How my DnD game should flow

The user should be able to start up the game. When the game begins there should be a screen that gives the player three options: 1) Start a New Campaign, 2) Continue a Campaign, 3) Delete a Campaign. These options should do the following:

1. Start a new campaign should launch the player into the character creation screen. The player should be ask whether they want to build their character traditionally according to step-by-step rules outlined by the DnD rules set. If the player chooses this the game should take the player in a methodical method to create a unique character. Their character should include: Their name, Their class, Their stats, Their feats, Their HP, their starting weapons, their starting gear, and any spells that they may know according to their class. After creating their character the game should ask them about their background. Who are they? Where did they come from? The game shouldn’t ask specific questions, but rather let the player articulate these things in a free form style. Once this is all done the game should allocate all stats on the backend to create a comprehensive character sheet that is similar, but not a direct copy of, the DnD character sheet that is available freely online. The methods to getting to this end should be one of two options presented by the game to the player: 1) walk through step-by-step to create the character and his/her stats for the game, or 2) allow the player do describe their character in a “vibe code” manner. Either way they game should assign stats properly to remember who the character is and what their capabilities are.
2. Load a Campaign should load a player directly into a previous campaign and put them directly back into their previous game with all context and history preserved.
3. Delete Campaign should allow the player to delete old campaign save files to clear up memory and remove campaigns that they no longer wish to play.

Once all of this has been done, the game should open a chat window that utilizes whatever LLM is attached to the game. The game should immediately provide a setting with the use of the LLM. Once the player begins to respond, the game should rely on the LLM to create the narrative, and log details for the LLM to reference. The game should have a means to parse data for the logged history of the game and provide contextual narrative based on that. The game should direct the LLM to histories, narrative, character relationships (including NPC relationships with each other), and have a general sense of the world state before offering a response to any prompt the player gives.