AI Engineering Challenge - NPC Generation System

Create a git repository on GitHub and work with it during the whole development process.

Build an interactive NPC generation system that analyzes a story and creates characters on demand using LLMs.

Provided Resources

- `fantasy.md` - 2-page fantasy story describing the game world

Requirements

Part 1: Story Understanding

- Build a system that can answer questions about the provided story
- The system should understand factions, cultures, and world history from the text

Part 2: Interactive Character Generator

If asked, the system should:

- Accepts user requests for generating unique game character names
- Handle various types of user requests naturally
- Creates appropriate character names based on the story's world
- Ensures all generated names are unique and lore-appropriate

Part 3: Character Details

The system should also:

- Generate relevant character attributes (faction, profession, traits)
- Return structured JSON data for each character
- Maintain consistency with the story's themes
- Example output:

```
{
  "name": "Aldric Stormwind",
  "profession": "Blacksmith",
  "personality_traits": ["stoic", "loyal"]
}
```

Technical Requirements

- Use an LLM API (OpenAI, Anthropic, Groq or local)
- Python or JavaScript/TypeScript
- Must be interactive and handle user input (I should be able to use a different starting story and everything should work)

Evaluation Criteria

- Correctness of implementation
- Quality and variety of generated content
- Code design and architecture
- How well the system handles various user requests
- Documentation and code clarity

Deliverables

- GitHub repository with source code
- README with setup and usage instructions
- Working interactive system ready for demonstration

Estimated Time: 3-4 hours

Note

Each part can work independently of each other but the best option would be if one system could handle all three cases.

If you don't finish all 3 parts it's ok, still submit what you accomplished.

Be prepared to demonstrate your system live and explain your design decisions.

Please reach out if further clarification is needed.