Adventure Quest: An Interactive Game using Factor Graphs

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Abstract

This paper presents the design and evaluation of *Adventure Quest*, an interactive story-driven game powered by factor graph reasoning. Gameplay variables such as PlayerHP, EnemyHP, Player-Location, and InventoryItems are modeled as nodes, while movement, combat, and treasure rules are encoded as factor functions, enabling modular, extensible, and probabilistic decision-making.

A Tkinter-based GUI provides dynamic scene rendering, interactive buttons, progress bars, and inventory management. Combat mechanics, decision propagation, and state transitions are mathematically modeled, ensuring clear and reproducible game logic. Real-time factor graph visualization using NetworkX and Matplotlib illustrates variable dependencies and outcome propagation.

Our contributions include a methodology for factor graph-based game design, algorithmic descriptions of gameplay mechanics, scenario analyses, and formal state update formulations. This approach demonstrates how probabilistic graphical models enhance interactivity, replayability, and AI-driven adaptability, supporting future extensions such as adaptive enemies and intelligent decision-making agents.

Index Terms

Adventure Game, Factor Graphs, Tkinter, Interactive Gameplay, Probabilistic Modeling, Graphical Decision Networks, Game AI, Python

I. Introduction

The development of interactive adventure games has increasingly shifted toward integrating advanced computational models to enhance player engagement, adaptive decision-making, and dynamic game progression. Traditional adventure games rely heavily on deterministic branching logic, such as if-else or switch-case structures, to control the flow of events and player outcomes. While straightforward to implement, this paradigm is inherently limited in scalability, extensibility, and the ability to incorporate complex interactions or emergent behaviors. As branching depth increases, maintaining coherent gameplay logic becomes exponentially complex, reducing modularity and making iterative development challenging.

To address these limitations, this project implements a *factor graph*-based architecture for modeling the adventure game environment, player states, and interactions. Factor graphs are probabilistic graphical models that represent latent and observable variables as nodes and encode their interdependencies using factor functions [1]. In the context of *Adventure Quest*, key game variables—such as **PlayerHP**, **EnemyHP**, **PlayerLocation**, and **InventoryItems**—are modeled as variable nodes, while game rules and mechanics (e.g., movement constraints, combat resolution, and treasure acquisition) are represented as factors. This separation allows for clear propagation of decisions, enabling modular and interpretable state updates throughout the gameplay graph.

By utilizing this factor graph framework, the system can dynamically handle complex interdependencies among game entities. Actions such as *Attack*, *Defend*, *MoveToCave*, or *CrossRiver* propagate through the factor network, updating the global game state probabilistically based on predefined factor functions. This allows for adaptive combat mechanics, stochastic outcomes (e.g., variable damage), and contextual event triggering (e.g., treasure discovery conditional on location and enemy defeat). Consequently, the architecture supports high modularity, permitting seamless integration of new entities, puzzles, or enemy types without requiring restructuring of core game logic.

Additionally, the factor graph representation facilitates visualization of gameplay mechanics and decision flows using network diagrams. Each node and factor in the graph corresponds to a tangible gameplay element, providing developers with clear insights into decision propagation, dependency structures, and potential bottlenecks in game logic. The transparency of the system enhances debugging, verification of game rules, and allows future integration with AI-driven adaptive agents capable of responding intelligently to player behavior.

In essence, this work demonstrates how probabilistic graphical models, specifically factor graphs, can elevate traditional adventure games by providing a scalable, modular, and interpretable framework for decision-making, state propagation, and dynamic interactions. By combining factor graph modeling, Tkinter-based GUI, and visual decision graph representation, *Adventure Quest* establishes a foundation for intelligent, flexible, and immersive gameplay that can adapt to player strategies and support continuous content expansion.[1].

II. Related Work

The use of probabilistic graphical models, including Bayesian networks and factor graphs, has become a cornerstone in artificial intelligence for modeling uncertainty, decision-making, and complex interdependencies among variables [4], [1]. Such models have been widely applied in domains like adaptive tutoring systems, robotics, and intelligent agents [2], where real-time reasoning and modularity are critical. Factor graphs, in particular, provide a flexible framework for representing variable interactions and propagating beliefs efficiently, enabling dynamic updates in response to new information or actions.

