight=0000ff&edit=_blank&layers=1&nav=1&title=IF-Backend.drawio&dark=auto#Uhttps%3A%2F%2Fdrive.google.com%2Fuc%3Fid%3D1NbIx0QtqSDpThuezkbhIHvTaMWCu6w%26export%3Ddownload%7B%22pageId%22%3A%22KWrnJTD7BEVxX2IB7-LS%22%7D)

### **Bloodborne Map:**

[https://viewer.diagrams.net/?tags=%7B%7D&lightbox=1&highlight=0000ff&edit=\\_blank&layers=1&nav=1&title=Bloodborne%20TAG%20Map.drawio&dark=auto#Uhttps%3A%2F%2Fdrive.google.com%2Fuc%3Fid%3D1M4IBam-aRxpknjeQE3yuldwGC05g0Iqs%26export%3Ddownload](https://viewer.diagrams.net/?tags=%7B%7D&lightbox=1&highlight=0000ff&edit=_blank&layers=1&nav=1&title=Bloodborne%20TAG%20Map.drawio&dark=auto#Uhttps%3A%2F%2Fdrive.google.com%2Fuc%3Fid%3D1M4IBam-aRxpknjeQE3yuldwGC05g0Iqs%26export%3Ddownload)