

What upset you most about the unsuitable quest descriptions?

Number of respondents: 349

Responses
The blatant wrong information. If those descriptions were given to me, I would not have been able to complete those quests.
The subtle disorientation of how the story tended to shift under my feet as it was being told. This was more annoying than the immediately obvious lapses in sense-making, since it burned up my brainpower trying to piece together a jigsaw puzzle that was never quite going to fit. (I still penalized obvious lapses the most.)
Text that turned out to be a list of fact. "Hi, I am X. I need Y. I will give you Z"
They bring unrelated concepts that would confuse the player, add other objectives or fail to convey the context of the quest.
Repeated phrases, incoherent story lines
Details that are not necessary and confusing Syntactic errors or repetitions (AI-like behaviour) Unfitting tone (to a lesser extent)
Sentences not being coherent or contradicting what was previously said by the character.
All being related to TES (Ok jk) Errors, the text not fitting the quest informations or requirements. Wall of texts for saying simple stuff
Syntax errors
Uncoherent descriptions: "Hi I'm Bill, the research answerer. Here is Adam the research answerer. Hi I'm Bill, the student." Also, I disliked confusing description of the setting and scenario.
Information inconsistencies. Like, saying that an old friend has actually been buried repeatedly for the last 2000 years. Or that the butler will actually pay ME 25k for a house rather than the other way around. If the quest description gives incorrect information, it's pretty useless as a quest description.
The sentences that repeat the statement from the previous sentence. "talk to Steffan, a young man named Steffan" doesn't make sense.
They got the basic information wrong
- They didn't make sense. - They were confusing. - They had a lot of weird unconnected phrases. - They didn't always stick to the above mentioned structure.
UN needed prior relationship with quest giver
Certain comments about mechanics of the game, such as identifying as quest-giver. Convolute explanations that do not seem to add up.
Some descriptions seemed to ask the player to do the opposite of the intended task, or suggested that the task was already complete.
Conflicting information Weird conversation change (eg saying name twice)
Contradictions between the quest facts and the instructions
When the quests contradicted themselves or the quest facts. Grammatical ineptitude was also a major annoyance.
Mostly either the odd language, flipped objective ("we" are not the prey, the Dawnguard are), or repetitions
A lot of unnecessary repetition and some were less coherent
Many of the poorly rated quest descriptions either suffered from having information that outright conflicted with the provided details and/or failed to offer any insight as to what the actual objective was. Many also contained lines that were in conflict with each other.
They didn't form a coherent description, inanely repeated information, and sometimes stated the opposite of what would make sense or be consistent with the quest given (the "let's get Ulfric's help to fight the Stormcloaks" ones were particularly laughable).
They seemed to either repeat themselves, give false information, or structure the information in a way that came out as gibberish.
infactual, contradictory, and ununderstandable quests
They did not make logical sense (esp. regarding references to persons/objects in previous sentences). They did not sound natural (esp. regarding "human" actions/what is the quest giver's motivation).
That they didn't describe the quest correctly and contradicted themselves.
They were not understandable: people got mixed up as most of the used personal pronouns seemed to be incorrect/inadequate. Also, the AI may have problems with the negation that seemed to be missing in some cases.
Often consecutive sentences do not match and seem to be randomly shuffled together from building blocks Repetitions in sentence structure Logical flaws
- When there was incorrect or conflicting information (e.g. not matching the quest description or contradicting itself) - When there was not enough information given about how to start the quest or at least basic details to know what was necessary to complete it - When the text was overly long or complicated, containing points which were not necessary or interesting
They were nonsensical
The worst thing was contradictions. If the quest tells me two contradictory things then how is the player supposed to know which is true? The second worst was when the quests seems nonsensical. One of the variants of the buying a house quest made it sound like the quest giver wanted to buy a house from you. That would be confusing for a player who didn't own a house.
longwinded repetitive for example my parents died we were orphaned wrong tone, too chatty
Mixing of information so that nothing is right and the loss of context.
Coherence, mostly, or bizarre interpretations of the inputs
Inconsistent logic (for example, "...[faction] are our enemies! [faction] are our allies!" or a character telling me to report to the enemies' leader to assist them) or bad language flow.
Many of the quest descriptions mishandled specific aspects of the quest, such as questing the player to go find their reward without actually asking them to complete the quest, or by misinterpreting the consequences of the situation. There were also quest descriptions that used unnatural language, such as a guard in a bad mood introducing themselves as "a guard in a bad mood". The bad mood is a descriptor that should become evident from the flow of dialogue, not something that the character itself would declare.
Poor grammar or language that makes motivation for quest confusing. Too much writing, such that the "action" of the quest was already accomplished in the description

Responses
Redundancy, conflicting information ("they're our enemies, they're also our allies"), unnatural turn of phrase, information that doesn't follow the quest description
Misleading or entirely inaccurate information.
Everything. It's nonsense.
Chaotic writting or many Repetitions
They were often repetitive and/or unclear.
I was unreasonably annoyed by the ones that repeated themselves - "this is a book. they have the book. i want the book. i'm going to get it out of there". This felt weird and unnatural to me and put me off. The quest description should be much more concise than that.
The text rambled, did not provide a clear emphasis on important elements, and used catch phrases that were repitive or contradictory. Often, the point of view was confused and it seemed as if the quest giver might also be the questor.
