



GAI3: AI NPC Dialogue Generator

OVERALL OBJECTIVE

You are to design an AI system that provides dialogue or backstories for video game NPCs or simulation NPCs. These NPCs should be "alive," exhibit consistent behavior based on their provided personality, and react interactively to players.



PROBLEM STATEMENT – BROKEN DOWN

Why this matters: In modern games, players expect immersive, believable NPCs. Manually writing dialogue is time-consuming and static. Your AI will automate this, allowing for dynamic, responsive characters that change based on player interaction and backstory context.

OUR MISSION

An interactive system that:

Takes NPC characteristics (name, personality, role, setting, backstory)

Produces consistent dialogue responses

Reacts in real-time to user/player prompts

Optional supports dialogue branching (choices)



Frontend (UI/UX): Designs the chat interface

Backend/API Integration: Handles AI processing

ML Developer: Builds or fine-tunes dialogue generation

Documenter: Prepares final reports/presentation

TESTING STAGE

Test for:

Personality consistency

Correct responses

Dealing with nonsense input

Timing (real-time performance)

Record use cases:

Friendly NPCs

Angry ones

Mystery/sarcasm/distrust

*Stress-test: Provide bizarre inputs, slang,
emotional questions*



KEY REMINDERS

The NPC must act consistently: don't let a sad character suddenly joke around randomly.

Start simple: One or two characters. Expand only when base works.

Use test cases to highlight personality consistency.



24MIS1168 Mahalakshmi.v

24MIS1004 Kanakalakshmi.s

24BCE5005 Sanjai R

24BEC1146 Krishna Brahadeesh B

24MIA1025 Kavya s

The background features a dark blue gradient with abstract geometric wireframe structures. On the left, there are blue wireframe shapes, including a prominent triangular prism-like structure. On the right, there are teal wireframe shapes, including a complex polyhedral structure. The overall aesthetic is modern and technological.

THANK YOU!