Department of Informatics
University of Leicester
CO7201 Individual Project

Interim Report

Generating Game Narratives using an AI Language Model

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Interim Report

Progress Update:

The project has made substantial progress in developing a functional and playable state for the web application. The front-end development, utilizing HTML, CSS, and JavaScript, is almost complete, with only the back-end connecting code pending. The back end is currently being worked on, and routes are being added. The integration of the Langchain LLM and GPT4ALL is still in progress, with the back-end implementation being a key focus. The Gantt chart has been adjusted to reflect the current project status.

Requirements Table:

Note: The table includes subheadings for Essential, Recommended, and Optional requirements, providing a structured view of the project's tasks based on their importance and priority. It allows for easy identification of completed, in-progress, and pending tasks within each category.

ID	Description	Additional Details	Progress
Essential: Web Application Game Narrative Generator using GPT4ALL			
1.1	Front-end design, layout, and its development with HTML	Several elements enclosed in HTML <div> tags with unique IDs that represent different screens	100% complete
1.2	Adding styles to the font giving it a typewriter/command line like interface	Monospace font, Text Fading effect, Command prompt appearance, Highlight of options on hover	100% complete
1.3	JavaScript Section: Handles animation and screen transitions	Input handling, Several JavaScript functions like fadeScreen, typeWriter, typeWriterLines	100% complete
1.4	Integration of Langchain LLM and GPT4ALL	Backend implementation in progress, routes being added	Started, In Progress
Recommended			
2.1	Limitations and System Evaluation	Evaluation for language model performance	Pending
2.2	System Limitations	Evaluate the system limitations and identify areas for improvement	Pending

Optional			
3.1	Exploratory Study	Research and an exploratory study on how AI language models generate interactive narratives	Pending
3.2	Performance Enhancement	Propose solutions to enhance the language model's performance	Pending

Updated Gantt Chart:

The project is on track, with front-end development near completion. The back-end implementation is currently in progress, and routes are being added to connect with the front end. The integration of the Langchain LLM and GPT4ALL will follow once the back end is fully coded. The timetable has been adjusted accordingly, allowing ample time for back-end development, testing, and refining the web application.

Task	Start Date	End Date	Duration
Front-end Development	09/06/2023	20/07/2023	6 weeks
Back-end Implementation	21/07/2023	15/08/2023	4 weeks
Integration of Langchain LLM	16/08/2023	31/08/2023	2 weeks
GPT4ALL Integration	01/09/2023	07/09/2023	1 week
Testing and Refinement	08/09/2023	15/09/2023	1 week
Final Documentation and Deployment	16/09/2023	08/09/2023	1 week

Conclusion:

The interim report highlights the significant progress made in the front-end development of the Game Narrative Generator web application. The back-end implementation, including the integration of the Langchain LLM and GPT4ALL, is currently underway. The Gantt chart has been adjusted to accommodate the current project status, ensuring successful completion of the project within the specified timeframe. I remain committed to achieving all objectives and delivering a compelling and engaging Game Narrative Generator.