
One-click quest generation

Eulogy-Quest python script

Very basic project MVP

- In game with very basic implementation
- Starting here to demonstrate changes
- Starting point for further refinement



Conventions

-
- The starting NPC is our honored_target
 - This starting NPC is the 'honored_target' / 'ghost_NPC'
 - This ghost_NPC is both the starting and ending NPC of the quest chain
 - There should ultimately be 5 NPCs in total: ghost/honored_target, npc1, npc2, npc3, npc4.
 - Text files holding the required elements follow this naming convention.
 - Produced files have underscores. Extant files, like the scripts, have hyphens.
 - For now, the names of the NPCs have two-word names (first, last). Changing this will require some work, so let's just keep it this way for the MVP.
 - "target" is a pseudonym for "name", especially in the naming of text files in Eulogies/<LastName>-quest/build/quest/

Another note on naming

- The game database has a field for 'name' and for 'surname'.
- Our naming convention and scripts are using and enforcing a previous misconception that the 'name' cannot be made to have more than one word.
- It can, but the multi-word must be separated with underscores, not spaces (so technically still one 'word').
- Currently, the project is named using the last-word in a 2-word 'name'.
- If we expand that to a 3+ word underscore-separated name, we'll need to choose our <FirstName> and <LastName> in a programmatic way, so that:
 - "First MiddleEtc Last" becomes either:
 - <First> <MiddleEtc_Last>, or
 - **<First_MiddleEtc> <Last>** ← We're declaring this as the convention we'll use
- This still leaves 'surname' empty and 'name' as "First_MiddleEtc_Last", but we have our internal "LastName" for our own purposes.

Immediate TODO list

- We'll need these files created and implemented at the very least for the MVP (2 NPCs total in tutorialb):

- **For 'ghost':**

- `honored_target.txt`
- `ghost_task.txt`
- `ghost_dialog.txt`
- `ghost_delivery_item.txt`
- `ghost_delivery_target.txt`
- `ghost_delivery_target_location.txt`
- `ghost_reward.txt`

- **For 'npc1':**

- `npc1_target.txt`
- `npc1_task.txt`
- `npc1_dialog.txt`
- `npc1_delivery_item.txt`
- `npc1_delivery_target.txt`
- `npc1_delivery_target_location.txt`

Quest text

```
box /h/s/o/akk-/Eulogy-Quest/GPT/Eulogies/Washington-que
ghost_delivery_item.txt      28 B  **Task Descripti
ghost_delivery_target.txt    12 B  **Item to Del
ghost_delivery_target~.txt   16 B  **Recipient:*
ghost_task.txt               293 B  **Zone:** Nek
honored_target.txt          18 B
npc1_target.txt              12 B
```

- For now, we're just having the NPC dump the quest-text prototype (ghost_task.txt).
- We need a refined quest-dialog based on the task prototype. We should name this ghost_dialog.txt for the honored_target and npc<number>_dialog.txt for NPCs 1,2,3,4. (TODO)
- We need each NPC to also have proper quest-dialogue
- We'll use ghost_task.txt in the prompt to GPT to create a real story and dialog. The perl-script-NPCs.py script will need to adjust to using _dialog.txt files once implemented.

Now, let's create a Eulogy

Let's create one for "Pope Francis", who just passed.

```
Windows PowerShell X sov@vbox: ~/opt/ X sov@vbox: ~/opt/ X sov@LAPTOP-03RI X + - □ X
sov@vbox:~$ cd opt/akk-stack/Eulogy-Quest/GPT/
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT$ ls
base-story.py  editNPC.pl  Holliday-quest  TODO.txt
create-quest.py  Eulogies  perl-script-NPCs.py  updateNPCs.py
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT$
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT$ python3 create-quest.py
Usage: python3 create-quest.py <honored_target> [zone]
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT$
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT$ ls Eulogies/
Lincoln-quest  Washington-quest
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT$
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT$ python3 create-quest.py "Pope Francis"
Running: source ../.venv/bin/activate && python3 /home/sov/opt/akk-stack/Eulogy-Quest/GPT/ba
se-story.py 'Pope Francis'
2025-04-23 15:30:47,629 [INFO] Using quest build directory: /home/sov/opt/akk-stack/Eulogy-Q
uest/GPT/Eulogies/Francis-quest/build/quest
2025-04-23 15:30:47,632 [INFO] Wrote honored_target.txt: Pope Francis
2025-04-23 15:30:47,632 [INFO] Querying GPT for base story components...
2025-04-23 15:30:51,065 [INFO] HTTP Request: POST https://api.openai.com/v1/chat/completions
"HTTP/1.1 200 OK"
2025-04-23 15:30:51,072 [INFO] Wrote ghost_task.txt: '''\n  Task: Delivery of Sacred Relic
\n  Importance: This task is crucial for maintaining the balance between the realms and ens
uring the protection of the innocent.\n  Item to Deliver: Sacred Relic of the Faithful\n
Recipient: High Priestess Liriel\n  Zone: Temple of Veeshan\n  '''
2025-04-23 15:30:51,072 [INFO] Wrote ghost_delivery_item.txt: '''\n  Sacred Relic of the F
aithful\n  '''
2025-04-23 15:30:51,073 [INFO] Wrote ghost_delivery_target.txt: '''\n  High Priestess\n
'''
2025-04-23 15:30:51,073 [INFO] Wrote ghost_delivery_target_location.txt: '''\n  Temple of
Veeshan\n  '''
2025-04-23 15:30:51,073 [INFO] Wrote npc1_target.txt: '''\n  High Priestess\n  '''
```