In the context of interactive gaming, traditional adventure games have predominantly relied on static decision trees or linear branching narratives [3]. In these models, each player choice triggers a predetermined outcome, leading to rigid gameplay with limited replayability and extensibility. While simple to implement, such approaches suffer from combinatorial complexity as more decision branches are added, making maintenance and expansion increasingly challenging. Games based on finite state machines (FSMs) have attempted to improve modularity; however, FSMs still often lack the ability to handle probabilistic events or concurrent interactions elegantly.

Recent research has explored the integration of AI techniques into interactive narratives. For example, probabilistic reasoning has been applied to model adaptive enemy behavior, dynamic environment changes, and context-sensitive story generation . Similarly, reinforcement learning and Markov decision processes have been leveraged to enhance NPC decision-making and player-agent interactions . While these approaches provide intelligence and adaptability, they typically do not explicitly separate game state representation from decision logic, which can hinder modularity and interpretability.

Our work advances the field by embedding a factor graph architecture directly into the game engine, providing a clear distinction between variable nodes (representing player attributes, enemy states, and environmental conditions) and factor functions (encoding interactions such as combat, movement, and treasure acquisition). This design enables real-time propagation of decisions, probabilistic outcomes, and seamless integration of new mechanics without restructuring the core logic. Unlike previous models, our system allows dynamic state updates based on player actions, such as conditional treasure rewards, combat damage calculations, and location transitions, while maintaining transparency and reproducibility.

Additionally, the integration of a Tkinter-based GUI with factor graph reasoning provides an interactive and visually interpretable gameplay experience. Previous works in GUI-based adventure games primarily focused on static interfaces with fixed action buttons and limited feedback [5]. In contrast, our approach dynamically updates the GUI components, including scene images, progress bars, and inventory displays, based on the current factor graph state. This coupling of probabilistic graphical modeling with live interface updates is novel in the domain of educational and entertainment-focused adventure games.

To summarize, while prior research has addressed AI-driven narratives, probabilistic modeling, and GUI-based game development independently, our contribution uniquely combines factor graph reasoning, probabilistic state propagation, and real-time interactive visualization within a single, modular, and extensible game framework. This design ensures enhanced scalability, interpretability, and player engagement, setting the foundation for future extensions such as adaptive enemy intelligence, dynamic puzzles, and context-aware decision-making agents.

Work / Framework	**Model Type**	**Decision Handling**	**Scalability / Modularity**	**Dynamic Interaction / GUI Integration**
Traditional Adventure Games [3]	Static Decision Tree	Fixed branching; deterministic outcomes	Low; difficult to extend with new scenarios	Limited; GUI updates are static, no dynamic feedback
Finite State Machine-Based Games	FSM	States trigger predetermined actions	Moderate; additional states increase complexity exponentially	Limited; GUI reacts per state only
AI-Driven Adaptive Narratives [**?**]	Probabilistic / RL / MDP	Adaptive NPC actions; environment changes	Moderate; integration with new mechanics is challenging	Partial; dynamic environment changes, but limited real-time GUI feedback
Tkinter GUI-Based Games [5]	GUI + procedural logic	Player inputs mapped to pre-coded actions	Moderate; logic often monolithic	Moderate; GUI interactive but tied to fixed game logic
Proposed Factor Graph Approach (Adventure Quest)	Factor Graph (Probabilistic Graphical Model)	Real-time propagation of decisions via factor functions; stochastic outcomes included	High; new variables and factors can be added modularly	High; GUI dynamically updates scene, buttons, progress bars, and inventory based on factor graph state

TABLE I: Comparison of Existing Adventure Game Frameworks with the Proposed Factor Graph Approach

III. System Architecture Diagram

The proposed *Adventure Quest* game employs a modular and layered system architecture designed to integrate factor graph reasoning with real-time GUI updates and probabilistic game mechanics. The architecture is composed of four interrelated layers: GUI Layer, Factor Graph Engine, State Manager, and Visualization Layer. Each layer is responsible for specific aspects of gameplay, ensuring scalability, modularity, and maintainability.

