

Chitra'Katha

A Visual Gamestory

BY TEAM DEVMARS

Team Members:

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Introduction

Project Statement:

In today's digital age, traditional folk stories are fading from memory, especially among younger generations who are more drawn to modern digital entertainment. There's a lack of engaging platforms that preserve and present these cultural treasures in a format that resonates with today's audience.

Project Objective: To develop an AI-powered interactive visual novel platform that revives traditional folk stories, allowing users to explore cultural elements, make choices that influence the storyline, experience the tale through different character perspectives and play mini-games for fun.

Scope of the Project:

- Begin with folk stories from Telangana, starting with the tale of Amidalraji and Kontamalli.
- Integrate interactive elements, such as exploring native items like green gram and Bengal gram.
- Provide users with the ability to choose different character points of view (POVs) for varied storytelling experiences.
- Provide users fun mini-games, entertaining sound effects and XP points.
- Future expansion to include diverse folk tales from various Indian regions and beyond.

Innovation and Creativity

Unique Concept/Idea:

- ChitraKatha blends AI technology with cultural preservation by transforming folk stories into interactive visual novels. Users can influence the plot and explore cultural elements, creating a personalized and immersive storytelling experience.

Inspiration:

Inspired by childhood memories of listening to folk tales from elders, our project aims to relive those nostalgic experiences while making them relevant and engaging for modern audiences.

Creative Features:

- Explore More feature lets users dive deeper into native elements like local ingredients, traditions, and cultural history.
- Multiple character POVs offer different narrative paths and outcomes.
- Play fun mini games and earn XP points.
- Rich visuals and traditional design elements enhance user immersion and engagement.

Technical Implementation Overview

Technologies Used:

- AI language models for story generation and branching narratives
- Visual novel development platform (Ren'Py)
- Graphic design tools (e.g., Clip Studio paints, Canva, Photoshop) for visual assets

System Architecture:

1. AI-Powered Story Generation: Converting folk tales into interactive scripts.
2. Interactive Engine: Allows user choices that influence the storyline.
3. Exploration Module: Provides educational content on cultural elements.
4. User Interface: Displays story visuals, options, and progress.
5. Games: Allows user to play mini games and earn points.

Key Technical Components:

- AI-driven narrative branching system
- Interactive UI design for character and plot choices
- Options to provide detailed information about native elements

Detailed Technical Implementation

Algorithm/Model Overview:

We use AI tools to generate interactive story scripts, enabling dynamic branching narratives based on user choices. The story structure allows seamless switching between different character POVs, providing varied experiences.

Challenges and Solutions:

- **Challenge:** Ensuring cultural accuracy in AI-generated content
- Solution: Manual curation and verification of AI outputs by team members familiar with the culture
- **Challenge:** Creating engaging interactive elements
- Solution: Designing exploration options that offer educational value and enrich the user experience

Code/Architecture Highlights:

- Modular architecture for adding new folk stories
- Choice-driven interactive engine that modifies story progression dynamically
- Visual storytelling elements integrated with AI-generated scripts

Feasibility and Real-World Application

Real-World Problem Solved:

Preserves folk stories by presenting them in a format that appeals to younger audiences, ensuring cultural heritage remains relevant in today's digital age.

Practical Application:

- Educational platforms can use ChitraKatha to teach cultural heritage interactively.
- Cultural organizations and museums can use the platform for interactive exhibits.
- Digital entertainment apps can integrate it for cultural storytelling experiences.

Feasibility:

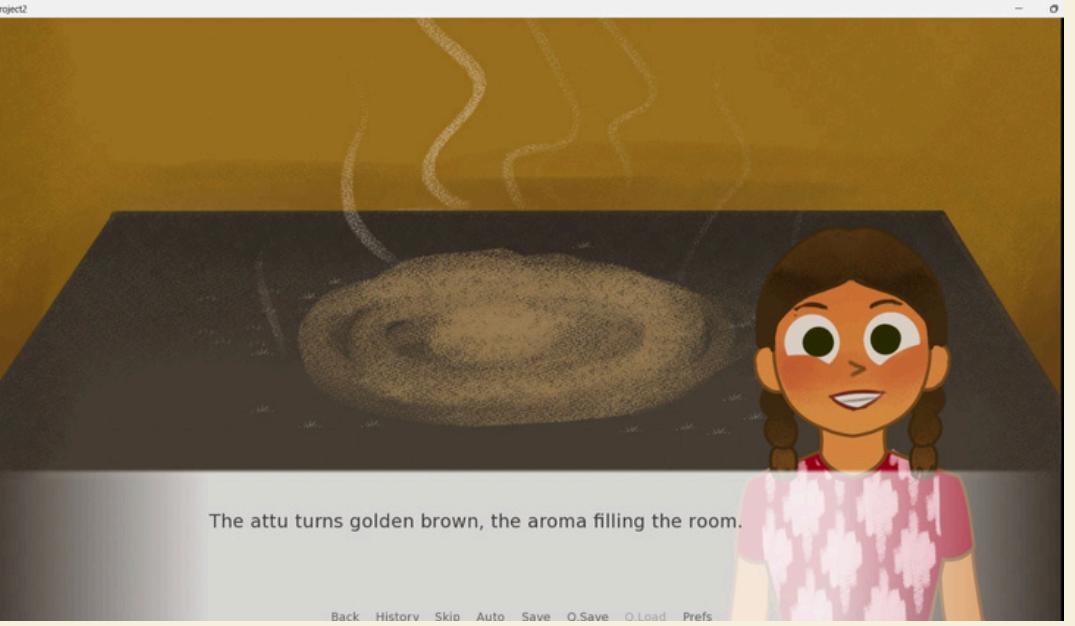
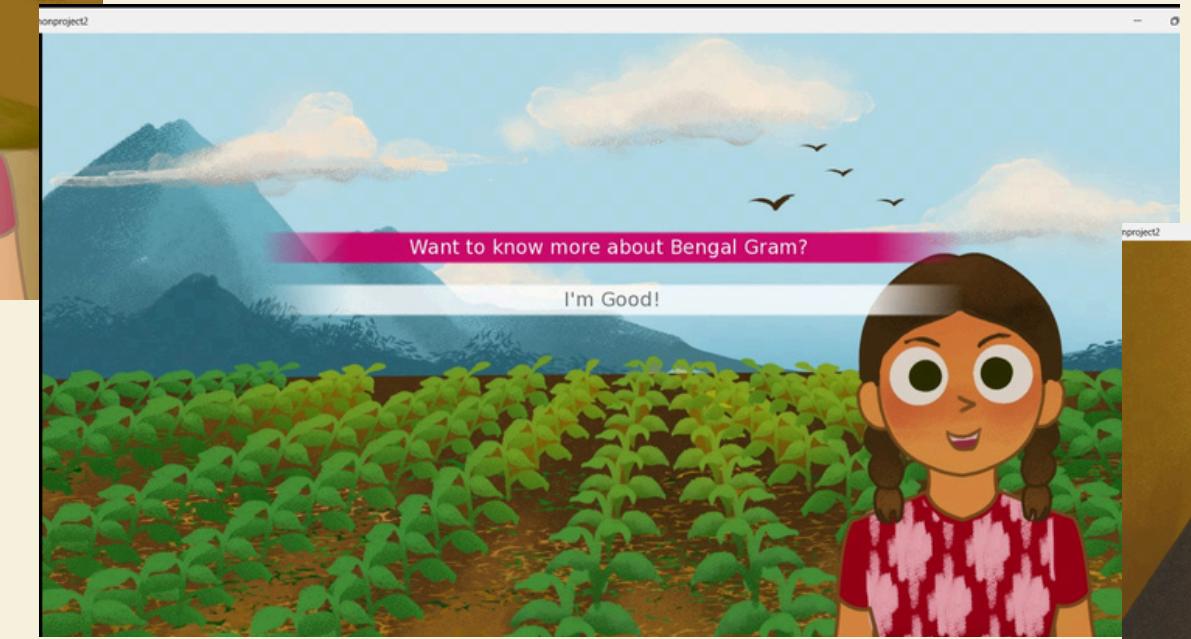
- Scalable platform for adding stories from different cultures
- Easy integration with educational and cultural institutions

User/Market Impact:

- Engages young users through interactive storytelling
- Promotes awareness and appreciation of folk traditions
- Educational tool for schools and cultural institutions

Project Demo

Live Demo or Screenshots:



Functionality Walkthrough:

- Begin the story by choosing a character POV: Amidalraji or Kontamalli
- Explore cultural elements like green gram and bengal gram through the “Explore More” feature
- Play Mini games throughout the storyline and earn points
- Make choices that influence the narrative and experience different outcomes based on character perspectives

Future Work and Improvements

Limitations:

- Currently limited to a single folk tale from Telangana

Improvements:

- Expand story library with folk tales from various regions of India and other countries
- Introduce AI-generated audio narration for an immersive storytelling experience

Long-Term Vision:

To develop ChitraKatha into a global platform for cultural storytelling, bringing traditional folk tales from around the world to life through AI-driven interactive experiences.

Conclusion & Q&A

Summary:

ChitraKatha brings the magic of folk stories to life by combining interactive gameplay with AI-generated narratives, allowing users to influence the plot and explore cultural elements in an engaging way.

Impact:

Preserves cultural heritage by making folk stories accessible and interactive for modern audiences, fostering a deeper appreciation of traditions and history.

Acknowledgements:

We extend our gratitude to our mentors, hackathon organizers, and everyone who supported us in developing ChitraKatha.

Questions:

We're ready to answer your questions and dive deeper into our project!

Thank you