An Example from My Project
Short example from Emstrata

- The World Builder is a foundational prompt in Emstrata that allows users to create custom narrative worlds based on their inputs, complete with character, locations, items, and a reality that maintains

- My World Builder system prompt in Emstrata takes in a number of input elements (pieces of data that I clearly define within the system prompt)

- *user-msg, title, prefs, genre,* and *arc* are example elements that my World Builder prompt uses

- From these input elements, the World Builder outputs:

    - *prose("")*

    - *basis("")*

    - *char("name", "desc", "state")*

    - *Item("name", "desc", "state")*

    - *location("name", "desc", "state")*

How to Structure a System Prompt

Achieving maximum effectiveness with your prompts

- Split your prompt into modules. Each one handles a distinct concern:

  - *Core Identity* - what is this AI (a chatbot, research agent, etc.) and what does it do

  - *Platform Specifics* - context about where/how it operates , if that relates to the output

  - *Understanding Role* - scope, responsibilities, boundaries

  - *Dissecting Requests* - how to parse incoming data

  - *Response Expectations* - exact output format with function calls

  - *Quality Standards* - non-negotiable benchmarks for output