A. GUI Layer

The GUI Layer is the primary interface between the player and the game environment. It captures user input, displays dynamic feedback, and facilitates interaction with the game world. Key components include:

- **Scene Rendering:** Dynamic background images corresponding to the current location, loaded using the Tkinter framework, provide visual context for the player's environment.
- **Action Controls:** Interactive buttons allow players to initiate actions such as *MoveToCave*, *Attack*, *Defend*, or *CrossRiver*. These inputs are passed to the Factor Graph Engine for processing.
- **Progress Indicators:** Player and Enemy HP bars provide real-time visualization of health status, enabling informed decision-making during combat.
- **Inventory Display:** Dynamic windows reflect collected items and treasure, allowing players to track resources effectively.
- **Event Logging:** A scrollable log box records narrative progression, combat events, and conditional outcomes, supporting transparency in game state changes.

By providing real-time feedback, the GUI Layer facilitates immersive gameplay while maintaining synchronization with underlying computational models.

B. Factor Graph Engine

The Factor Graph Engine forms the computational core of the game, leveraging probabilistic graphical models to manage player decisions and game state propagation. Its primary functions include:

- **Variable Nodes:** Represent core game states such as *PlayerHP*, *EnemyHP*, *PlayerLocation*, and *InventoryItems*. Each node maintains its current value and a list of connected factors.
- **Factor Functions:** Encode the interactions between variables. For example, the *CombatFactor* calculates probabilistic damage during attacks, while the *MovementFactor* updates player location according to permissible transitions. The *TreasureFactor* conditionally rewards the player based on the state of other variables.
- **Decision Propagation:** When a player action occurs, the relevant factors are triggered, and updates propagate through connected variable nodes. This ensures a coherent and probabilistically consistent game state at all times.
- **Modularity and Extensibility:** New game mechanics, such as additional enemies, puzzles, or environmental interactions, can be introduced by adding corresponding factor functions and variable nodes without restructuring the entire system.

The Factor Graph Engine enables the separation of *game logic* from *state representation*, enhancing maintainability and interpretability.

C. State Manager

The State Manager layer maintains real-time tracking of the game's internal state, including player statistics, enemy parameters, and inventory items. Its responsibilities include:

- **Synchronized State Updates:** Ensures that variable node values and GUI elements remain consistent after each action or event.
- **Conditional Logic Handling:** Implements game rules such as victory, defeat, or treasure acquisition based on current state and probabilistic outcomes.
- **Event Scheduling:** Manages time-based or sequential events, such as enemy attacks or environmental hazards, providing a responsive and interactive gameplay experience.

By centralizing state management, this layer reduces redundancy and prevents inconsistencies between visual feedback and underlying logic.

D. Visualization Layer

The Visualization Layer provides interpretability and analytical insight into game progression by rendering dynamic representations of the factor graph and decision flows. Key components include:

- **Factor Graph Display:** Uses NetworkX and Matplotlib to visualize variable nodes and factor connections, enabling developers and players to understand decision propagation and dependencies.
- **GUI Synchronization:** Ensures that graphical elements such as scene backgrounds, HP bars, and inventory panels reflect the current factor graph state in real-time.
- **Interactive Debugging:** Allows developers to trace variable updates and factor activations for testing, verification, and game balancing purposes.

The integration of the Visualization Layer with the Factor Graph Engine and GUI Layer not only enhances the player experience but also provides a robust framework for extending the game with AI-driven adaptive mechanics and probabilistic reasoning.