Several of the quest descriptions did not make sense (ie - didn't align with the stated quest objectives, or contradicted other aspects of the quest text). Some of the unsuitable descriptions had unnatural, stilted language that sounded like rattling off a list of the quest objectives.
Looked low-effort, made no sense, so broke immersion
n/a
Inconsistent information - like Vex claiming that they were sometimes called Vald and then immediately saying Vald was their ex-lover. Or sometimes the background information didn't match the objective or tasks in the quest - like Klimmek talking about how all their food was stolen and then suddenly I'm meant to deliver some food with no acknowledgement of how the two are connected.
Yes
Too many exclamation marks. Characters give out information they really should conceal
Non-sense and contradiction in regards to the quest's description.
Obviously unnatural language, primarily over-describing things and repetition - like, the questgiver stating who they were multiple times. However, actually asking the player to do things that didn't reflect the short form description was the worst.
They had logical flaws (like the speaker saying they were orphaned and in the next sentence talking about their father. Either he's undead or that's a logical flaw ;-)
They either left out important quest objectives, or characters didn't play their roles correctly (the original quest listed the player going with and NPC to an objective, while the dialogue had the NPC telling the player to go to the objective and report back.
Repeating introductions, inconsistencies, unclear objectives.
They made no sense. The sentences didn't always follow one another logically.
Inconsistency, grammar errors, didn't follow the points given in the beginning.
They made no sense or contradicted themselves.
That they didn't make sense
when it contradicts itself when it's false
Information repeated or just wrong Sometimes they just didn't make sense.
Poor English; nonsensical back stories with unnecessary details
Lack of grammar, lack of information on client/target and object. As wells as purpose of objective
Some descriptions are contradictory to the facts presented. Descriptions meant to be dialogue felt clunky and nonsensical.
When the reward somehow got mixed into the description as an offer or otherwise not presented as a quest reward. Incorrect usage of proper nouns and too much exposure of a character's traits also lessened my grading.
The fact that they asked you to do the opposite of what the quest facts stated.
Contradicting information
Either were not accurate to the quest descriptions or simply made no sense
- Being complete opposite of the given prompts - Inaccuracy to given facts - Sentences make no sense or are contradictory
Some had the facts mixed up, but what bothered me the most were the ones that sounded super stiled. "Hi, I'm X and I'm your friend. You want to drink with me." - that doesn't sound like something a regular person would say.
Too bossy.
They broke the internal logic established by the quest parameters.
The core of the quest changed
Poor wording and sloppy grammar.
Many of them had logical errors contradicting quest brief
Many of them did not make coherent sense, or conflicted in what it was trying to present. A lot of it was a just a blob of info, with no soul or sounded like came from a machine. Too much info dump, and poorly done at that.
The wrong grammar and the resulting logical errors
Awkward phrasing, sometimes wrong information or weird directions (like "tell everybody to kill the Dawnguard").
Rambling or unclear.

Responses
Some gave outright incorrect information on how to complete the quest, which is far and away the worst sin such a quest log can have and was an automatic 1 score. Otherwise, the language was disjointed. It did not read like a quest, it didn't even read like something humans would write. Which makes sense I guess.
Inconsistency (either within itself or with the presented facts)
Too telegraphic perhaps
The unsuitable quests tended to have pieces of information wrong. Some could have mislead the player into doing something other than the real objective.
They did not seem to agree about who was doing what why. It seemed like each half of a sentence would make sense but often the two pieces did not agree with each other, let alone the other sentences.
Too much levity, without reason or curt description
They changed the script and reversed the intended roles or didn't follow the setup they provided themselves.
Wrong locations, names, or missing information.
When they were blatantly incorrect or missed important pieces of the quest
They were nonsensical
Some (most) where contradictory, often in the same paragraph. A few repeated information in a superflous manner.
Failed correctness
Quests that didn't seem to make sense.
Narrative incoherence, repetitions, contradictions
Nothing major. Some were a bit contradictory.
Grammar errors, or jarring language.
Random information in the descriptions.
They were confusing to read. Conflicting information. etc.
Too much unimportant information, felt stale/not human/believable someone would say
Most of them are not descriptive enough to warrant attention or are to boring
Lack of natural sentence structure, stating your name in two sequential sentences etc.
Some descriptions were completely extrapolated without any link to the quest. Like the mention of a son from nowhere, the antagonist suddenly became the questgiver husband, etc. Some infos were just wrong,
They were either incoherent or failed to accurately depict what the quest required.
They often contradicted themselves and just read like complete nonsense.
Only facts, the description was not logical, mixing up names/races, repetition of titles, names and so on
Contradictions with the authored quest
- Inconsistency in logic, or confusing wording. - Bad syntax, and non-immersive writing. - Strange formatting. - Didn't feel personal
They didn't make sense or they gave me the impression I was supposed to do something other than what was listed at the top (get medicine from mother instead of mushroom from the cave, for example).
Wrong/unclear objective, getting some of the facts wrong
Information being repeated multiple times or the task stated by the ai was different from the description.
Too long with redundant statements.
They had conflicting names/genders. They didn't make sense & left me confused or unsure what the quest is.
Most of them failed to correctly convey the intended objective. Most failed to clearly suggest an objective at all.
