TO: _____

FROM: Nicolas Soto

DATE: May 5, 2025

SUBJECT: AI Capstone Reflective Memo

Overview

This project investigated the following research question:

"How can AI tools like ChatGPT be used to organize, compile, and draft creative content for a Dungeons & Dragons (D&D) campaign, improving the workflow and cohesion of long-term storytelling projects?"

The hope was that disorganized notes could be compiled and used to create a coherent narrative arc within the existing campaign. A summary of the project, narrative of its progression, notable findings related to it, and a final reflection will be presented in this memo.

Project Summary

This project focused on using the project feature of ChatGPT. It began with the collection of assignment documents. A plan was drafted within the project feature of ChatGPT. This plan established a timeline to follow to complete the project within two weeks as established by the assignment page. It also created a checklist to follow to stay on-track with deliverables and end goals.

Project Scope

The scope of this project focuses on one story arc for my campaign. It follows the players from sessions six through nine. This only highlights essential events, the actual time taken to move through this arc can vary in number of sessions. For this arc, the following content was needed:

- setting descriptions
- Non-Player Characters (NPCs)
- plot hooks
- encounter guides

By using the project feature, I hoped to compile my existing notes into one container that the model could reference. By doing this, I could validate the model's ability to parse my notes, organize my ideas into a single collection of resources, and generate new content for me to revise and fit into an active campaign.

I wanted to do this project to test the effectiveness of generative AI tools in this creative space. Rather than having a high volume of content, I hoped to create a few high-quality drafts for my own personal use. Ideally, limited editing would be necessary for the content to fit within my campaign and with my players.

Deliverables

The documents I include with this memo to demonstrate the progress and endpoint of this project are the following:

1) AI DnD Campaign Project Plan
   a. Outlines the basic information and planned timeline for the project.
2) Content Strategy Guide
   a. Explains and justifies each prompt used in the establishment and through process of the project.
3) AI Draft Output
   a. Serves as a single file reference for the original AI output. Includes a basic outline of planned sessions, drafts for included NPCs, and first-step generation of the session plans themselves.
4) Revised Session Plans
   a. My end-point document to show the final product, post editing-phase.

Narrative of Progression

The first step in this project was to prep the AI model for my intent. By creating a project on ChatGPT, I was able to upload three key files to establish a starting point and goal for the model. The uploaded files were:

- AI Capstone Assignment Page
- Research Question Proposal
- Proposal Comments

These files defined the boundaries of the project, allowing the model to draft a project plan within the required parameters.

The next step was to introduce my existing campaign notes. I uploaded a total of ten documents of varying length. These served as my knowledge base for the campaign I had built and actively ran for five sessions. As discussed in my Content Strategy Guide, I prompted the model to review my notes and give a synopsis of the current state of the game. This initial prompt allowed me to vet the model's capabilities; in turn I discovered that it was able to form a solid grasp of what had happened and what I intended to do next.

I then moved on to the content generation step. Six separate prompts were given, each one building from not only the last, but also the existing campaign knowledge base as defined above. Through these, the model was able to generate a foundation of story progression, draft basic profiles of possible NPCs, and outline four critical sessions for story development. These original drafts can be found in the AI Draft Output document.

The final step involved my own review and revision of the content to the proper degree for use in the campaign. This process took the longest but resulted in the final Revised Session Plans document.

Findings & Analysis

Content Management

The project feature within ChatGPT accepted all my relevant campaign notes. Beyond that, the model reported positive feedback when prompted to parse and summarize said notes. Small details were missing but I found that to be for the best, as even when given a structured environment my creative process involves several details being vague and disconnected from the overarching narrative.

Content Generation

Each of the six generation prompts resulted in quick and accurate responses. Over time, I found that refining my prompts, such as layering references to prior session drafts, led to richer, more campaign-accurate results. This prompted a shift from generic content generation to iterative world-building, where the AI became more of a co-author than a tool. The review and revision process took roughly two hours in total, with only small details being changed for better coherency within the active campaign story.

The ultimate use I found for this feature was to give myself a starting point. Rather than replacing my creativity, ChatGPT amplified it by giving form to vague ideas. For example, the Ghostly Tideborn Prophet's design emerged from a generated placeholder, which I then reimagined to better reflect the campaign's themes of memory and decay.

This project also reinforced my understanding of modular content development. Each session draft functioned like a standalone module that could be edited, reordered, or expanded based on player choice. Managing this structure helped me practice adaptive content planning, a key concept in content strategy.

Reflection

My final thoughts on this project are positive, though some ethical questions did arise. By using this model and its features, I was able to compile a loose collection of notes into a single knowledge base. Within the model I could reference and explore existing information as well as generate content to expand the story that existed previously.

On the other hand, details were added that proved to be either too generic or outright against the story I intended. Examples of these include the initial drafts of NPCs like Kel-vari or the rewards of each session being daggers (world-changing narrative items). These were edited heavily or discarded to protect narrative integrity. This taught me the importance of human oversight in maintaining thematic consistency. Had I relied on the AI to generate content without my input or review, my players would inevitably be given information that contradicts the story I have tried to build up to this point. While I find positive use in AI content generation, I am still encouraged to avoid over-reliance on such tools. AI should always act as an assistive measure, rather than replacing human input and creativity.

In future projects, I plan to treat AI as a pre-writing collaborator during idea development, while reserving revision and narrative integration as human responsibilities. This division of labor respects both creativity and coherence.