**Flow of RebirthRealm and Prompts for each Node**

<https://chatgpt.com/share/685c1ba0-88c4-8007-b192-fd5ab86ee925>

<https://chatgpt.com/canvas/shared/6862af763e988191b59632a0d2a4885f>

# Nodes in RebirthRealm

1. Get Fandom of story (Use Fandom API) OR Custom Fandom (Get the user to describe) or setting OR No Fandom/General Genre (Like Urban, Romance, etc. Get the user to describe).
2. Get premise of story.
3. Get Mood/Tropes (gritty, redemption arc, etc).
4. Generate Key Characters and plot points for the story.
5. Iterative prompt based on user input.
6. Keep Track of last n tokens of latest text to be fed to model every time.
7. Summarize each response and add it to list of summaries. When summaries cross a threshold, combine them so that we only keep relevant info going forward.

# Ideas

1. Maybe generate arcs (make only 1, story can deviate based on user decisions) with characters for each arc and a general plotline based on premise and fandom/genre. This way we can make another arc once an arc is done. Will keep story flexible and low number of characters per arc while still not limiting number of characters.
2. Plotline changes based on user decisions.

# Process

1. Get Fandom/Custom Fandom/Genre from user
2. Get premise of story (what is the mc, is it reincarnation etc.)
3. Get Mood/Tropes
4. Create a short summary of a small part of the story(all main things that will happen in the next part) based on title, world name, world description, mood and tropes, premise and advanced options. Also generate characters that may appear in that section(if any)[use last 100 characters of previously generated also if present for context and use the player decision in textbox we get from user if not first time].**[Prompt 1/Generate]**
5. Describe the action in prose narrative using short summary generated and the last 100 characters of previously generated text(if this is first time then nothing for 100 characters), ending the generated response on a decision point(after introducing everything we end on what the user can decide). We need to have good freedom so don’t make arbitrary decisions for the user and does whatever the user asks. **[Prompt 2/Generate]**
6. Get player decision(in the form of a text box after prompt 2 is finished) and determine if it is safe or should end the story due to anything or if the story is about to end because it has completed everything. **[Prompt 3/Judge]**
7. Repeat from prompt 1…

User can exit the story at any decision point and come back to generate more. They can even go back to a decision point to make a different decision, spawning a new timeline. Show the decision points and timelines in a nice visual format in saga page.