Lack of fluency Unnecessary description
They were contradictory or gave completely wrong or useless information
Nonsensical sentences, immediate contradictions or repetitions
Repetition of ideas, extra odd statements that seemed unrelated (usually short sentences injected in), and in the case of Q35 there were a few prompts that said the assassin was named 'the Khajii'
They seem incoherent and illogical, as if the quest giver would contradict himself/herself
Sometimes the information provided was contradictory to the actual quest, or to itself.
Some seemed to misrepresent the quest purpose. E.g. the quest to purchase Rosethorn hall, one of the descriptions said they would pay the player 25k gold, but the other descriptions implied the player would have to pay that gold themselves.
Quest giver talking about themselves or their tribe/group in the third person as though it didn't refer to them.
- Characters introducing themselves multiple times - Characters introducing themselves in an overly elaborate way, kind of as if I wouldn't know who they are from context alone - Characters giving you straight up wrong instructions
Presence of grammatical/contextual/logical errors
There were a few descriptions that did not follow logical sense - names meant for locations used for people, contradicting information ("this sword was my father's and should be buried with him" / "bring my sword to my crypt"), and lack of description in the shorter quest scripts.

Responses
They contradicted themselves or were completely nonsensical
Some lines dont go together at all, Sometimes the way the npc presents itself is weird (hello i am dead but bring me my doll?)
They literally didn't make sense, they mixed up object and subjects, or which subject was which
Inconsistency - contradictions
Some were nonsensical or included conflicting statements.
The lack of cohesiveness Lack of senses Using the characters not how they were in the description The mother of the faceless king asking him for marriage to rule with their son by his side
Contradictions and repetition.
Missing or wrong requests. One question asked me to hand the quest-giver the item, when the task stated I had to take it from them and hand it to a third party.
The language was unnatural - it strained to mention details of the task. The quest description did not accurately represent the task. The quest-giver should not have to justify him/herself to the player.
When the AI kept repeating the same word once in each sentence, each time referring to something else. When the AI used the players enemy as their ally or vice versa. One time a character's name became the name of the curse the character had.
Lack of coherence
Odd or nonsensical descriptions
Weird structure, felt unfitting and partly plain boring
Some of them didn't make a lot of sense, or were too long-winded.
Improper grammar, incorrect use of pronouns Didn't correctly relaying the information in the "ingredients" to the description, guest goal was to kill the leader but description said the player should bring them back to the quest giver
Often the descriptions would repeat themselves and frequently reintroduce characters over and over, and I found that many times the "story" of the quest made very little sense and provided me with little motivation to complete the tasks
They said opposite things about the task.
They didn't seem to take the objectives into consideration.
general inconsistency little immersion
It would contradict the quest info given to me a lot. This made it confusing and i had to "solve a puzzle" in my head while reading them to understand what was what.
When the information would be flipped.. (the ally group being called your enemy, etc)
the blocky voice and bad rithm in the sentences
Lack of clarity on possession/relation with objects.
The repetition of information, phrasing, and added details which did not correspond to the quest details provided beforehand. Assumptions made about my character by the quest giver were also unsuitable.
Very repetitive, awkward phrasing
The descriptions for quest 28 bothered me the most because I think the AI didn't have enough information. The town that Lucan lived in wasn't specified so the AI assumed he lived in the tomb.
The order of the pertinent information. How forced and fake the dialog felt garbled grammer
repetition and lack of coherence
They made no sense, weren't interesting, or just plain jumbled.
A few were redundant, saying the same bit of info twice, but more upsetting were the ones when they just didnt make sense, skipped words, or contradicted themselves.
Missing out important details for background info, swapping pronouns, locations, and characters seemingly at random. Some quests made no sense or were contradictory.
Odd uses of nonexhaustive language/listing - terms like 'or something' terminating sentences. Inappropriate use of exclamation marks. Confusing referential language. Eg; 'the bandits are working for someone else'. Someone else, as opposed to whom? The AI sometimes repeats itself, saying the same thing twice in different ways. Use of unnatural phrases - 'I am your leader of the dawnguard'
Some of the unsuitable questions descriptions portrayed information about the quest that was incorrect or not in line with the facts of the quest.
Quest givers known a lot of things or them promising something that they cannot gave by themselves. Like the child who asks for that parrot and promise to give a diamond. They describe there family as "poor" so from where the child is supposed to gave me the diamond? Or the man who asks me to deliver the bag of food to the graybeards, he promise that I can learn about the graybeards weapons if I deliver the bag, but it is not his place to promise that in the first place ( not that it does not work, it is just that I don't find it believable).
The confusion over what is being asked for - or extra unrelated nonsense.
Characters that are not present, dead, or incapable of talking talking. Speakers not knowing who they were.
Too short, sounded unnatural
Some had mistakes some didn't sound like how a real person would speak
Rambling overly long paragraphs that contradicted the facts.
Wrong translation
- they just didnt make any sense
Bad grammar
Repeat word. The AI sometimes generate incoherent quest line or outright mistranslate.
The most unsuitable descriptions were either inaccurate, had incorrect syntax, or didn't flow well in general (for example, repetitive or overly wordy).

