Adaptive game engine

## Relevance

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# Alternatives

Here is the list of some available plot-generating software that is already available.

The first class creates a plot by filling the randomly chosen template with a randomly chosen words. Here are some examples

1. <https://www.plot-generator.org.uk/> - the basic example. Features the ability to use the words, provided by the user, but only in a very primitive way (by just putting them into the template).
2. <https://thejohnfox.com/2016/05/story-idea-generator/> - gives you the least information, but it is perfectly consistent. It kind of looks like there is no generation involved.
3. <http://writers-den.pantomimepony.co.uk/writers-plot-ideas.php> - another basic example with the shortest plots (that makes it less prone to logical errors)
4. <http://writingexercises.co.uk/quick-plot-generator.php> - very basic, 1 template
5. <https://www.seventhsanctum.com/generate.php?Genname=storygen> – somehow the bigger percent of results is meaningful.

The list goes on…

And that technically could be a solution but, unfortunately, all of examples have similar drawbacks:

1. The templates are strictly defined and not versatile enough.
2. The words might not match the context of the sentence OR the sentence becomes too general.
3. There are no such concepts as nested templates, mostly because it is hard to make that much templates by hand.

That’s how it was proven that it is statistically impossible for a realistic AND highly non-deterministic template-only storyline generation engine to be ever created.

The concept of creating the semantic network to surround particular tokens of user input and then connecting them by using huge databases like Wikipedia or different lexicographical dictionaries is more promising.

In conclusion the unique part of this work would consist of

* Using huge informational resources to gain the knowledge about the given input and create the suitable world for that input to exist.
* Making the storyline structure that can be relatively easily (without much data and computational expenses) fixed (integrity) after user will add another input or provide changes to the created content.