

Prompt used for the new automated version of the process

[Insert the selected questions and answers in the forms on gamification and missions]

"ChatGPT, based on these responses, create a narrative for this gamification in script style, with a beginning, the climax of the story (the high point of the narrative with the most difficult task), and an ending."

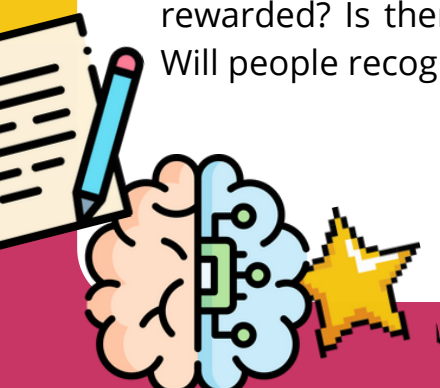
"Follow this structure and be brief, don't overdo it:"

1. Introduction: Write a paragraph giving characteristics of this world, as it is the setting for all events. Name of the world, history of the world, the time in which the story takes place, details about the environment, problems faced (if there is any problem to be dealt with), rules/laws of this world.

2. Talk about the player: Write a paragraph about personal, physiological, and other details that clearly define the players. Tell the players' story: why are they there? Their routine in the created world, the type of social involvement that occurs in the created world.

3. Tell the plot: In this paragraph, explain what happened that was different and who the villain is (remember to link it to the world's history, the villain does not need to be a person; it could be an event or something else that destabilized the hero's world). Was it an unexpected or planned event? Was it an ambush? Was someone hurt or kidnapped? Were there one or more villains? Do they have an evil plan? What will happen to the world and the players? It's important to develop the event until the end of the story. Who can help solve these problems? (Let's call the heroes).

4. It's time to make the "call" to the mission: In this paragraph, explain how the new world will be (if there are any modifications or changes). What is the player's objective? What are their greatest desires that drive them to pursue this journey? What obstacles will they encounter along the way toward their goal? What types of rewards might they find along the way? Will they be rewarded? Is there any secret involved in the plot? Will the journey be long? Will people recognize them as a hero?



How will they know they are progressing and heading in the right direction? Would it be good to use a map? Will there be something the player collects as a collector's item? Is there any kind of punishment? It is important to clearly show the player's progression, mentioning what awaits them in the final challenge, making an analogy with the most difficult application of all. Is there teamwork? If working with teams, how would you form them within this proposal? Mixed ages? Balanced based on some score? Or simply divided by the number of participants, choosing each one at random? Explain your logic.

5. About scoring:

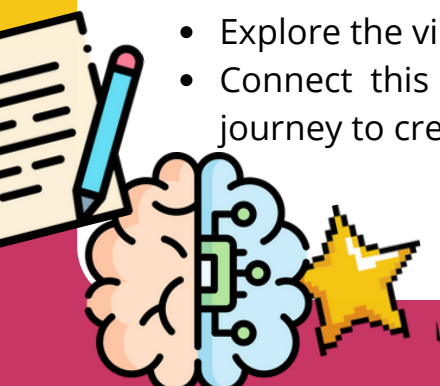
- Think of a scoring system that involves evaluations, gains, and behaviors during the player's journey.
- Make a list of badges, awards, or other forms of scoring that will be used, and name them according to the theme of this gamification.
- What happens if someone fails a mission? Is there a way to recover that score?
- Does attendance count as a score?
- Remember to clearly explain how points are calculated. For example: Completed Missions + Gains + Attendance = Next XP Level.

6. For the mission:

- Phase Title.
- Learning content that will be explored.
- Location where it takes place.
- External participants.
- Enemies present in the phase.
- Describe the problem (if any).
- Describe the player's objective.
- Define the mission according to the learning content.
- What happens if someone fails to complete the mission?
- Can an incomplete mission be replaced by another way to gain points? How can someone make up for it?
- At least one challenge.

7. The final challenge: This is the moment when players will face the greatest obstacle.

- Explore the villain to the fullest.
- Connect this stage with some elements encountered during the hero's journey to create flashbacks.



- Make the player understand that everything they have seen during the journey should be used now.
- Provide hints about what needs to be done to overcome this stage.
- The most complex lesson/content should be applied at this stage.
- Remember to make the player use the skills developed throughout their journey.

8. Analyze the scores and congratulate the players according to the leaderboard.

- It is important to track the score.
- Example: Completed Missions + Gains + Attendance = XP
- You decide the award, will it be a chance to brag? What are the heroes' achievements? Remember that they must be linked to participation, knowledge, and mission completion.

9. Conclude the story, explain how everything returned to normal or how things changed due to the player's actions.

