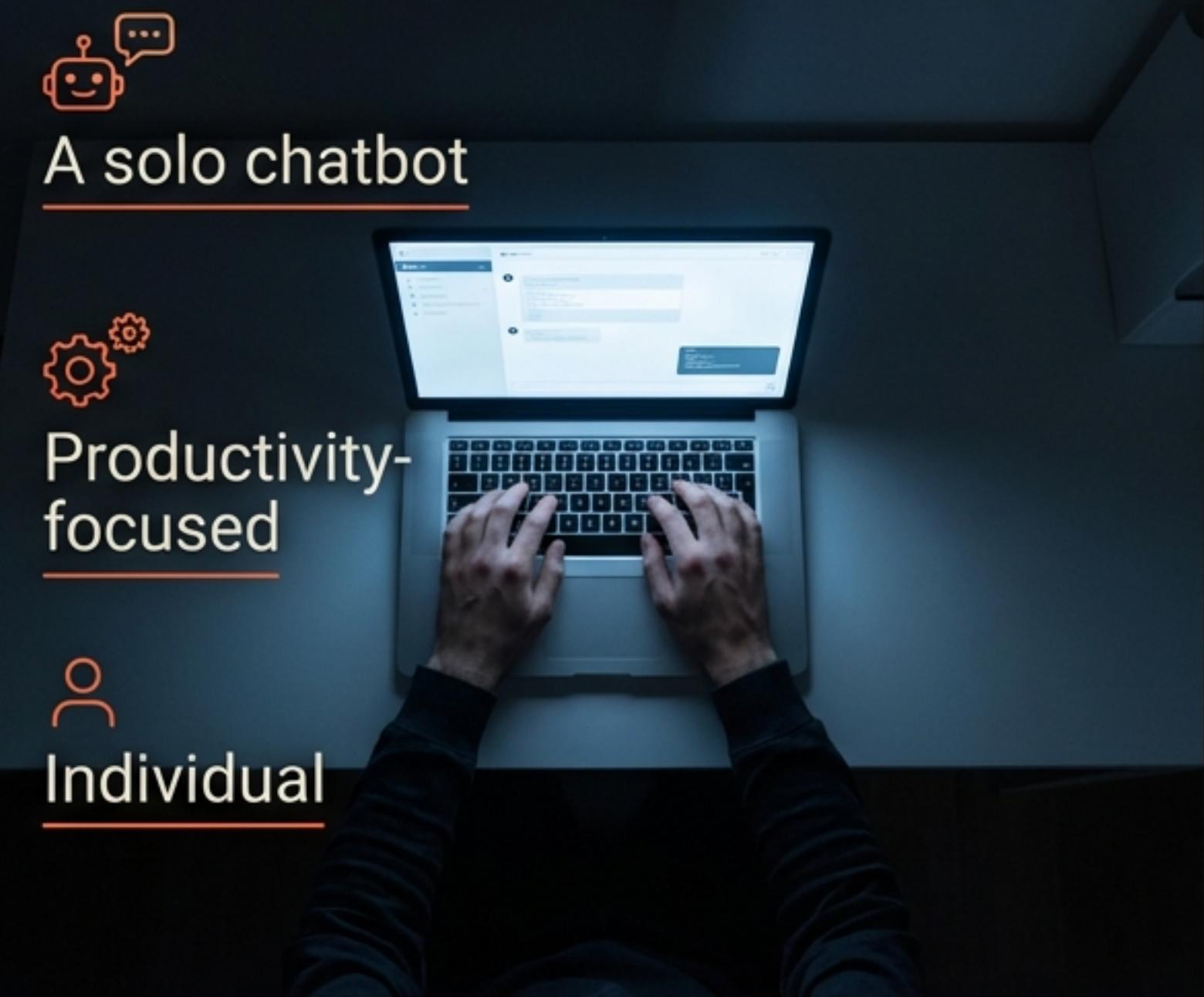


A photograph of a residential street at dusk or night. The sky is a gradient from blue to orange. In the foreground, a paved street curves away from the viewer. On the right side, there's a two-story brick building with a porch and a set of steps leading up to it. A vintage-style street lamp stands on the sidewalk in front of the building, its light fixture illuminated. A rectangular neon sign is mounted on the building's exterior, reading "STORY ARCADE" in capital letters. The windows of the building are lit from within, casting a warm glow. Bare trees stand in the background, silhouetted against the sky.