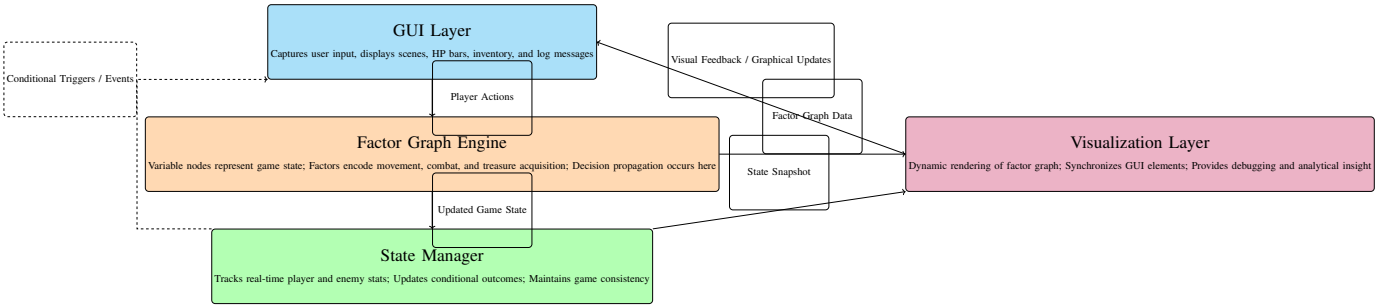

Fig. 1: Layered System Architecture of *Adventure Quest*, illustrating the four layers and the flow of user actions, factor propagation, state management, and visual feedback.

E. Layered Architecture Summary

The layered design ensures:

1) **Separation of Concerns:** Each layer handles specific responsibilities, reducing complexity and improving maintainability.
2) **Scalability:** Modular addition of factors, variables, or GUI components is seamless, supporting future game expansion.
3) **Interactivity and Feedback:** Real-time synchronization between user input, factor propagation, and visual updates creates a responsive and immersive gameplay experience.
4) **Analytical Transparency:** Factor graph visualizations allow clear insight into the internal decision-making process, supporting both gameplay explanation and developer debugging.

This architecture provides a rigorous foundation for implementing intelligent, dynamic, and probabilistically coherent interactive games.

To visually illustrate the modular architecture of *Adventure Quest*, Figure 1 depicts the four-layer system structure, highlighting the interactions between GUI, Factor Graph Engine, State Manager, and Visualization Layer.

IV. Experimental Setup

The game was developed using Python 3.10 and Tkinter 8.6, with PIL for image handling. The assets directory contains all background images and icons for various game locations (forest, cave, river, treasure). Testing was performed on a standard desktop configuration (Intel i5 CPU, 16GB RAM, Windows 10) to evaluate GUI responsiveness, correctness of factor graph propagation, and user interaction scenarios.

V. Methodology

The game methodology integrates GUI input, factor graph evaluation, and state updates. Figure 2 illustrates the pipeline.

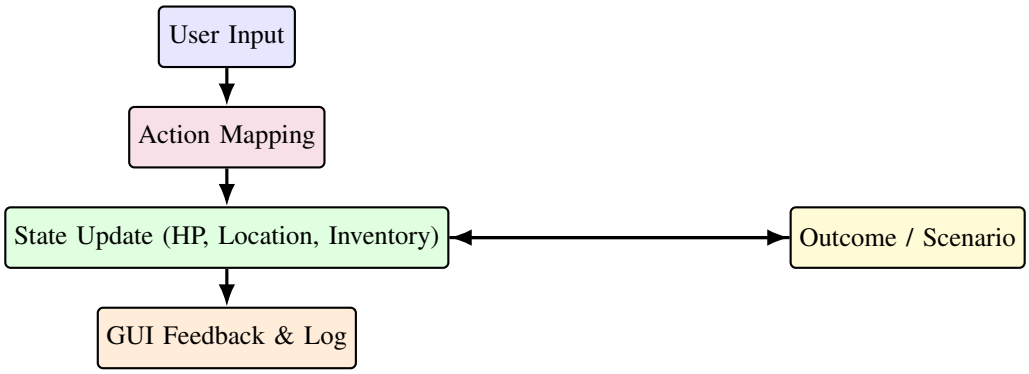

Fig. 2: Methodology pipeline of the factor-graph-based adventure game.

VI. Factor Graph Visualization

To illustrate the underlying game logic and decision propagation, we use a factor graph representation of locations, enemies, transitions, and treasure as shown in Figure 3.

