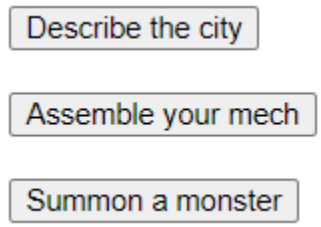
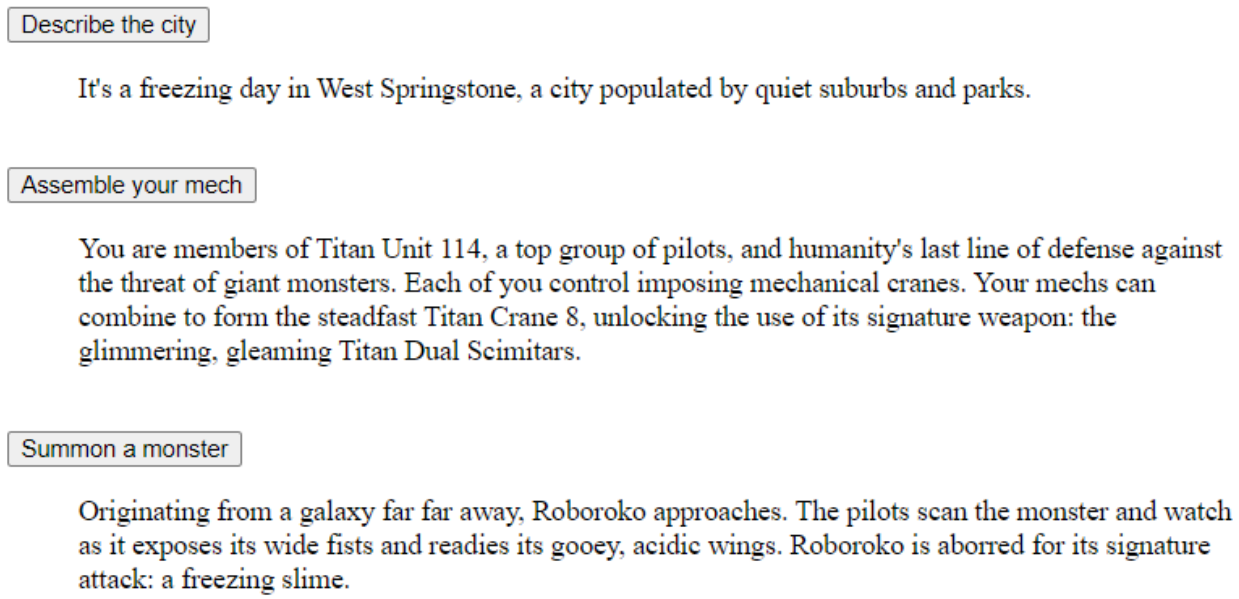
The tool I made is used for the one-page RPG I made for last week's assignment: Mecha Monster Melee! The tool generates three pieces of feedback, all of which are used primarily for narrative elements that help to set up the game, but are also used later on during the actual turn-by-turn gameplay.

This is what the tool looks like when the page is first loaded:



Each of these three buttons generates feedback that helps to build the scenario; here's a possible example of what it looks like after they are clicked:



The first one creates text that establishes the setting for the game. It creates a sentence that contains the name of the city that the battle takes place in, and picks from one of three possible types of terrain which can influence actions taken in the game. Some prompts also provide weather conditions that may be used in combination with elemental attributes found in the monster and/or mech's descriptions.

The second button gives the players their team name, the animal their mechs are based off of, their mech's combined name, and its signature weapon. This text uses Tracery's "variables" to save parts of the team name to be reused in the mech and weapon names so that it feels more cohesive. The signature weapon gives players an object to base their attacks around, and they can use the chosen animal to come up with other characteristics.

The third button creates the enemy monster's name, some of its features (which will dictate what some of its attacks will look like during game), and its signature attack.I'm personally most proud of the naming system for the monster, since it combines syllables taken from names of famous mythological monsters and kaiju that were split up and rearranged in different configurations.

In the original version of the game from last week, these would be manually and very informally decided by the players. A lot of certain details (the city specifically was a brand new addition that wasn't a part of the game at all originally) weren't even present in the game before because they weren't directly relevant, and would be decided on the spot just before they were about to be used. This led to a lack of any real stakes or sense of danger, since the players could just make something up whenever they needed to. By defining things like weapons, abilities, and traits from the outset of the game, it provides a better frame of reference and limitations around what the players can do.

However, one issue that I did come across is that some of the name fragments I wrote that would chain together recursively began producing nonsensical, awkward, or overly wordy results such as the following:

> It's a peaceful day in Central New Los Metroopolis Grove, a city consisting of giant skyscrapers and bustling streets.

Similarly, certain feature descriptions and traits could be contradictory or not even make sense when paired together:

> Descending from the farthest reaches of outer space, Frorosaurus approaches. The pilots scan the monster and watch as it flaunts its gooey, impressive hooves and waves around its avian, feline hooves. Frorosaurus is respected for its signature attack: an electric ground pound.

I wasn't familiar enough with Tracery syntax, and I don't even know if it's possible, but I would have liked to have certain word options be unable to be picked again if it was already chosen. The alternative was to manually separate them into different groups, although that would have created very messy and complicated code, so I opted not to do that.

One way I slightly alleviated this issue was to reduce the number of monster features from 4 (one for each player to describe) down to 2 to reduce the chance of those features contradicting each other, but it's far from a really effective solution.