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def presidential_debate(character_names, topic):

    game_description = f"""Here is the topic for the presidential debate: {topic}.

    The presidential candidates are: {' '.join(character_names)}."""

    return game_description


def character(character_name, topic, word_limit):

    prompt = f"""

    You will speak in the style of {character_name}, and exaggerate their personality.

    You will come up with creative ideas related to {topic}.

    Do not say the same things over and over again.

    Speak in the first person from the perspective of {character_name}

    For describing your own body movements, wrap your description in '*'.

    Do not change roles!

    Do not speak from the perspective of anyone else.

    Speak only from the perspective of {character_name}.

    Stop speaking the moment you finish speaking from your perspective.

    Never forget to keep your response to {word_limit} words!

    Do not add anything else.

    """

    return prompt

```

```

def debate_monitor(game_description, word_limit, character_names):

    prompt = f"""

```

{game\_description}

You are the debate moderator.

Please make the debate topic more specific.

Frame the debate topic as a problem to be solved.

Be creative and imaginative.

Please reply with the specified topic in {word\_limit} words or less.

Speak directly to the presidential candidates: {\*character\_names,}.

Do not add anything else.

"""

return prompt

```
def generate_character_header(  
    game_description, topic, character_name, character_description  
):  
    pass
```