Eulogy created

```
Copied to: /home/sov/opt/akk-stack/server/quests/tutorialb/Pope_Francis.pl
Generated: /home/sov/opt/akk-stack/Eulogy-Quest/GPT/Eulogies/Francis-quest/build/perl/High_Priestess.pl
Copied to: /home/sov/opt/akk-stack/server/quests/tutorialb/High_Priestess.pl
Quest creation pipeline complete.
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT$
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT$ ls Eulogies/
Francis-quest Lincoln-quest Washington-quest
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT$
```

*However, it is **VERY** rough
at the moment*

This is what we've got so far

TODO:

- *Itemization*
 - *Dialog*
 - *Reward*
-

```
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT$ ls Eulogies/  
Francis-quest Lincoln-quest Washington-quest  
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT$ cd Eulogies/Francis-quest/  
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT/Eulogies/Francis-quest$ tree .  
.  
├── build  
│   ├── perl  
│   │   ├── High_Priestess.pl  
│   │   └── Pope_Francis.pl  
│   └── quest  
│       ├── ghost_delivery_item.txt  
│       ├── ghost_delivery_target_location.txt  
│       ├── ghost_delivery_target.txt  
│       ├── ghost_task.txt  
│       ├── honored_target.txt  
│       └── npc1_target.txt  
└── 4 directories, 8 files  
sov@vbox:~/opt/akk-stack/Eulogy-Quest/GPT/Eulogies/Francis-quest$
```

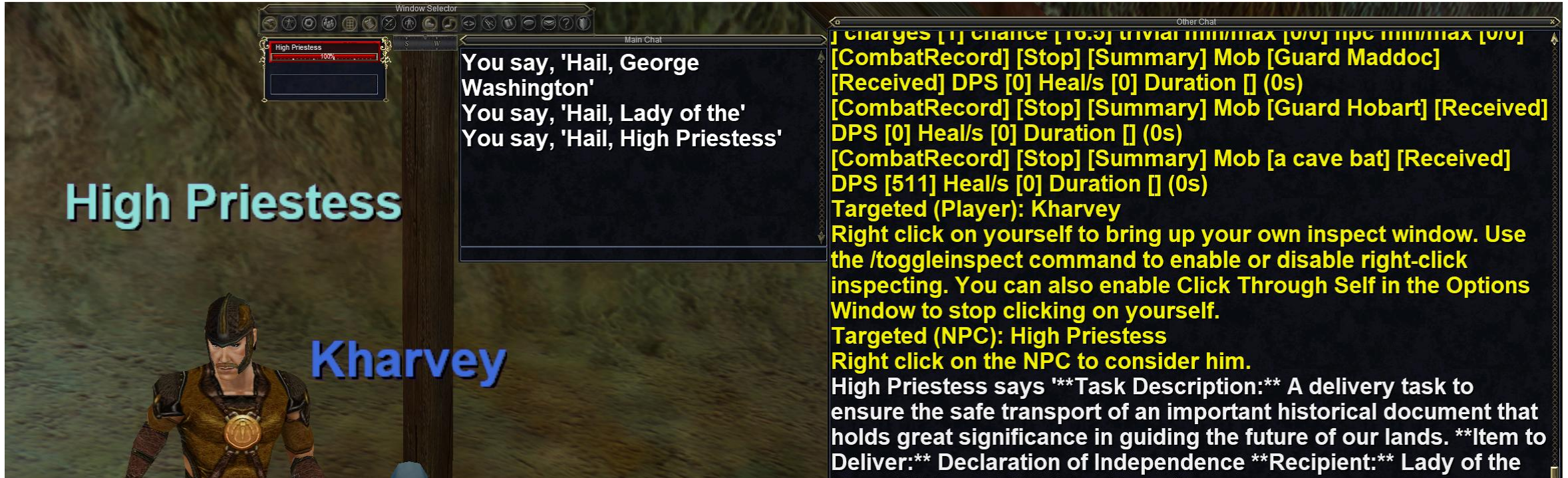
Note the immediate change in-game

- This is unexpected and promising
- I didn't have to cycle the server
- I still have my "George Washington" text
- The "Pope Francis" NPCs are in-game



And the perl is active

- I didn't need to issue the GM command '#repop'



Now we can iterate

- My next immediate goals:
 - Upload this to our AWS server
 - Get the quest going with item-passing between 2 NPCs



End of Part 1

*Progress to be appended after
this card*