**✅ STEP 1: Game Development Prompt**

Use this prompt in a generative game engine like **Inworld**, **Arcweave**, or **GPT-powered game builders**:

**🎮 Game Generation Prompt:**

Create a browser-playable story-driven RPG game about a 16-year-old boy who is an average student on the outside but is secretly a genius. No one knows his capabilities. One day, he dies in a mysterious car accident. He reincarnates in a world filled with magic, mythical beasts, kingdoms, and secret organizations. The protagonist decides to live as a "background character" while building a secret identity that controls things from the shadows.

The game should be in a visual novel + RPG style. Include:

* Name input for the player character
* Intro cinematic-style storytelling (text-based)
* Choices that affect dialogue and story
* A leveling/magic progression system
* NPCs with AI dialogue (optional)
* Entire front-end and back-end system exposed
* Should run in Chrome with no installs

Themes: Mystery, fantasy, power fantasy, dual identity  
Tone: Intelligent, witty, secretive

**✅ STEP 2: Where to Paste This Prompt (Free AI Game Tools)**

Here are **free AI-powered tools/sites** where you can paste this prompt and build the game:

**1.** [**Inworld AI**](https://www.inworld.ai/)

* **Purpose**: Create AI-powered NPCs with personalities and memory.
* **Use**: You can generate characters (like your MC, allies, enemies) with dialogue and backstories.
* **Control**: Full character personality and behavior control.
* **Free**: Yes, with a generous free tier.
* **Best For**: Creating AI characters for your story-driven RPG.

**2.** [**Twine**](https://twinery.org/)

* **Purpose**: Build interactive, choice-based story games that run in the browser.
* **Use**: Paste your prompt and start building scenes, choices, and branching paths.
* **Control**: Full control over front-end and back-end (HTML/JavaScript editable).
* **Free**: 100% open source.
* **Best For**: Story-heavy RPG with user-driven choices. Add visuals and music via code.

**3.** [**Arcweave**](https://www.arcweave.com/)

* **Purpose**: Visual game design tool for branching narratives and dialogue trees.
* **Use**: Build your plot, story logic, and character interactions.
* **Control**: Visual scripting, some backend logic.
* **Free**: Yes, with a free tier.
* **Best For**: Planning complex plots with logic and prototyping before coding.

**4.** [**GPTGame.dev**](https://gptgame.dev/) ***(experimental)***

* **Purpose**: AI-powered game builder using GPT prompts.
* **Use**: Paste your prompt directly and it tries to create the game.
* **Control**: Some front-end customization.
* **Free**: Currently in alpha, often free or low-cost.
* **Best For**: Fast prototyping of AI-generated games.

**✅ STEP 3: Want to Code it Fully? Use:**

If you want full backend access and are ready to code:

* [**Replit.com**](https://replit.com/) – Build full games in HTML/CSS/JS; use Twine or Phaser.js; runs in browser.
* [**Glitch.com**](https://glitch.com/) – Full-stack editable game projects, deployable instantly.
* [**Itch.io**](https://itch.io/) – For hosting and distributing your game once it's ready.

**🛠 BONUS: Add Magic/Combat Mechanics Later**

Use game frameworks like:

* **Phaser.js** (2D RPG)
* **Godot (Web export)** (if you move to downloadable)
* **Ink by Inkle Studios** (for deep narrative)

**🎮 AI Tools for Game Development (Free & Backend-Friendly)**

**1. Godot Engine + GDQuest AI Tools**

* **What it is**: Open-source game engine with complete backend control.
* **AI features**: Pathfinding (A\*), state machines, behavior trees, GDQuest has tutorials & plugins.
* **Backend control**: Full access to source code and scripting (GDScript, C#).
* **License**: MIT.
* **Website**: <https://godotengine.org>

**2. Unity ML-Agents Toolkit**

* **What it is**: Unity plugin for training intelligent agents using reinforcement learning.
* **AI features**: Neural network-based behavior learning, supports Python training environments.
* **Backend control**: Full control over training logic; Unity allows C# scripting and engine-level control.
* **License**: Open-source (under MIT); Unity Personal is free for smaller studios.
* **Website**: <https://github.com/Unity-Technologies/ml-agents>

**3. Panda3D**

* **What it is**: A full-featured open-source game engine developed by Disney and maintained by Carnegie Mellon.
* **AI features**: Integrate with AI libraries like TensorFlow, PyTorch, or custom logic.
* **Backend control**: Fully open source (Python + C++).
* **License**: BSD License.
* **Website**: <https://www.panda3d.org/>

**4. Bevy (Rust Game Engine)**

* **What it is**: Data-driven game engine built in Rust.
* **AI features**: Behavior trees, ECS-friendly AI systems, integrate external Rust AI crates.
* **Backend control**: Full access to engine source.
* **License**: MIT or Apache 2.0.
* **Website**: <https://bevyengine.org>

**5. TensorFlow / PyTorch + Custom Game Logic**

* **What it is**: Leading AI/ML frameworks.
* **AI features**: Build your own AI for enemies, NPCs, decision-making, procedural content.
* **Backend control**: Total flexibility; integrate via API or embedded model inference.
* **Best paired with**: Godot, Unity, or Panda3D for visual/game engine.

**6. OpenAI Gym / Gymnasium + Game Simulation**

* **What it is**: Toolkit for building AI training environments (great for testing game AI agents).
* **Use case**: Train agents in a simulation and deploy in real game engines.
* **License**: MIT (Gymnasium is the actively maintained fork).
* **Website**: <https://www.farama.org>

**7. Promethean AI (Limited Free Tier)**

* **What it is**: AI-powered world-building assistant.
* **Use case**: Level/environment generation.
* **Control**: Limited backend access, but powerful creative tool.
* **Website**: <https://www.prometheanai.com>

**✅ Summary of Best Options (If You Want Full Backend Control)**

| **Tool** | **AI Support Level** | **Backend Control** | **License** | **Best For** |
| --- | --- | --- | --- | --- |
| **Godot** | Medium | ✅ Full | MIT | 2D/3D Games, Indie Dev |
| **Unity + ML-Agents** | High | ✅ Full (Personal plan) | MIT (toolkit) | Smart NPCs, RL |
| **Panda3D** | Medium | ✅ Full | BSD | Custom AI/ML games |
| **Bevy** | Medium | ✅ Full | MIT | Rust-based Devs |
| **PyTorch / TensorFlow** | High | ✅ Full | Apache 2.0 | Custom AI Models |
| **OpenAI Gymnasium** | High (for training) | ✅ Full | MIT | RL Agents |