# Story Arcade

Turn your neighborhood stories into mini  
movie posters in under a minute.

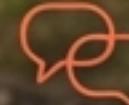
# Our stories are locked away. Our tools are built for solo work.



Ephemeral



Locked in our heads



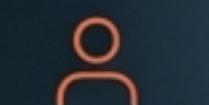
Shared only in conversation



A solo chatbot



Productivity-focused



Individual

# What if AI was a public ritual?

Story Arcade is the answer. We built a machine for turning personal memory into collective mythology.

It transforms AI storytelling from a private, productivity task into a playful, communal act.

AI as a communal ritual, not a solo chatbot.

# Step Up. The Projector's Warm.



Story Arcade is a digital booth for instant, cinematic storytelling. Walk up, answer a few playful prompts, and get a shareable story card on the spot.



# “Choose Your Story”

## Track Select



### Origin Story

How did I become me?



### Future NYC

What does my city look  
like when we win?



### Neighborhood Legend

What's the myth our  
block will tell?



# The Director's Questions

## Origin Story

What's a small moment where you helped someone or your community, even if nobody noticed?



## Scene 2 of 5

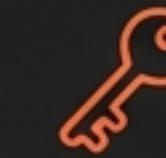
*Director's note: keep it real, not perfect.*

**What new ritual or daily scene appears in your future NYC?**



## Neighborhood Legend

What strange or magical event kicks the story off?



# Your Story, Instantly Cinematic

Track Tag

Origin Story

Bold Logline

Maya from Sunset Park learned that  
• showing up for others, even after your  
own fall, is the realest strength there is.

Maya grew up in Sunset Park with a life that felt less like a movie and more like a sports anime—full of rivals, comebacks, and moments where the whole arena held its breath. But learning to trust herself after a big failure taught her that not every loss is the end of the story.

One humid afternoon, Maya's younger cousin sat down confused in front of a laptop screen. Instead of running away, Maya sat beside them and showed them how to code. It wasn't a grandstand moment; it was just two people in a kitchen, and code on a screen starting to make sense.

Ten years from now, Maya hopes people will say: "She showed up even when it was scary." That's the real story—not the failure overcome, but the person choosing to be someone a kid could trust.

Printed by Story Arcade v1

Hero Image

3-Paragraph Story

Footer

# The Loop is Designed for Community



The experience is optimized for events, galleries, and schools.

A single device can serve a line of people, making it a high-throughput, low-friction storytelling ritual for any gathering.

# How We Turn Answers into Mythology



## User Answers

Raw text from 5 questions.

## Field Keys

Answers mapped to structured keys ('protagonist\_name', 'community\_moment', etc.).

## Narrative Pattern

A pre-defined story template is selected for the chosen track.

## Templated Story

Answers are programmatically inserted into the template.

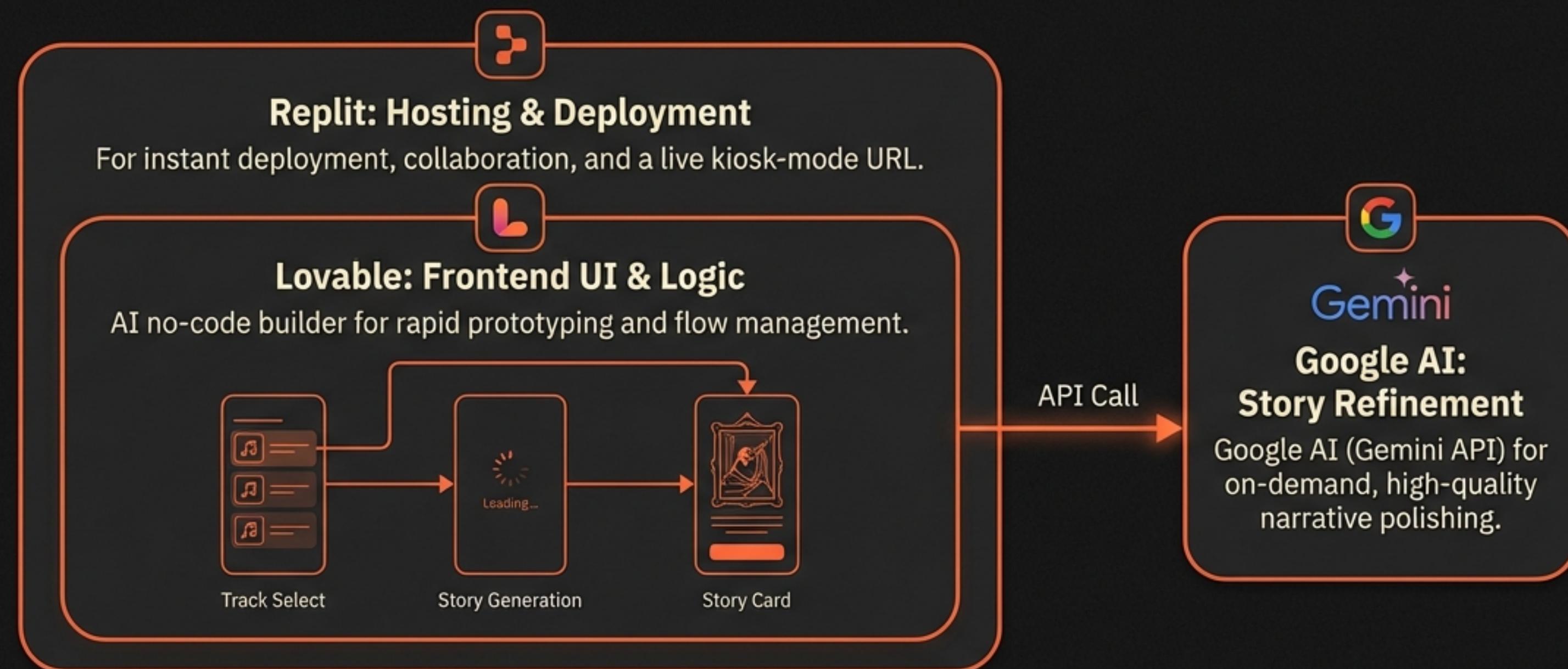
## AI Polish (Gemini API)

The base story is sent via API for an optional layer of cinematic refinement.

## Final Story Card

The polished text is rendered onto the visual card layout.

# A Modern Stack for Rapid, Magical Experiences



This stack was strategically chosen to maximize quality and speed, allowing us to focus on the user experience and ship a functional MVP within the 36-hour timeframe.

# From Idea to Arcade in 36 Hours



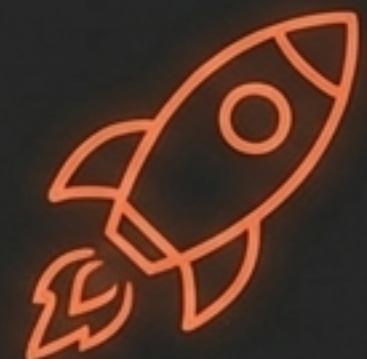
**Content-First Workflow**

We began by generating narrative patterns and questions into a structured `story-patterns.json` file. This ensured our UI was built around real, meaningful content from the start.



**Data-Driven UI**

The JSON file was directly imported into Lovable, allowing for rapid development of a UI that was perfectly synced with our narrative logic.



**Instant Deployment**

The finished Lovable application was embedded and deployed on Replit, giving us a live, shareable URL for immediate testing and demonstration.

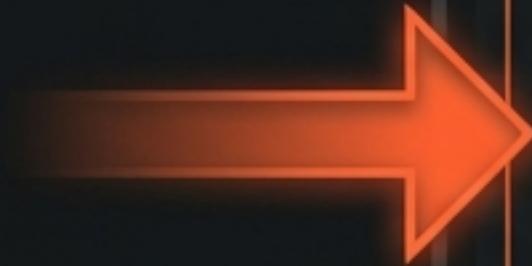


**Key Deliverables**

A fully functional MVP with all three story tracks and a purpose-built 'Judge Mode' for a seamless, 60-second demo of the entire loop.

# This Isn't a Chatbot. It's a Communal Ritual.

-  **It reframes AI's purpose:** Story Arcade moves AI from a solo productivity tool into a public, arcade-like ritual.
-  **It creates tangible artifacts:** The digital interaction produces a physical-feeling “story card,” designed to be shared in the real world.
-  **It exists in shared spaces:** Unlike typical AI apps, Story Arcade is designed for community events, schools, galleries, and block parties.