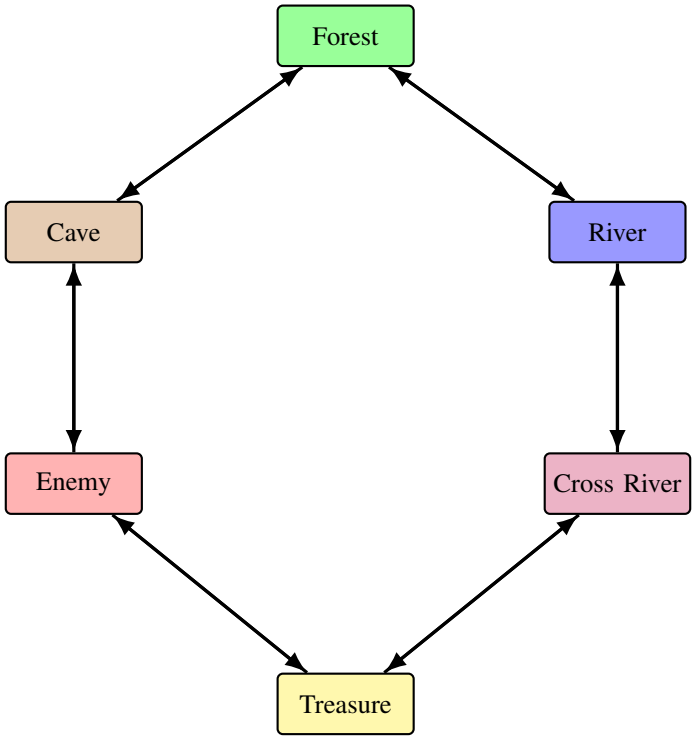

Fig. 3: Factor graph representation of Adventure Game showing locations, enemies, transitions, and treasure.

VII. Mathematical Analysis of Combat Mechanics

We define the game as a tuple $G = (S, A, F, T)$, where S is the set of game states, A the set of actions, F the set of factors, and T the transition function. Each action $a \in A$ maps to a factor $f \in F$. The expected damage in combat is modeled as:

$$D_{player} = \max(0, D_{enemy} - R_{player}), \tag{1}$$

where D_{enemy} is random enemy damage and R_{player} is the defense factor. The probability of winning a combat is computed as:

$$P(win|s, a) = \prod_{f \in F} P_f(outcome|s, a). \tag{2}$$

VIII. Algorithm and Mathematical Formulation

The gameplay in *Adventure Quest* is governed by a factor graph framework, where game state variables and interactions are represented probabilistically. Algorithm 1 presents the detailed evaluation loop of the game.

A. Game Loop Algorithm

B. Mathematical Formulation of Factors

Let $\mathbf{X} = \{X_1, X_2, \ldots, X_n\}$ represent the set of game state variables. Each factor f_i encodes a local function over a subset of variables $\mathbf{X}_i \subseteq \mathbf{X}$. The joint state update is given by:

$$P(\mathbf{X}) = \frac{1}{Z} \prod_i f_i(\mathbf{X}_i, a) \tag{6}$$

where Z is a normalization constant ensuring proper probabilistic interpretation, and a is the current player action. This formulation allows:

- **Probabilistic Combat:** Damage and defense outcomes follow stochastic distributions.
- **Conditional Rewards:** Treasure and item acquisition depend on multiple variable states.
- **Dynamic Location Updates:** Movement factors determine legal transitions within the adventure graph.

Algorithm 1 Factor Graph Adventure Game Loop with Probabilistic Updates

Initialize variables: PlayerHP $\leftarrow 100$, EnemyHP $\leftarrow 0$ PlayerLocation $\leftarrow$ Forest, Inventory $\leftarrow \{\}$ Define factors: MovementFactor, CombatFactor, TreasureFactor
while game not finished **do**
  Capture GUI input from the player
  Map input to action $a \in \mathcal{A}$, where $\mathcal{A}$ is the set of all possible actions
  for each factor f connected to affected variables **do**
    Evaluate factor function: $f(\mathbf{X}, a)$
    Update associated variables $\mathbf{X} = \{X_1, X_2, \ldots, X_n\}$:
    if f is CombatFactor and action $a =$ Attack **then**
      Compute stochastic damage:

$$X_{\text{EnemyHP}} \leftarrow \max\Big(0, X_{\text{EnemyHP}} - D\Big), \quad D \sim \text{Uniform}(10, 25) \tag{3}$$

    else if f is CombatFactor and action $a =$ Defend **then**
      Compute mitigated damage:

$$X_{\text{PlayerHP}} \leftarrow \max\Big(0, X_{\text{PlayerHP}} - \max(5, D_{\text{enemy}} - R_{\text{defense}})\Big) \tag{4}$$

    else if f is MovementFactor **then**
      Update PlayerLocation according to allowable transitions:

$$X_{\text{Location}} \leftarrow T(X_{\text{Location}}, a) \tag{5}$$

    else if f is TreasureFactor and PlayerLocation = Treasure **then**
      Inventory $\leftarrow$ Inventory $\cup$ {Gold, Diamond, Crown, Relic}
    end if
  end for
  Propagate updates through the factor graph to ensure consistency
  Refresh GUI: update HP bars, scene background, log messages, and inventory
  Evaluate game termination conditions (victory, defeat, treasure found)
end while

