**PROJECT DESCRIPTION**

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**Project title: Generating Game Narratives using AI Language Model**

**Project description (typically 100 words):**

This project focuses on working with state-of-the-art open-source AI language model to generate Game Narratives. Focused on Branched Narratives and Interactive gaming, the project is set to begin with a research study on the language model to identify and evaluate its limitations to create engaging game narratives. Through this project, we gain a comprehensive understanding of language models, its application in creative domains, and how to implement web application using this powerful AI language model.

**List of requirements (objectives):**

Essential

* Web Application : A Game Narrative Generator using the chosen AI Language Model – GPT4All

(GPT-3 is not the suggested Language Model to implement as it is commercial and is provided through Open AI's API, which requires a subscription plan or payment for usage).

Features of the web application

• A user interface where the user can navigate through to choose the game world, select the time period where the game is set in, design the character, and even type in custom characteristics of their profile as text.

• Based on the chosen settings, the user will be given the option to begin the game narrative. The user can start the story on their own if they wish, else the model will generate a new narrative it for user.

• Once the narration has started, feed the user with 2 or more branched narratives to continue the story journey. This can go on as much as the user wants.

• And once the user wants to conclude the story, they can choose to end the journey and the model will conclude the journey in way the user decides to.

• If the user wants to view the whole story they have created thus far, they can choose the option to script the story as well.

Recommended

* Understand the limitations and shortcomings of the model through analysing the test case fail rates and evaluate the system limitations.
* Exploratory study and research on how well AI language models generate interactive narratives and study how the generative agents in the game powered by AI makes the game more of a believable human behaviour simulacrum.

Optional

* Propose solutions to enhance the language model's performance by researching more on Creative Computing, Computational Creativity and Artificial Intelligence.

Date: 16/06/2023 Date:

Student signature: ROHAN ANAND Supervisor signature: