An application that generates a node link diagram with tasks tied to it.
Each node is connected by an edge.
Each node represents a task and its own capability at that point.
There is one start and one goal node each.
By checking tasks from the start, the goal node can be reached.
Each node is cleared by pressing it, and the game is completed when all the nodes connected from the start to the goal are pressed.
There are 14 tasks.
Each node has a random connection to other nodes, and the content of the task is an action similar to the input content.
Each node has a maximum of 4 edges and a minimum of 2 edges.

Each task contains the output from the GPT.

As an example, let us assume that the following tasks exist.

Start: You cannot speak well at the first meeting.
Goal: I can have an interesting conversation at the first meeting.

Task 1: Mastering the ping-pong rule
Task 2: Master the traffic light rule
Task 3: Master the pause rule
Task 4: ARE method
Task 5: REVEAL
... (Task 6 – 14 are optional. If possible, you may want to set up a technique to improve your conversational skills)