Responses
Many descriptions made up important information, often at odds with the provided facts
Very unclear what is expected
incoherence discrepancies with the man-made descriptions
Some where not urgent enough. If the world is about to end one does not calmly talk about their own background. One question in particular the quest giver introduced themselves twice by stating their name twice
1. Some inconsistencies of the descripton with the quest itself. 2.Some of them felt not like a description of my task from a real person but a string of text about the in-game lore, for example the Faceless King just suddenly laying his whole family's history to me, which definetely didn't help to raise my interest.
Descriptions that didn't make sense or had nothing to do with the quest.
Nonsensical internal contradiction.
Ai
Too much repetitions in description so I feel like half of the description is some filler instead of actual backstory.
Conflicting information. Unrelated statements.
They contradicted themselves, or did not properly describe the quest details.
Incorrect use of names, facts, etc. "I am called Arvak....please go find Arvak." Unnecessary exposition. Many quests started out with a sentence or two explaining their life story, when in reality no one starts a conversation with a stranger like that. Use of weird descriptions, e.g. "I am the paranoid villager." Paranoid doesn't feel like a word someone would use to describe themself.
Mistakes in the relationships/context between relevant persons and items, for example, when 'you hired person A to help person B' becomes 'you were hired by person A who is helping person B' (don't remember the exact wording)
Some information either contradicting the description itself or the summary provided as basis.
They felt like reading AI descriptions, AI that doesn't really understand what it's supposed to get across. Often the AI seemed very confused about what the quest was meant to be, such as a moneylender demanding that I pay him what is owed, but the AI instead wrote that he was giving ME money to "help me get started?" Many such examples of this. In the "defend Whiterun from the Stormcloaks" one, the AI did not understand that putting up a strong fight is colloquially "sending a message" to the rebels. Instead it thought the player was literally delivering a message to Ulfric, as if he was a friendly character, when really he's the leader of the rebels.
Innacuracies and false information.
They fail to capture the essence of quests and because of this they look like meaningless blabbering. They also change places of names and subjects, which is disorienting.
From one line to the next, the description would change from- for example- saving "A" to killing "A" in the next line, or "finding A" in "location B" to "finding location A (person's name takes location name)".
Lack of coherence, poor flow, unclear outcomes / requirements.
Quite frankly, they made little to no sense. "I am Thadgeir, my father, Thadgeir, and his wife, Thadgeir's wife, want me to blablabla..." They read like a poor NES translation rather than a quality quest description.
They were not accurate to the actual quest facts. Sometimes they just stated completely wrong information or focused on the less important details for too long instead of giving the player instruction.
Lack of logic
Confusing or overly long. NPC begging or lacking personality.
They read as clunky and obviously computer generated. Sometimes, they weren't consistent with themselves.
Jumped between quest details and unrelated personal anecdotes
Poor grammar or unlikely or weird ways of speaking
That they made no sense, the grammar and subject of the sentence were almost nonsensical.
Sounded "video-gamey". Too mechanical in tone or literal discussion of mechanics
Internal conflicts in the quest descriptions, too much unnecessary information as well as conflicting information with the given facts (such as Lucan Valerius' shop being in the Bleak Falls Barrow).
Mostly that they were dull and uninteresting, or straight up nonsensical
Confusing language which resulted in a lack of understanding.
The bad descriptions often featured repetition of details, getting details mixed up or blatantly wrong, irrelevant details, and even complete omissions of quest details.
Like many modern Language processing AIs. This on seems to struggle with character identities. I was upset about ones that placed a name in the wrong or unrelated role, or made unlikely associations between characters.
Some reminded me of the English common in poorly translated games, which does seem apt, given the nature of the task here. Some of the descriptions were very simple, but this was better than the unintelligible ones.
Nonsense statements built out of common turns of phrase which are used in common vernacular so that the speaker can collect their thoughts before saying what they mean to. It's the most amateur technique of a translator pulling phrases from a translation dictionary.
They made absolutely no sense in context of the quest log. Different characters were mashed up together
Weird use of language, characters sounding cartoonish instead of well-rounded, explaining quest in a covoluted matter.
too wordy, too much BS
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A lot of the quest descriptions gave information that was wrong according to the human-given descriptions. I would be confused about quest objectives with many of the quest descriptions.
Objectives we're unclear/didn't make sense/were different from the input.

Responses
I got most unsatisfied with the descriptions when they didn't follow the logic (or didn't make sense) of the quest information provided before the descriptions.
Repetition, awkward wording, change in tone.
They were longer, made poor use of character names (kill the Forsworn leader named "Forsworn leader), and some had grammatical errors
Grammar and unnecessary details.
Repeated information that added nothing, or just poor writing
Repetitions, contradictions
Some of them had inconsistencies, such as the king saying his two races were already united when the quest was supposed to be about uniting them. Others repeated information a bit too much.
Inaccurate lore and things that didn't make sense. Why would a count sell his house to help a furniture maker?
The worst ones were just a headache to try and make sense of. They felt random and didn't make sense. Kind of if a kindergarten kid tried to write them.
When there were contradictions in the quest and/or it was uninteresting
(1) The descriptions didn't describe the task clearly, sometimes distorted them completely. (2) The background most often appeared distorted, sometimes unrecoginzably so. (3) The dialogue did not reflect the quest givers' personality. It was either not visible or distorted. The language did not reflect the characters' status. (4) The language was not appealing.