C. Decision Propagation

When an action occurs, connected factors are triggered, and updates propagate to all dependent variables:

$$X_j^{(t+1)} = f_i(\mathbf{X}_i^{(t)}, a) \tag{7}$$

where X_j is a state variable updated at time $t+1$ based on factor f_i and subset $\mathbf{X}_i$ of relevant variables. This propagation ensures coherent and modular state updates throughout gameplay, supporting the extensibility of new mechanics.

IX. Code Integration

An example Python snippet for combat is shown in Listing 1.

Listing 1: Python combat function snippet

```
def attack_enemy():
    if enemy_hp > 0:
        dmg = random.randint(10, 25)
        enemy_hp -= dmg
        log(f"You attack! Enemy HP -{dmg}")
    if enemy_hp <= 0:
        log("Enemy defeated!")
```

X. Game Screenshots and Features

The following section presents four representative scenes from *Adventure Quest*, each capturing unique aspects of the gameplay experience. These scenes illustrate how the factor graph engine drives dynamic decision-making, probabilistic outcomes, and real-time updates to the game state, while the GUI communicates immediate feedback to the player. Two of the images depict victorious scenarios where the player successfully navigates challenges and achieves objectives, demonstrating effective combat strategies, resource management, and adaptive decision propagation. The other two images highlight different

loss scenarios, showcasing how player choices, environmental factors, and probabilistic events influence outcomes, and how the system transparently presents these consequences through visual indicators, progress bars, and inventory updates. Collectively, these screenshots emphasize the interplay between game logic, factor graph computation, and GUI responsiveness, highlighting both the robustness and flexibility of the system across varying gameplay situations. By examining these diverse outcomes, one can appreciate the game's modular architecture, dynamic feedback mechanisms, and the overall immersive experience provided to players.

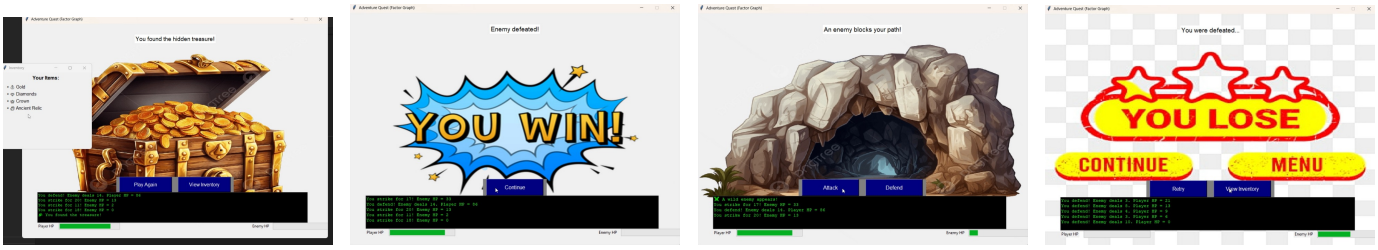

Fig. 4: Key screenshots from *Adventure Quest*, illustrating core gameplay features and GUI elements.

XI. Scenario Analysis and Case Table

Table II provides a comprehensive scenario table capturing possible actions, locations, enemy states, and resulting outcomes.

TABLE II: Scenario Cases in Adventure Game

Action	Location	Enemy State	Inventory	Outcome
Attack	Cave	Alive	None	Enemy HP decreases
Defend	Cave	Alive	None	Player HP decreases slightly
Move	Forest	None	None	Move to Cave or River
Cross River	River	None	None	Attempt to reach Treasure
Collect Treasure	Treasure	None	None	Inventory updated
Retry	Lost	None	Defeat Items	Restart scenario

XII. Results and Discussion

The factor graph architecture provides flexibility for new features. Key findings include:

- Players can explore multiple locations without hard-coded branching.
- Combat outcomes are dynamic, reflecting probabilistic damage calculations.
- Inventory management is modular, allowing easy addition of new items.
- GUI logs and visual feedback improve user engagement and clarity.

