Goal-Based Story Generator
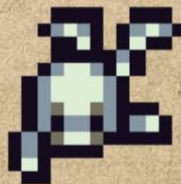## Using Node.js

Presentation by Jeremy White

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

Project Goals

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+ 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

Inocelin the Relentless Pulverizer
Dungeon Level: 5
HP: 10 ATK: 1 2
Save
43dc4202-b978-4cc1-b4df-6af8708e6f8a

Design

✛ 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
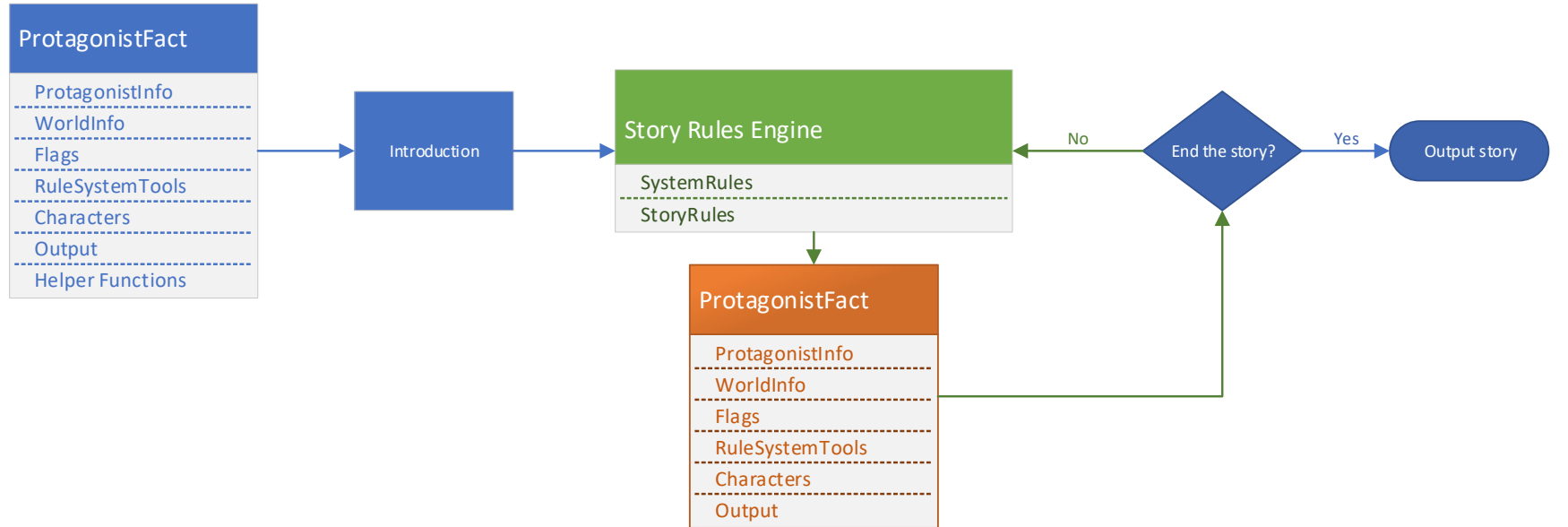
Timeline

✝ 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
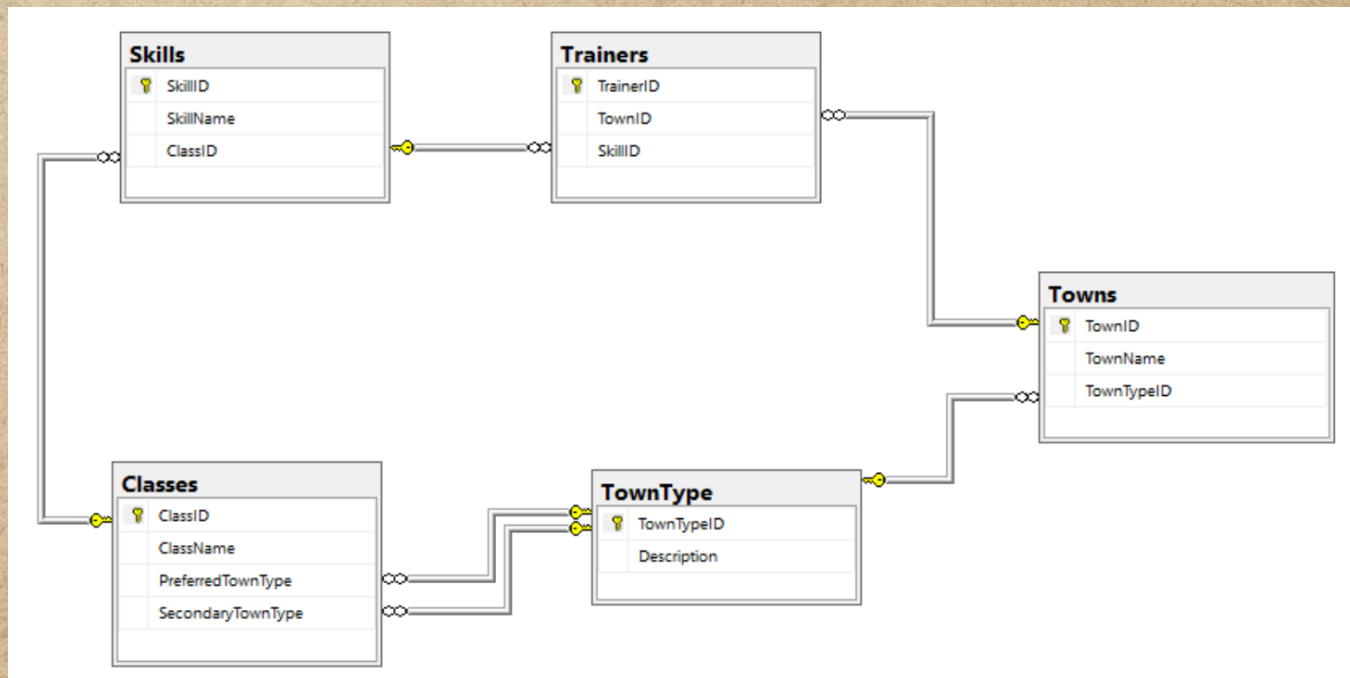
Tools

Node Rules

Flow Diagram

ER Diagram

Rule Components

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✢ Name

✢ Priority

✢ Condition

✢ Consequence

General Rules

✢ Output

✢ Exit Story

✢ Update Rules

Story Rules

- 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