

CMSC 491/691-Interactive Fiction

Final Project Milestone 4: Team 3

Title: Bloodborne Inspired Text Adventure Game

Khushika Shah, Michael Marti & Anupreet Singh

Dec 10, 2025

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%3D1bNbIxoQtiqSDpThuezkbhIHvTaMWCu6w%26export%3Ddownload#%7B%22pageId%22%3A%22KWrnJTD7BEVxX2lB7-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%3D1M4lBam-aRxpknjeOE3yuldwGC05g0Iqs%26export%3Ddownload