

```

import openai
import random

openai.api_key =
"sk-proj-v4VnKSUj688Lt-zOsQBbhf15lxwA4YAp5SXTb9Nu3wV1OZmNrgp_G0lrxaVVam07G2O
h3vEBa-T3BlbkFJpJo6WHHLmgYVxs_m4AEHEik427hsoORMv_q2Kfat7gYrQT5pjpXMLXkyuM
SQeLBrME6E-rtfQA
" # Replace with your actual API key

def generate_oasis_paradise_story(player_name, starting_location, character_class):
    """Generates an adventure story for the Oasis Paradise RPG.

    Args:
        player_name: The name of the player character.
        starting_location: The starting location of the adventure.
        character_class: The class of the player character (e.g., Warrior, Mage, Rogue).

    Returns:
        A dictionary containing the generated story, music prompt, and text prompt.
    """

    story_prompt = f"""
    ## Oasis Paradise RPG Adventure

    **Player:** {player_name}, a {character_class}
    **Starting Location:** {starting_location}

    You begin your journey in {starting_location}. Describe the scene, the sights, sounds, and
    smells. What brings you to this place? What are your initial goals?

    ---

    *(The story continues from here, branching based on player choices and random events.
    Include at least three potential story branches/choices the player can make. Introduce NPCs,
    challenges, and rewards. The story should have a clear narrative arc with a beginning, rising
    action, climax, and resolution.)*

    ---

    **Possible Player Actions/Choices:**
    1. Explore the ancient ruins to the north.
    2. Seek out the wise hermit living in the nearby oasis.
    3. Investigate the rumors of strange disappearances in the desert.

```

"""

```
music_prompt = f"""
```

Create music for an RPG adventure scene in a desert oasis. The music should evoke a sense of mystery, wonder, and perhaps a touch of danger. Consider instruments like flutes, drums, and strings. The overall mood should be adventurous and slightly mystical. Tempo should be moderate.

```
"""
```

```
text_prompt = f"""
```

Generate descriptive text for the following scene in an RPG adventure:

Describe the bustling marketplace in the oasis town of Al'Jabar. Include details about the merchants, their wares, the architecture, and the diverse crowd of people. Mention specific smells and sounds.

```
"""
```

try:

```
story_response = openai.Completion.create(  
    engine="gpt-3.5-turbo", # Or another suitable model  
    prompt=story_prompt,  
    max_tokens=500, # Adjust as needed  
    n=1,  
    stop=None,  
    temperature=0.7, # Adjust for creativity vs. predictability  
)
```

music_response = openai.Completion.create(# You might use a different model for music generation if available

```
    engine="gpt-3.5-turbo", # Or a more suitable model for music generation  
    prompt=music_prompt,  
    max_tokens=200, # Adjust as needed  
    n=1,  
    stop=None,  
    temperature=0.5, # Adjust as needed  
)
```

```
text_response = openai.Completion.create(  
    engine="gpt-3.5-turbo",  
    prompt=text_prompt,  
    max_tokens=200,  
    n=1,  
    stop=None,
```

```

        temperature=0.7,
    )

    story = story_response.choices[0].text.strip()
    music = music_response.choices[0].text.strip()
    text_description = text_response.choices[0].text.strip()

    return {
        "story": story,
        "music_prompt": music,
        "text_prompt": text_description,
    }

except openai.error.OpenAPIError as e:
    print(f"Error communicating with OpenAI API: {e}")
    return None

```

Example usage:

```

player_name = "Aria"
starting_location = "The Shifting Sands Oasis"
character_class = "Rogue"

```

```

adventure_data = generate_oasis_paradise_story(player_name, starting_location,
character_class)

```

```

if adventure_data:
    print("## Story:")
    print(adventure_data["story"])
    print("\n## Music Prompt:")
    print(adventure_data["music_prompt"])
    print("\n## Text Description:")
    print(adventure_data["text_prompt"])

```