Goal-Based Story Generator Using Node.js

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Presentation by Jeremy White

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PARTITION OF THE SHIPLING

2183 Engineering Hall Friday, December, 7th, 2018 4:00PM

Project Goals

- implementation with a web-based dungeon crawler
- Generate stories for a user based on user input and interactions
- Create a unique and memorable story experiences every time a user plays



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Design

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- The main character will have a goal that reflects the user's game character and that will drive the story's events.
- Stories and world will be designed using historical information about villages, markets, and forests
- Goals can be completed through Jobs and Events
 - Multiple events can be queued at once. End once the character or world meet certain requirements
 - * The main character only has one job at a time
- + Characters have default goal to eat and store food
- Values used in checks and story text are in external files that can be easily modified



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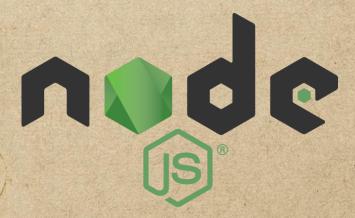
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- → Sept. 15 Decided on using Production Rule System.
- → Sept. 30 Creating interactive story using Fighting Fantasy text and systems
- Nov. 1 Created rules that pushed players to search for food.
- Nov. 31 Finish rules for two jobs and events
- Dec. Added more interactivity with items and basic reoccurrence of other characters in the story

Tools

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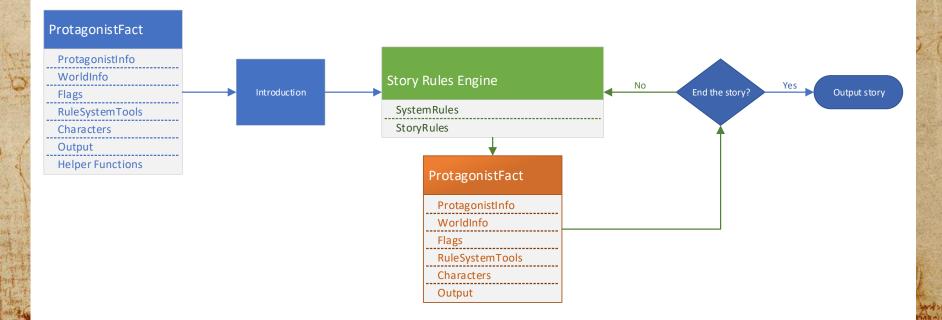
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Node Rules

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Flow Diagram

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ER Diagram

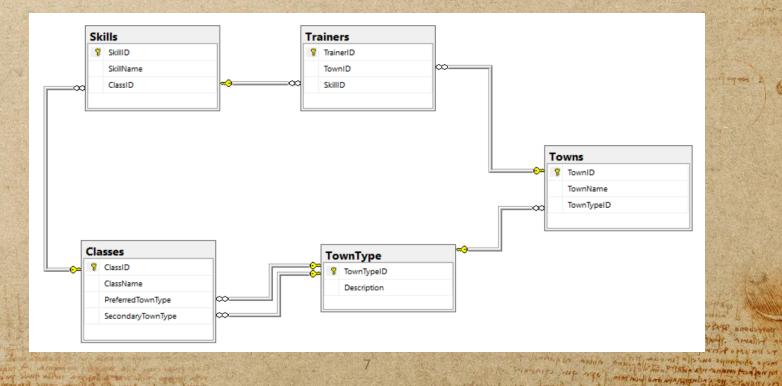
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Rule Components

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- + Priority

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- + Condition
- + Consequence

General Rules

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+ Output

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- + Exit Story
- → Update Rules

Story Rules

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- + Provisions Check Character finds a job if they need food
- Need a Job Assign a job that is open to the main character that hasn't been done
- + Help Complete Job Fetch the item the character needs
- Pass Time No matter what, progress time. If this happens multiple times in a row, find an event or have character train
- + Check if the assigned job or any events can be completed

Example Output

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