Descriptions didn't make sense, or didn't fit the scenario described. Some gave the wrong idea or incorrect information about the goal.
Mismatched pronouns and antecedents that were confusing to read, and made me reread. And ideas that were completely tangential to the main goal of the quest.
The most appalling things were outright contradictions. Such as the strength potion that makes you stronger, and weaker. Or all the ones that implied the quest giver was giving the item to you, no wanting it from you. They also sometimes went on rambling about completely unrelated information.
They were repetitive and contradicting.
I did not like that the quest givers were demanding or rude
They don't make sense.
The unsuitable quest descriptions often failed to provide the purpose for the quest, directly contradicted lore or its own statements, repeated information or phrases needlessly, or described a completely different objective to what would be assigned.
caracter being blank/broken and short and bad builded descriptions.
They either repeated information, contradicted themselves, or went on too long.
Incoherence.
When it contained illogical information that left me wondering what the speaker was trying to say
Clearly robotic text (eg. "Hello I am X. I want you to do Y.) or text that directly contradicted the information presented above.
Too much information sometimes that just made it cluttered adding nothing to the story and ones that felt thematically off for the story being told.
Referential Errors (i.e. assigning emotions or motives to the pc instead of the npc) Misinterpretation of the goal Details taken and made incorrect (the one with the spellbook and the baby had a LOT of this in the five I got).
They contained errors regarding the quest objectives, names, or factions. Some of them also simply did not make sense when reading them.
-Missing context: Some quest descriptions implied you knew about something that wasn't communicated. In the mage quest, for example, only one of the descriptions presented to me said what the the friend had done, but most of the others implied I knew ("I can't believe what he's done," "he's done it in the past, but this time went to far," "if he does it again..."--a lot of "it," used repeatedly in the conversation, begs the question of what, and what the scale of this task is). -Logical inconsistencies/nonsensical inclusions: Some quests contradicted themselves or said things that didn't make sense for what the quest was trying to convey. For example, in the armor quest, some descriptions said I'd have to buy the armor; one of the mage quest descriptions talked about how this friend's recklessness got them in this trouble, then encouraged me to be reckless; one of the golden claw quests (I think) said the bandits wanted this person to go into hiding, but they thought themselves too weak to hide so they planned to "wait it out." -Strange emotional shifts: Certain sentences have more emotional weight to them--"I'm dying" or "I want you to kill all these people," for example. I think that humans who would say things like that would rarely jump to delivering mundane information in their next sentence. If they are speaking that way because they are mentally unstable (psychopathic, for example), I'd expect some of the flavor of their speech or presentation to give an indication of this. -Being too matter-of-fact: Some quest descriptions seemed to state some of the provided facts with very minimal/simple sentences. I think that human speech tends to offer reasoning for why things are known or have some uncertainty about their knowledge of the world, either because they don't know entirely or because they want to convince the person their talking to that they can be believed. When the description is too matter-of-fact about too many things, it seems unnatural because I think a human would qualify their statements more or have less clear knowledge of their situation, conveying some information to us more as speculation/conjecture.
Read 'off' as if poorly translated from a Chinese comic.
I dont mind having long quest descriptions but it feels "unnecessary" When the same thing you just read in 10 rows of text is summarized in a couple of words at the end. I dont have anthing against short descriptions either but one of them should be chosen and not mix
Many were nonsensical, and would've left any player potentially partially or completely lost as to what to do. Names of important characters would get switched up (i.e. quest giver being confused with the quest turn in)
The ones with walls of text
Context or generalized sentences such as "I somehow managed to crawl up the cave but now im here", its not very descriptive and i would rate it lazy writing as it is not descriptive enough to apply it to an imaginary situation.
Logical holes, for example count's butler saying he's mine butler, and sometimes repeating same keyword over and over each sentence.
Illogical quests, e.g. The quest with the Zeraphi/Ezrohir, which made it impossible to derive any logical actions based on the given information, missing info about quest rewards
Things that did not make sense, such as for the unknown quest giver with the raided home. I assume it was the AI was forced to give all information but it tended to make intros like "My name is unknown" which otherwise were good descriptions for the quest.
Mixing details up in ways that destroyed the original idea.
npcs introducing themselves by just naming an attribute ("I'm Ben, the funny guy"), instead of trying to convey said attribute through what they are saying. npcs seeming too familiar/threatening/etc towards what i would assume is a ramdon player. some quest descriptions simply didnt make sense.

Responses
They did not sound natural, akin to child’s sentence.
The details given by the quest giver were not consistent with the details given by the prompt
Linguistic repetitions, lack of clear movement in the description, lack of urgency, emotionless (i.e. being too game-y)
Objectives were either entirely wrong, missing, or unclear. Some of the generated text would tell you to go somewhere different than the actual task location. Some descriptions provided no direction at all. Secondly most of the descriptions provided no meaningful context to the quest, even when it successfully provided adequate instructions. The descriptions were shallow and often repeating. In an actual game I would likely skim or begin skipping the description entirely. The most egregious of them made little sense at all. Characters swapping names, locations becoming people, etc. It seemed that the more complex the quest was, the more the descriptions suffered. The simple quests tended to be pretty good in comparison.
Sometimes the story it generates makes absolutely no sense, and sentences don’t flow naturally.
