Class Project Proposal

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Long term I would like to word towards making a text-based RPG (Roll Playing Game) on the web To enhance that I would like to (in the future) implement GPT-3/ GPT-2 framework, a text based AI to the concept. Basically, it would take character sheets data and stats and create unique complex story elements based on books from you character sheet. There are other programs that do this with text only but the are terrible at keeping specific characters/locations and events in mind. I could start to build a repository for storing that kind of data and a means to access it for the AI.

For this project I could start to build the framework for that I would build a basic shell for that having character stats and data storable and displayed. For this project that would mean that I would build a customized character sheet generator and storage. Each character would have multiple stats (strength, intelligence…ect) and skills (computers, driving…ect) and some stats that would be based on multiple skills/stats (hit point might be constitution and Strength for instance. I anticipate I can get pretty far into this idea by the time my capstone is expecting to see a demo.

For a demo on the capstone, I would like to be at the point where I can create a simple small environment with objects in it all having descriptive text that a user can fill out. They could also make a character and then the computer would take that information create basic random characters to interact with and then the player would just roleplay by typing in that small environment. If they like the outcome they can save the environment for later reference to even a bigger world.

# Character Sheet Basic table information (work in progress)

* Name
* Skin Color
* Hair description
* Age
* Hit points
* Magical Power
* Height
* Gender
* Strength
* Durability
* Flexibility
* Intelligence
* Resolve
* Composure
* Fighting (hand to hand/hand weapons/ firearms)
* Magical Skill
* Knowledges (TBD)
* Outdoors
* Driving
* Flying
* Computer
* Athletics
* Science
* Craft
* Stealth
* Others (I play a lot of RPG’s I don’t want to just copy what exists)

# Area Info

* Interior/exterior/
* Name
* Description (paragraph or so)
* Max occupancy
* Rain frequency
* Sun frequency
* Other weather
* Temp Range
* Day light hours
* Time of Day

# Object Info

* Name
* Description (paragraph or so)
* Size (tiny, small, medium, large)
* Durability rating
* Is weapon (bool)
* Is Consumable (bool)
* Is wearable (bool)
  + Head
  + Body
  + L Arm
  + R Arm
  + R Hand
  + L Hand
  + Legs
  + Feet