

# Project Draft Document

## Project Title

**ArgueRPG: AI-Powered Debate and Critical Thinking Game**

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## Problem Statement

In today's digital world, people often struggle with their critical thinking skills and vocabulary, often relying on AI. Nowadays, more stutters develop, less sentences are spoken, and less thinking is done. So I created ArgueRPG, it's an RPG based debating game that's primarily powered by AI, the tool designed to help the people.

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## Project Objectives

1. Develop an engaging game that simulates debates through AI-driven interactions.
  2. Enhance players' vocabulary, reasoning, and rebuttal skills in a dynamic environment.
  3. Provide adjustable difficulty levels to cater to both beginners and advanced debaters.
  4. Incorporate character customization to improve user engagement.
  5. Ensure scalability so the game can evolve into a tool for both entertainment and learning.
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## Planned Features

- **AI Moderation & Opponents:** AI generates, evaluates, and moderates debates in real time.
- **Difficulty Levels:** Multiple modes ranging from "Baby Level" to "I'm a Lawyer."
- **Character Customization:** Players can design their avatars that show in an Ace-Attorney style format, so they can look their arguments.

- **Argument & Rebuttal Mechanics:** Structured system for presenting claims, counterclaims, and supporting evidence.
  - **Learning-Oriented Gameplay:** Subtle feedback to improve word choice, structure, and persuasiveness.
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## Planned Inputs and Outputs

### Inputs:

- Player's chosen arguments, rebuttals, and dialogue selections.
- Character customization options (appearance, name, etc.).
- Difficulty level selection.

### Outputs:

- AI-generated opponent arguments and counterarguments.
- Real-time evaluation of which side made stronger points.
- Feedback on vocabulary and logical strength.
- Visual and narrative progression of the debate scenario.

### Pseudocode:

Start Game

Display Main Menu

→ Player selects Difficulty Level

→ Player customizes Character

Initialize Debate

While Debate not over:

Display AI Opponent Argument

Player selects Rebuttal or Argument

AI evaluates effectiveness

Update Debate Score

End While

Display Winner and Feedback

End Game

Github Repository Link: <https://github.com/im-still-kyro/ArgueRPG.git>