**UNIQUE USE CASE TRACK – NOVEL PROBLEMS OR CREATIVE USES OF TECHNOLOGY THAT MAKE YOU THINK DIFFERENTLY.**

# Every Community Deserves an Arcade



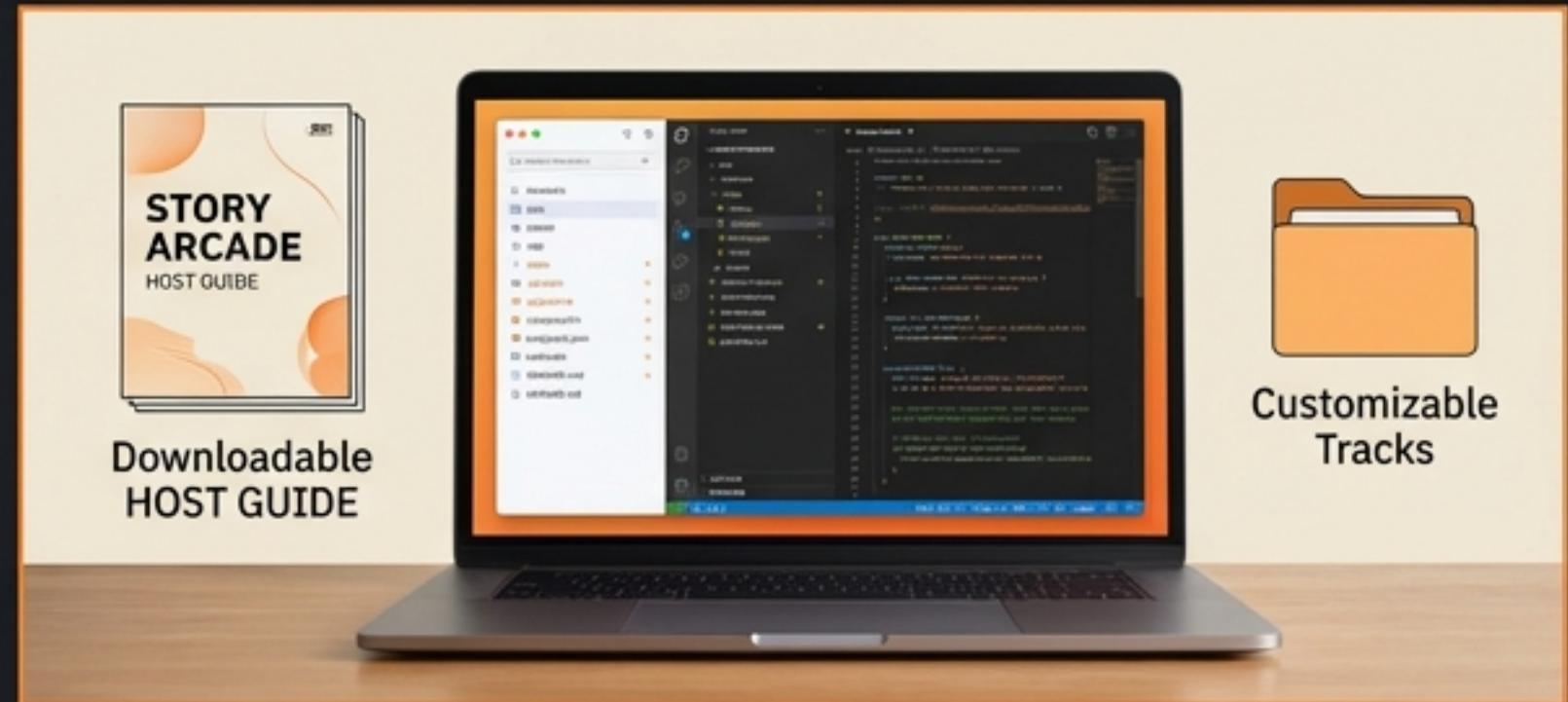
Visitors contribute stories to a constantly growing digital and physical wall of neighborhood narratives.



A tool for students to explore identity, future-casting, and creative writing in a playful, tech-enabled way.



An engaging activity that captures the spirit of an event and brings neighbors together.



A “host guide” and customizable tracks for organizers to run Story Arcades anywhere.

Every Neighborhood Deserves a Legend.

# Story Arcade

[Live Replit URL]

Let's start telling them.