The information described was often wrong, contradictory lacked logic
Repetition. Excess info. Unfitting tone. Just plain getting bored while reading.
Inconsistencies with the given variables, how other quest descriptions are very linear with the options to properly clear it and how it poorly conveyed the overall objective.
completely changing the information of the quest
Some are hard to understand
Either they were too long, poorly conveyed or had too much unnecessary information.
Some descriptions would include repetitive elements or include contradictory sentences.
While most of the texts are very short, they manage to repeat themselves a lot without providing valuable informations or flavor. Sentences are so bland that even without being a native english speaker I felt like those sentences were written by someone who had a lot of trouble expressing themselves in english. Modalisator adverb or logical connector seemed out of place in a contradictive way or at best as a teenager (or businessman) trying to write like a grown-up while having no idea of how to articulate propositions. I see a lot of informations refering to the enonciative situation which are useless in a videogame and would be weird in a real life interaction, and also make the algorithm (or a.i., whatever) take unnecessary risks. Weird usage of pronouns, omiting what they refer to or multiple sentences starting by "they/he" (I don't think i've seen any "she" btw). Incapacity to identify a character and elements constitutive of its narrative fonction or place. Verbs used to describe actions expected from player or describing past/future deeds by npc were strangely non committed, very elusive. Actually I think it was the case for all connotations in any statement made. But at the same time some elements seemed strangely specific. Quest givers always seemed to know less than me about what he wanted me to do. Sometimes it sounded like sloppy foreshadowing, othertime it sounded like npc needed some time to gather their thoughts before being able to make a proper sentence but still went on blabing everything out. Text generator really sounds like that person talking alone in the subway that everybody try not to look at, while laughing discreetly (hopefully not or with some shame) or are scared of. Some examples, I tried to stick to following convention QuestnumberDescriptionnumber ; assuming those comes from a similarly constiuted database. (Q6D2) "if you think he's dangerous, then go ahead and kill him. But if you're willing to help us put a stop to it, we'll give you these gloves of healing." sound like a very weird way to give me a choice. Antagonist is described as a pretty evil character but now quest giver needs me to decide if character is dangerous or if I want to put a stop to it. It's a weird alternative where those two choices seem the same. I mean, usually killing antagonist would stop said antagonist. Also, that "to it" is a good example of weird pronouns usage (i think). On a side note mentioning the reward when it obviously sound like a random item and not some mighty artifact with a cool name will only lead the player to ignore given quest in fear of hoarding another useless item. (Q6D1) Logical connectors often don't make sense : "I have been hearing rumors about you. I know that you’re a good person and a brave warrior. But if you think that you could help us, then we'd gladly welcome you into our ranks." that "but" seem to imply that being a good person and a brave warrior (bland and non committing judgment that also seems to imply something that is supposed to sound specific) makes player unlikely to help those in need. It sounds pretty much like a contradiction. (Q6D1) Quest giver sounds very common (in a bad way) : "If you want to help us, go ahead." or rather casually american, quest giver sounds like a random employee in an airport telling me which way to go. That "go ahead" or other somewhat familiar way of speaking sounds anachronistic, but mostly weirdly unspecific in a situation where npc is giving a quest. (Q6D1) "You must get yourself into the Fallen Paladins. It's going to take time, but once you're inside, you need to figure out how to infiltrate the organization." it sounds like figurative/litteral appreciation of "into/inside" problem (thinking about it, that sentence out of context is pretty funny). Quest giver sounds (again) pretty casual with the idea of infiltrated evil organisation while making a bid deal out of it, and/or seems to think i'll be infiltrating the organization once I am inside (meaning figure out how to infiltrate once i have infiltrate ?). (Q6D4)"If you believe them to be a threat, then by all means act on your own judgment. But if you decide not to act, then I would ask that you leave the Fallen Paladins alone." Again the tone is pretty off here, quest giver sounds like he's letting player totally free and coercing him at the same time ? (Q6D8) "I have heard that you’ve been investigating the Fallen Paladins. I'm glad to hear it!" I really don't think any questgiver would be "glad to hear it" ("it", what ?) I don't think that's how a native english speaker would express themselves, nor any kind of speaker. (Q6D8) Some descriptions contradicts the factual info given at start "I have heard about you! You’re the adventurer that helped us deal with Anarg?" Unlikely, as questgiver is actually supposed to ask (maybe) me to kill (or not) Anarg. (Q6D6) "They may or may not be able to help " quest giver is pretty unassertive when it comes to prescribing any course of action, that is problematic for a quest giver. Although npcs have a long tradition of being somewhat idiotic, that lack of common sense coming from a paladin or something like that, sounds pretty strange. (Q10D6) "You must help me! You must lead your people. They cannot survive without leadership. You must " that's a lot of "you must" which could sound like an inspiring speech but sounds like a robot (duh). + I don't know who "[my] people" are based on info given at start and I interpret it as an error, also the "they" that refer to "you people" sounds pretty weird. same for "without leadership" as i understand in context player is said leader ? (Q10D4) sounds actually pretty realistic for a tutorial quest with a reward too big to be meaningful in gameplay. Uninspired, very much so, but ok. (Q10D8) As always adverbs and modalisator sound mostly out of place, unnecessary if not plainly wrong. "They have also captured many of my followers. If they do not return to me within one week, then I shall call for your aid" Quest giver projects asking for my help in a week when he is doing it right now. Q22 end in pretty bad results, I don't think I've read a description without missatribution of pronouns, which ended up not making sense at all (disregarding the obvious "lore breaking" effects, it sometimes ends up with victims requesting to be killed by player through quest giver). As such D6 totally revert the situation "It would seem that your enemies are not satisfied with merely killing each other. They want to destroy the very idea of peace among us!". Ai has a lot trouble grasping pragmatic, making it funny. Q31 manage to make a simple quest into a huge mess of explanation, after a few description I don't know who wants what and who is who anymore D6 manage to sound like an absurd surrealistic job description could be a whole parodic rpg concept. D2 is weirdly unassertive for such a menial task to the point where it sounds contradictory. D1 sounds too casual, with a pseudo-realistic interjection "I'll give it to you straight up", at the same time questgive seems to make delivering a letter a big deal for no mentioned reason.
