CMSC 491/691: Interactive Fiction and Text Generation
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Cloo

INTRODUCTION

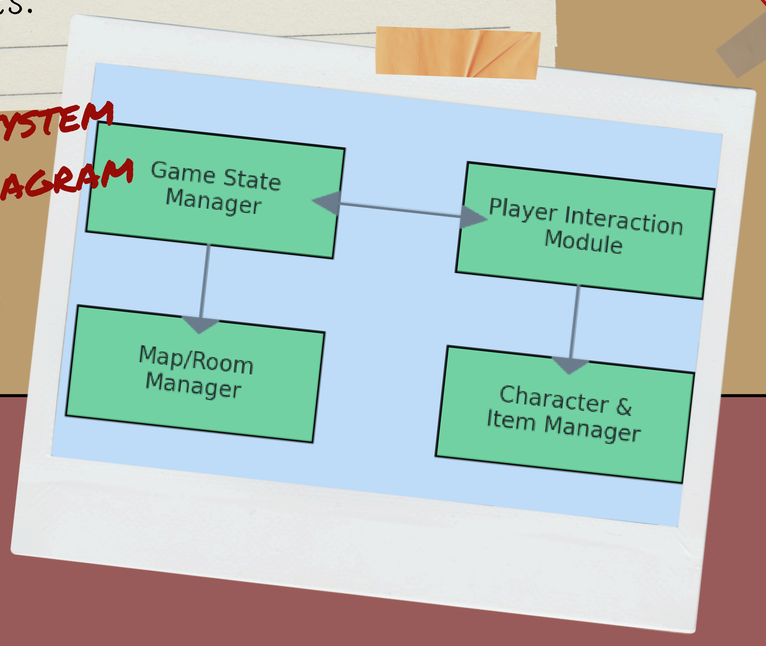
- “Cloo” is a text-based RPG murder mystery following the format of the boardgame “Clue”, with the user exploring rooms, interacting with characters, and gathering clues.
- The ultimate goal is to identify the killer, weapon, and location through logical deduction and exploration.

METHODS & SYSTEM DESIGN

BACKEND

- LLM processes user commands to update game state.
- Dialogue implemented using arrays & logical statements to manage multiple character interactions.
- Few-shot prompting handling variety of inputs.

BASIC BACKEND SYSTEM ARCHITECTURE DIAGRAM



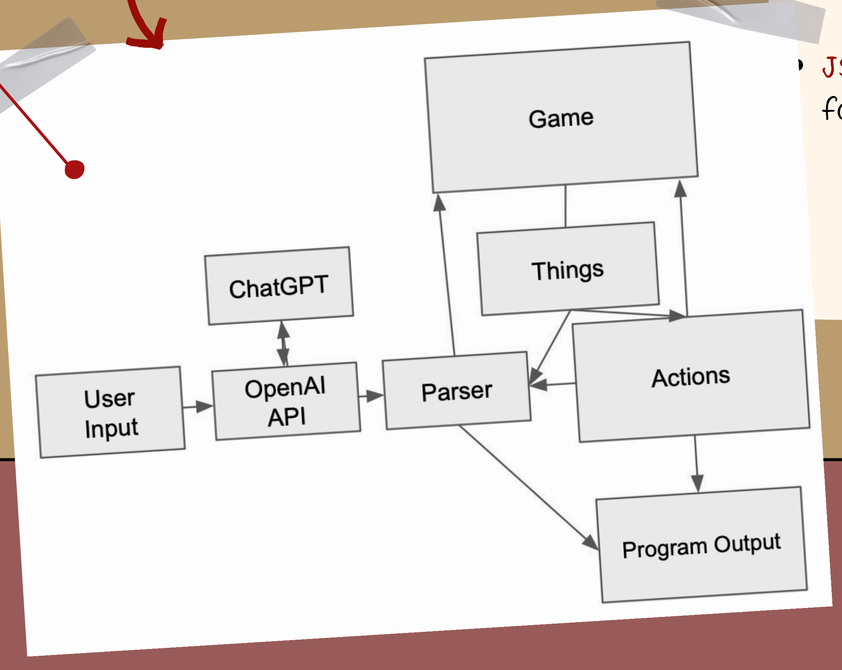
FRONTEND

- Simple GUI allowing players an ease of use.
- Text-box for entering commands.

DIALOGUE DESIGN

- Characters have three interaction phases:
  - Hint #1 revelation
  - Hint #2 revelation
  - Default response when all clues are revealed.
- JSON Lines format stores dialogue for parsing.

UML DIAGRAM



KEY TAKEAWAYS

ACCOMPLISHMENTS:

- DEVELOPED A FUNCTIONAL GAME SKELETON WITH INTERCONNECTED ROOMS AND COMMANDS.
- IMPLEMENTED BACKEND PIPELINE FOR PARSING USER INPUT.

CHALLENGES:

- BALANCING SIMPLICITY WITH DEPTH IN NARRATIVE AND GAME MECHANICS.
- MANAGING LOGICAL PROGRESSION OF DIALOGUE.

FUTURE IMPROVEMENTS:

- ADDING RANDOMIZED CLUES FOR GAME REPLAYABILITY.
- REFINING INPUT PARSING
- ENHANCING USER EXPERIENCE WITH A VISUAL MAP.