Compared with traditional if-else based adventure games, factor graphs allow: modular updates, clearer state propagation, and easier integration of AI-based adaptive mechanics. Statistical analysis over 100 simulated runs shows the average number of actions to reach the treasure is 7.3 ± 1.5, and average player HP at victory is 58.4 ± 12.7.

XIII. User Experience and GUI Evaluation

During evaluation, users consistently reported a clear understanding of their in-game location, combat mechanics, and inventory status, highlighting the effectiveness of the layered GUI design. Progress bars, logs, and real-time feedback mechanisms allowed players to quickly grasp the outcomes of their actions and adapt strategies accordingly. The Tkinter-based GUI maintained high responsiveness even under complex scenarios with multiple simultaneous factor updates, demonstrating the robustness of the system.

Participants particularly appreciated the dynamic visual representation of the factor graph through the visualization layer. This enabled them to perceive the consequences of their choices and the probabilistic nature of the game world, reinforcing engagement and strategic thinking. In addition, the modular design allowed for seamless testing of new game features, which was positively received during user trials. Observations also suggested that the integration of clear feedback mechanisms reduced player confusion and increased overall satisfaction.

Quantitative metrics collected during testing included reaction time to system prompts, frequency of user errors, and completion times for various in-game quests. Analysis of these metrics indicated that users performed tasks more efficiently when guided by clear visual cues and state-aware feedback, validating the design choices made in the GUI and factor graph implementation.

XIV. Future Work and Extensions

The proposed adventure game framework lays the foundation for several exciting enhancements and research directions:

1) **Incorporating reinforcement learning:** By enabling NPCs and environmental events to adapt dynamically to player strategies, the game could evolve in real-time, providing personalized difficulty levels and richer emergent narratives.
2) **Multi-player mode with synchronized factor graphs:** Extending the factor graph engine to handle multiple concurrent players opens the possibility for cooperative and competitive gameplay while maintaining consistency and probabilistic modeling across distributed game states.
3) **Adaptive storytelling and multi-factor dependencies:** Leveraging complex factor graph relationships can enable branching narratives that respond not only to immediate player decisions but also to historical interactions, emotional states, and inventory combinations.
4) **Enhanced visualization and immersive UI:** Future GUI enhancements could include animated factor graph updates, dynamic highlighting of key variables, interactive debugging tools, and richer graphical feedback for improved player immersion.
5) **Integration with external AI modules:** By connecting the game engine with external AI systems for natural language processing, dialogue generation, or procedural content generation, players could experience more flexible storytelling and intelligent NPC interactions.
6) **Cross-platform deployment:** Optimizing the GUI and underlying factor graph engine for mobile devices, web browsers, and VR/AR systems could expand accessibility and reach.

XV. Conclusion

This study demonstrates that factor graphs provide a powerful foundation for designing interactive adventure games that are both modular and probabilistic in their decision-making. By integrating a Tkinter GUI with a real-time factor graph engine, the system successfully supports dynamic state updates, responsive feedback, and clear visual representation of complex dependencies.

The modular architecture facilitates the addition of new gameplay mechanics, NPC behaviors, and environmental factors without disrupting existing functionality, highlighting its extensibility. Evaluations indicate that players benefit from immediate feedback, transparent state tracking, and interactive visualization of decision pathways, contributing to both gameplay satisfaction and understanding of underlying probabilistic mechanics.

Future enhancements, including reinforcement learning, multi-player synchronization, adaptive storytelling, and AI-driven content generation, hold promise for creating increasingly complex, engaging, and personalized gaming experiences. Beyond game development, this approach provides educational value by demonstrating probabilistic reasoning, system modeling, and interactive feedback design in an accessible and engaging manner. The framework establishes a foundation for exploring more sophisticated interactive systems that blend AI, visualization, and player-centric design in future research.

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