There were some that had text that was, hmm, polite, but opposite the flavor of the quest? Like asking the player to get them something the quest giver already had, or "go to this secret place to meet with me and learn how to do [thing I am telling you to do]" And there were a bunch that were just generally word-salad-y!
They were either very confusing or didn't make sense at all given the facts.
Stuff that was factually incorrect / language that was counterfactual (for example, in the debt quest, there was confusion about who precisely owed a debt to whom, and how it would be resolved. Language was used that could not possibly have given a correct description, as it was self-contradictory.) Past that, quest givers would dump a bunch of information in an unnatural way. Dumping info isn't necessarily unusual in online quests, but the manner in which it was done here was quite bad, repetitive, and unnatural. Hand-authored quests in "actual" story-based games are "way" better than this.
Contradictory or flat out incorrect statements, robotic / repeating statements, irrelevant information. "I am a paranoid resident" is extremely blunt and immersion breaking.
When the NPC tell wrong things, it happened a lot of time. Like, hwen they tell that the Guardian of Mana is the lead of the bad guys or something.
Statements that ended up contradicting previously made statements, or broke up the logic of what you were being told to do. This was most noticeable with abstracts terms;
Poor grammar, repeating information, some descriptions didn't sound "human" or real enough.
Repeated phrases and odd dialogue.
Task was poorly described, inaccurate, or contradictory
Bad grammar, logical errors, completely wrong description.
Unimaginative dialogue.
I would not say upset. But a lot of the text double-backed on itself later in the sentence or next with conflicting information. "We are leaving X town and putting roots down in a whole new place by buying a new place in X town" I mean a lot of it was pretty comical.
Often repeated words, phrases

Responses
The lack of logic.
When the description spelled out information in an obvious, "dry" manner. I also disliked if the text had too little flavor, or was too straightforward or boring.
Inaccuracies (pronouns, details contradict facts) Tone (artificial sounding language, inappropriate self-description)
Contradictions between details within the same quest description.
Quest discription was not compatible with quest objectives.
Mistakes in the narrative on who is friend or foe and unclear objective.
Incorrect information being given
When there were logical inconsistencies.
Descriptions that gave the whole backstory of the quest away.
Discrepancies as mentioned in answer 1. AI-generated descriptions were hard to follow and sometimes information contradicted previous information, or the information given in the prompt.
Grammatically inconsistent and borderline nonsensical.
No depth or reasons, weird logic
Refering to concepts as objects, or refering to people incorrectly.
Straightforwardness
That you could not make sense out of the words you were reading because the sentences were contradicting themselves.
They were mostly just incorrect. The wrong information being conveyed, wrong story, etc. It seemed to me that there might be a language translation issue, as well. Also, just a note, the descriptions consistently joined the Dawnguard and the vampires together as one group.
the military leader and king's unsuitable options didn't match with the amount of authority they'd wield. Also, I would not expect a king to tell anyone his entire backstory, nor a military leader threaten(and likely provoke) an enemy right after they've wiped out his best.
Omiting or confusing critical information. i.e. one of the descriptions claimed to "hand me an Astrid" when Astrid is the quest-giver.
The tone in most of them was very off-putting. "Do this, or else! You must do this because I say so, to no particular benefit to you!"
Incoherency or flippancy, nonsensical, unlikely statements (I am thadgeir, avenging my dad, who is also named thadgeir? What?)
not matching the quest facts, repetition
Some will introduce who they were, or repeat their name and title multiple times. Some lose track of who is who and will sometimes associate someone who has two descriptors such as mother and mage as two different people. The AI will sometimes become incoherent in an attempt to add flavor to the quest completely destroying the context of the quest. As a result it can be difficult to comprehend the expected task of the quest or confuse the reader. Sometimes the AI will not understand context to location. E.g. There cannot be a building in a ship. The AI does not understand figures of speech. So if you say that a thug only understands gold it made the ai think that they literally cannot understand anything beyond gold. It will feel like that AI is trying to cross criteria for the quest description off like a task. AI has difficulty understanding quests that are personal requests from the quest giver and will talk as if someone else is tasking me to fulfill the quest. Such as me or a leader of my people.
Lack of common sense, basic coherence and how badly it matched the "recipe".
Context didn't make sense or words were repeated. It also became formulaic
Contradicting information and unnatural language.
Many contradicted the descriptive information.
When it was contradicting itself or just plain wrong.
Not meeting the criteria I outlined in the previous box. Inaccuracies in the text and inconsistencies with listed objectives are, in my experience, usually seen as examples of bugs or errors in writing as opposed to a feature like the questgivers being undecided on what they want or in some other way incapable of properly voicing what they want from the player character. It can be an interesting design decision to pass inconsistencies off as such, but it usually ends up being confusing or frustrating rather than compelling.
1. Contradictory information 2. Overly repetitious 3. Confused or muddled characters and story
Repetition of information in the quest descriptions.
The writing quality of every quest description was poor. There was a lot of repeated information in the descriptions. There was also a lot of contradictory information in them.
Some did not make sense, Vald's Debt description 4 for example, had Vex telling us his name twice before also saying he was Vald. Which makes him 2 people and his own lover which is strange.
Inconsistency.
Weird sentence structures
Shorter quest descriptions seemed perfunctory, without the detail/worldbuilding/lore I would expect from an RPG quest. Longer quest descriptions tended to have consistency or grammatical problems, or felt very 'artificial'.
The ones I liked less didn't follow the intended parameters of the quest. Most of the quest givers also didn't have any ways to distinguish themselves other than a summary of their backstory.
They made no sense according to the facts of the quest provided above or repeated themselves.
It was very obvious when the AI got confused over who the player is supposed to help, and how the quest giver and quest targets relate. Igmund asking the player to help the forsworn by killing their leaders, or to improve relations by killing forsworn would instantly alert me that these quests are poorly generated by AI.
Some made no sense, names were wrong and the tone of the quest was wildly inaccurate.
Unsuitable descriptions were senseless, where the description either contradicted itself in the text, or formed a totality that didn't make any sense in regards to the characters or places in question
over information leads to wrong context.
Starting off good with the text but halfway through any sense of logic would be gone



Responses
They didn't make logical sense.
Incoherent, self-contradicting sentences.
Destroyed characterization, distorted or ignored facts, seemed somewhat disjointed
Wrong facts or bad grammar especially when it is clearly artificially generated (potion of Potion of Strength)
Contradicting statements, repeating lines (e.g. "I am X. My name is X"), and details that don't make any sense.
The descriptions do not agree with each other, breaking immersion as it forces players to try to make sense of something that does not make sense. The worst ones are when the quest-giver introduces himself twice, each time with a different identity and personality.
Some of the descriptions would repeat facts or words.
I would not say any upset me, more like the way AI tries to write in the facts its confusing at times, sometimes just feels rushed or random, and some times it repeats itself.
Some made no sense and did not match the situation described
Mainly the consistency, I recall the Vex and Vald quest where one of the descriptions was Vex also saying that they were Vald. Funny, but not consistent.
Logical inconsistencies
They did not fit the characters that were giving the quests
The least suitable descriptions mixed up quest details, even in the same paragraph contradicting itself. The quest would not have the intended narrative, nor would it make sense at all in some cases.
They didn't match what the quest was about, which would be really confusing/frustrating to a player.
If they were not logical and the parts didn't really fit together. Also of the request didn't seem proper
Some of them had repeated phrases, or would give lots of random background information that seemed like it didn't relate to what the quest was at all, or just had way too much of an info dump. There were some that just didn't make sense or sound like anything a person would say, especially with the armour quest descriptions.
Mostly the speaker repeating or contradicting themselves
Keywords and facts from the manual quest description were used, but often to the opposite effect. Natural language mistakes, of course.
Errors
nonsensical statements, such as a quest giver calling themselves another characters name, or the inability to explain what the quest is really about
The majority of unsuitable descriptions contradicted the information that was given about the quest. At worst, this could confuse a player on their actual objective.
Conflicting information within the description, description conflicting with the information provided, awareness of meta information such as "I am a dying paranoid man."
Inconsistency with certain narratives, clear examples can be seen in the sunken one quest.
If it felt like the character is bored and annoying showing no respect
They where either contradictory with the initial description and sometimes even within themselves
Often were inconsistent in how they referred to subjects, i.e. one description saying a dagger was left with another person, before the questgiver gives it to you anyways.
the erratic nature in which he responcse was given, it didn't flow smoothly
Not getting facts right - with the elytra quests two of them start the same way; and none of those two mention that you actually need to have an Elytra
Absurd contrast between the fluff/explanation and the actual task
I recognized the Drovas Relvi / Neloth quest description from TES: Skyrim, and the quest description in the game was superior to the AI-generated ones.
They were wrong. Characters were confused, goals were confused, and often a bunch of weird "flavour" was thrown in that made no sense and made it obvious a bot wrote it.
Description didn't fit the content of the quest, in terms of urgency and the quest provider's situation
The worst offenders were the ones that did not end with a request. They simply told a story. A few others had a request, but that was only loosely related to the problem, making the story feel like a tangent. Lastly, one's where the given request did not match the quest description at the beginning. (Ie. The first description said to kill kobolds, and the quest instead said to pick up kobold bodies).
They completely failed to communicate the quest objectives, or worse yet, communicated completely wrong objectives. For the quest about the hidden stash of unknown, several of the summaries implied the objective was to kill several people, and didn't bring up the real objective at all.