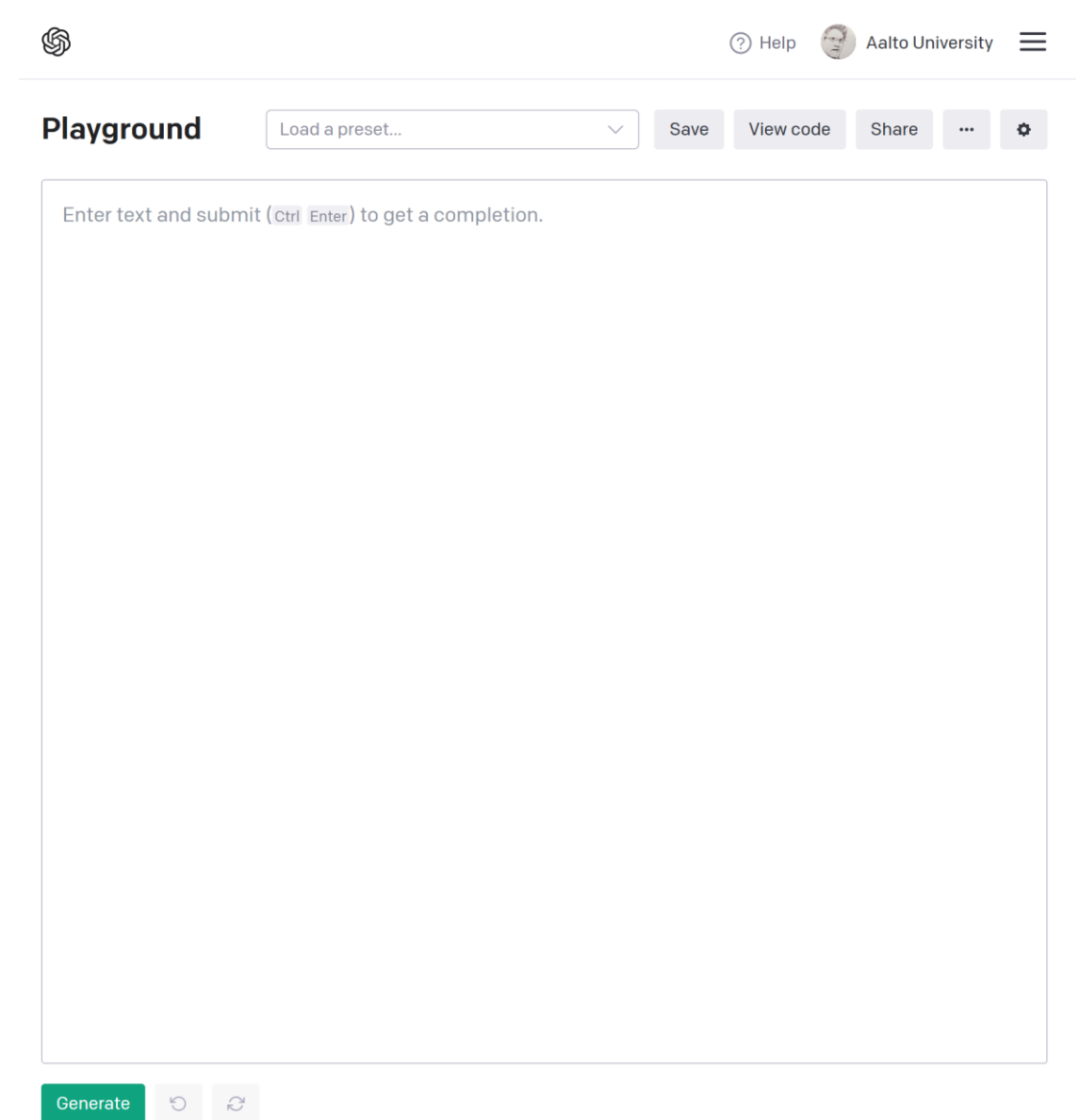# Exercise (entry-level): Back to the Playground

- Use insights from our in-lecture exercise to **generate a script** for e.g. a play, game cutscene, a movie scene, a short story, etc. - it's your choice!

- Tips:
  - **Augment the dialogue starting lines** with additional information on intentions, moods, etc: **"Sam (wants to escape the conversation):**<generated text>"
  - **Write the beginning of the scene yourself**, giving an example of the tone and describing the setting and actors. Or use the beginning of your favourite book / play script / game dialogue, etc.

- **Completion:** Share at least 3 prompts + outputs (clearly separated) on Discord.

OpenAI Gpt-3 Playground:
https://beta.openai.com/playground

Exercise (advanced): GPT-3 via OpenAI API

- Implement a Javascript / Python script that uses OpenAI's API to query GPT-3 programmatically. 100k tokens are free!

- Example: text game where GPT-3 provides both, player choices and consequences (cf. AI Dungeon: free choices).

- Potentially useful: Natural Language Toolkit for Python: https://www.nltk.org/

- OpenAI API Docs: https://beta.openai.com/docs/introduction

- OpenAI API Quickstart tutorial: https://beta.openai.com/docs/quickstart

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https://beta.openai.com/docs/libraries   80%

Overview   Documentation   Examples

GET STARTED

Introduction

Quickstart tutorial

Libraries

  Python bindings

  Node.js library

  Community libraries

Engines

Going live

Usage guidelines

Safety best practices

GUIDES

Completion

Classification

Search

Question answering

Fine-tuning

Embeddings

API REFERENCE

Introduction

Authentication

Making requests

Engines

Completions

Libraries

Python bindings

We provide Python bindings, which you can install as follows:

```
$ pip install openai
```

Once installed, you can use the bindings and your secret key to run the fol

```
1   import os
2   import openai
3
4   # Load your API key from an environment variable or sec
5   openai.api_key = os.getenv("OPENAI_API_KEY")
6
7   response = openai.Completion.create(engine="text-davinc
```

The bindings also will install a command-line utility you can use as follow

```
$ openai api completions.create -e text-davinci-001 -p "Sa
```

Node.js library

We also have a Node.js library, which you can install by running the followi
your Node.js project directory: